

Liar, liar pants on fire!

Introduction: There is a plague that is grieving the heart of God because it is preventable and can be stopped. It has spread among all churches and is particularly rampant in society. No one is immune to it and many are infected with it.

What is this evil plague? You may be surprised as it appears rather harmless at first glance. It is now so commonplace that people are deceived into just accepting it as normal, instead of recognizing and resisting it. This epidemic is the practice of lying and dishonesty.

We hurt ourselves by lying. Lying is a habit that grows and grows. Even if some lies seem harmless and do not appear to really hurt anyone else, they are harmful to our own souls. Lying is also being deceitful which is misleading someone by not telling the whole truth or cheating. The more we practice telling untruths of any kind, the duller our conscience becomes.

The truth is important. Truth keeps life simple because if you lie you must make up more lies to cover up the old ones. Truth always comes out in the end in the long run. Remember that truthful people are respected and God does not want us to lie and to be deceitful.

Preparation: Print Situation Game Cards out of light blue card stock. Print Truth or Lie Game Cards out on light green card stock. Cut out Game Cards. Laminate or cover with clear contact paper to make them last. **Use only the cards that are age appropriate.**

Directions: Put the Game Cards in two small basket and set near the game board. Set an egg timer for a specified time (optional). Place your markers on START. Roll the die and move that many spaces. Follow the directions on the space you land on. If you land on a "Pants On Fire" space, you pick up a corresponding card (light blue card) and read it out loud. On the card is a situation that you must make a choice on how you should answer. Remember that God doesn't want us to lie or to be deceitful and hopefully you will make the right decision. Answer the question to the best of your ability (the teacher can coach the student if necessary). If you land and on a space with a picture of a person with a long nose, the player to your right picks up a corresponding card (light green card) and reads it out loud. You must answer the question with a "Yes" regardless if it is true or not. The player who read the question must identify whether you told the truth or a lie. If they catch you in a lie, they receive a token.

*As you play the game, take advantage of natural opportunities to highlight behaviors that facilitate or impeded being truthful and being honest. Discuss with the students why someone would be truthful and honest. You could also ask, "What do you think of Kelly's answer?" or "What else could you say or do?" or "What is the worse thing someone could say or do in this situation?" When appropriate, reinforce a variety of ways to say or do things appropriately.

Continue game as time permits or until the egg timer goes off. The player with the most tokens wins.

Additional Rules: (For older children.) When you land on a space with a picture of a person with a long nose, the player to your right picks up a corresponding card (light green card) and reads it out loud. You must answer the question with a “Yes” regardless if it is true or not. The player who read the card can then ask that person as many questions as he likes in order to help him decide whether the truth is being told or not. Obviously, sometimes they will be telling the truth. Listen carefully how people fabricate stories in an attempt to avoid questions. When the player feels he has heard enough he says “No further questions” and states if you told the truth or a lie.

A typical exchange might be something like:

- Have you ever ridden a horse?
- Yes I have.
- Where did you do it?
- Umm. On vacation in Florida.
- Who were you with?
- Some friends.
- What were their names?
- Umm...etc.