

Name: _____

Date: _____

Pre-lesson

1. Post saint bios around room
2. Cut out saint tokens (three per disciple) on cardstock

During lesson

1. Randomly distribute three saint tokens per disciple
2. Distribute Graphic Organizers
3. Allow disciples to find saints and record information regarding saint's life of Holiness
4. Once Graphic Organizers are filled out, set purpose and expectations for Milling-to-Music. Establish objective of game: the first person to have one Corporal Work of Mercy, one Spiritual Work of Mercy, and one saint who was not a sister, brother, or priest wins (e.g., St Bernadette, St. Peter Claver, St. Louis IX)
 - a. Once music has started, disciples should float around room to find partner
 - b. When the music stops, disciple chooses a token to trade. In order to trade/receive a token, disciple must explain what Work of Mercy the saint exemplified and how they lived out this work in their life
 - c. If the disciple has succeeded in trading tokens to achieve the objective, they should indicate this to teacher
 - d. Winning disciple must explain to the class how each of the three saints exemplified the Work of Mercy they are associated with
5. Present incentive/award (if any)
6. Moderate game, using music to indicate rotations
7. If/when disciple wins, present them with the award (if applicable)