

Activity Time

Approximate Time: 15 minutes (plus prep)

What you will
need:A copy of the "Learning to Choose" activity (boy or girl paper doll and wardrobe for
each child (artwork included with this lesson,) scissors, glue, cardstock and tape.Optional: Laminating sheet

(Younger children will need help from an older sibling or parent.)

Preparation: 1. Print out the artwork.

- 2. Glue boy and girl patterns and stands to cardstock.
- 3. Optional: Laminate all pages.
- 4. Cut out.
- 5. Use double sided tape or pieces of rolled tape to attach clothes to paper dolls.

Activity:



1. Explain: One of the first decisions that we learn to make is what clothes we are going to wear. This might seem like a simple decision, but like every decision thereare consequences. Learning to dress ourselves when we are young helps us to learn howto make good decisions. We can learn how making little decisions will help prepare us for making bigger decisions and using our agency wisely.

2. Ask: Why is it important what we choose to wear? (Discuss ideas. Example: Dress appropriately for the occasion and for the weather, dress modestly, dress comfortably, etc.)

3. Ask: What are some the consequences that we face when we choose what to wear? (Discuss ideas. Example: Too hot or cold, not showing respect or disappointing Heavenly Father, uncomfortable, etc.)

4. Give each child a paper doll and set of clothes. Give examples and then have your children dress their paper dolls appropriately and inappropriately. Example: What would you wear to church? What wouldn't you wear to church? Discuss reasons and consequences.

You may want to use this opportunity to discuss Elder Hollands advice, "...From ancient times to modern we have always been invited to present our best selves inside and out when entering the house of the Lord—and a dedicated LDS chapel is a 'house of the Lord.' Our clothing or footwear need never be expensive...but neither should it appear that we are on our way to the beach." *Jeffrey R. Holland, Ensign, Nov 2005* © *Intellectual Reserve, Inc. All rights reserved.*













