

Hatch Patch Creations

Family Home Evening Made Easy

82 Aspen Grove Dr. W.

Evanston, WY 82930

1-720-870-0398

www.hatchpatchcreations.com

Music Makes Me Happy Family Home Evening Packet



Contents:
Story,
Picture Sheets,
Game,
Quote,
Treat Recipe

\$7.00

Music Makes Me Happy Family Home Evening Packet

Symphonic Sweets

Ingredients:

- 1/2 cup softened butter
- 1/2 cup brown sugar
- 1/2 cup honey
- 1 egg
- 1 1/2 cup flour
- 1/2 tsp. baking soda
- 1/2 tsp. salt
- 1/2 tsp. cinnamon

Directions:

In a bowl, beat butter, brown sugar, honey and egg on medium speed, scraping the bowl constantly until smooth. Stir in remaining ingredients. Drop by teaspoonfuls onto an ungreased cookie sheet. Bake in a 375 degree oven for 7 to 9 minutes until set and light brown around edges.

*Thanks to Diane Slade of Preston, Idaho
for sharing this wonderful recipe with us!*

Home Evening Outline

Opening Prayer

Opening Song

Closing Prayer

Scripture Refreshments

Story Game

Closing Song

Closing Prayer

Refreshments

Suggested Songs: "Hum Your Favorite Hymn", pg. 152 (Childrens)
"Lift Up Your Voice And Sing", pg. 252 (Childrens)
"With Songs of Praise", pg. 71 (Hymn)

Scriptures: D&C 25:12-13, D&C 136:28

Story: Color graphics with markers, colored pencils, chalks, etc. Use flannel, or laminate and cut out and place magnets on back of graphics. etc.

"Mormon Melodies" Game: Preparation - Cut the "Treble Trouble" gameboard sheet on the dashed line. Place "Mormon Melodies" gameboard sheets side by side with the "Introduction" side on the left, and the "Treble Trouble" on the right. Fasten the two sheets together on the back sides of the sheets with scotch tape. Laminate the game board. Laminate and cut out the forty-eight "word" cards and the sixteen "Finale" cards. You will need a die and a playing piece for each team playing. You will also need a minute timer or a watch with a second hand. Players may play individually or as teams.

Object - To be the first player or team to reach the "Finale" space and complete a "Finale" card.

Play - Place all game pieces on the "Introduction" space. Place all forty-eight "word" cards in a pile face down on the playing surface as well as the sixteen "Finale" cards. Each team rolls the die to determine who will go first. The lowest number rolled goes first. The team draws a "word" card and reads the word on the card aloud to all of the teams participating. The team that drew the card gets to go first. That team must come up with a Primary song or hymn that has the word on the card in its lyrics. The team must sing at least five words from the song including the word on the card. Once the team does this, play quickly passes to the next team, who must also come up with a song that has the word on the card in it. They cannot use a song that has already been used on this card. The teams have one minute to come up with a song. If the team is successful in coming up with a different song, play passes to the next team and so forth until a team can no longer come up with a song. The last team to come up with a song, wins the card and is able to shake the die and move the number of spaces indicated on the die. The team directly after the first team to draw, then draws the next card, and play continues as it did in the first round. If a team draws a "SUBJECT" card, the teams must come up with songs that have to do with that subject, but play continues in the same manner as the above mentioned. If a team lands on a "Player Vs. Player" space, each team must pick one player to compete. Play continues as mentioned above, with the exception that only the individual players can compete, with no help from their team-mates. DO NOT read the word on the card until individual players have been chosen. If a team lands directly on a "Treble Trouble" space or the "Fermata Flap" space, that team can switch places with any team on the board if they desire to. Once a team reaches the "Finale" card. The team has one minute to come up with a song for each of the five words listed on the card. If the team is successful in doing this, they win the game. If a team is not able to do this, they remain on the space and wait until their next turn to roll. Play rotates to the next team who is supposed to roll the die. All other teams can continue to try and reach the "Finale" space so as to try and win the game.

DO NOT COPY

Music Makes Me Happy

Judy loved music, all kinds of music. Music made her happy and she always looked forward to the time she could listen to music.

One day, Judy was invited to go to her friend, Joan's house, for a sleep-over. Judy was so excited! She had never spent the night at anyone else's house before. This was a new experience.

Judy packed her little sleep-over bag with her toothbrush, pajama's and her cuddly bear, Jingles. Judy could not sleep unless she had Jingles with her.

Mother went over the list of do's and dont's with Judy before they got into the car to travel to Joan's house. There were a lot of things to remember, Judy thought to herself, as she tried to keep from being too impatient. "Say your prayers, brush your teeth, say 'Thank-you' and 'please' and call home if you need to," were some of the instruction Mother gave Judy.

It's a little scary to spend the night at someone else's house, especially when you have never done it before. Judy was excited but also a little nervous as the car rounded the bend to the street where Joan lived.

Joan and her mother ran out to meet Judy. They were very excited. Mother kissed Judy good-bye and turned to get into the car for the ride home. Joan lifted Judy's bag and they all walked into the house.

Joan's house was beautiful. It had tall ceilings and beautiful carpets and furniture. Judy immediately felt welcome and the two little girls scampered upstairs and into Joan's bedroom.

After dinner, getting their pajamas on and brushing their teeth, Joan and Judy were left in Joan's room alone. Now, they could have such fun, playing games, telling stories and listening to music.

"Want to listen to some music?" Joan asked.

"Sure!" Was Judy's hasty reply.

Joan pulled out a portable CD player and began rummaging through some discs in her drawer. Judy was excited for she truly loved music. In Judy's home, they always listened to music for every occasion. Mother and father were very careful about what music the family could listen to, though.

Judy's father loved Country Western music and her mother loved the songs of Broadway. Judy's brother, William only listened to Classical while her sister, Janis loved all kinds of music. Judy's favorite music was the children's hymns of the Church. Mother and Father had given Judy a CD with all of the hymns on it and she played it almost every day.

As Joan placed a disc in the player, both girls sat back to enjoy the music. Suddenly, Judy began to feel uneasy and nervous. The music was very loud and the beat was very harsh and forceful, but it was the words that upset her the most.

The song talked of terrible things - things that Mother and Father would have never let Judy hear. The words spoke of things that lacked integrity - things that were sins. The music was giving Judy a horrible feeling. Judy wanted to go home.

Judy remembered Mother's words to her. "Call home if you need anything." But what would Joan think? Would she be mad at Judy? Would she make fun of her at school? How could she just get out of this situation and go home?

Peer pressure is an awful thing and everyone feels it at some time or another, even adults, but Mother's words kept going through Judy's head. "Call home if you are ever in trouble - if you feel uncomfortable." That's exactly what Judy did. She called Mother.

Soon, Mother was at the door, and she ushered Judy into the back seat of the car for the ride home.

Judy sat very quiet all alone in the back seat. It was many minutes before she felt like saying anything to Mother. Then, it just blurted out.

"I'm so sorry, Mother, that you had to come and get me but I was feeling very awful and just wanted to come home."

Mother looked into the darkness of the back seat and she did something that surprised Judy. She smiled. "Honey," she said, "you can always come home. I will always come and get you when you don't feel right. Can you tell me what happened?"

Then the words just came gushing out. Judy told Mother about the awful music that Joan played and how it made her feel. By this time, the family car was pulling into Judy's driveway and Mother helped her into the house with her bag.

Judy explained that there were things talked about in the song that she had never even heard of. She told her that the song spoke of immorality and drugs and being mean to other people. She told her how the music made her feel.

Mother sat Judy down upon the front room sofa and began speaking in soft tones. "My dear little daughter," mother began. "You did the right thing. Remember that! Remember that you can always do the right thing no matter what other people think. Now, let's talk about music."

It was wonderful staying up late and talking with Mother. Mother told Judy how all music carries with it a feeling because we are very musical beings.

Our hearts beat a musical rhythm as well as the blood pounding through our veins. The whole earth moves and works to a musical rhythm.

When we hear soft, sweet music, it makes us feel soft and sweet. When we hear loud music, the beat gets us excited or agitates us. When a beat is loud and fast, it makes our hearts beat faster, which sends more oxygen into our blood which gets us excited. That can be good excitement or bad excitement, depending upon the message that the song sends.

If the beat and words are irritating to us, we become agitated and upset. Music can change how we feel instantly.

Satan loves to tempt us, teach us bad things and degrade us through the use of music because it can touch our souls. Music is a powerful thing. It can also be very powerful to help us be good.

Beautiful music with beautiful words can uplift us and help bring the spirit to us. It can comfort us when we are sad, make us feel hopeful when we are down, and make us feel happy. Music is a wonderful thing when it is music that uplifts. "That is a very important word," Mother said, "that word 'uplifts'."

"That is a wonderful word," Judy thought as Mother's arm slipped around her and they walked the stairs to bed. "Uplift," Judy kept repeating in her mind. "I will look for things that uplift."

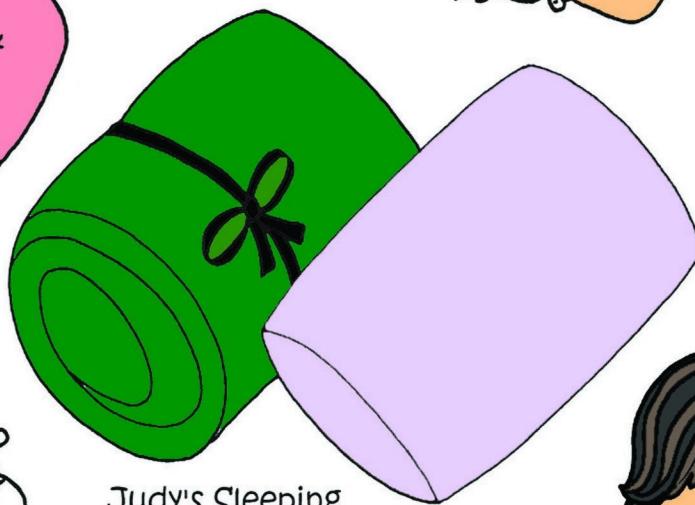
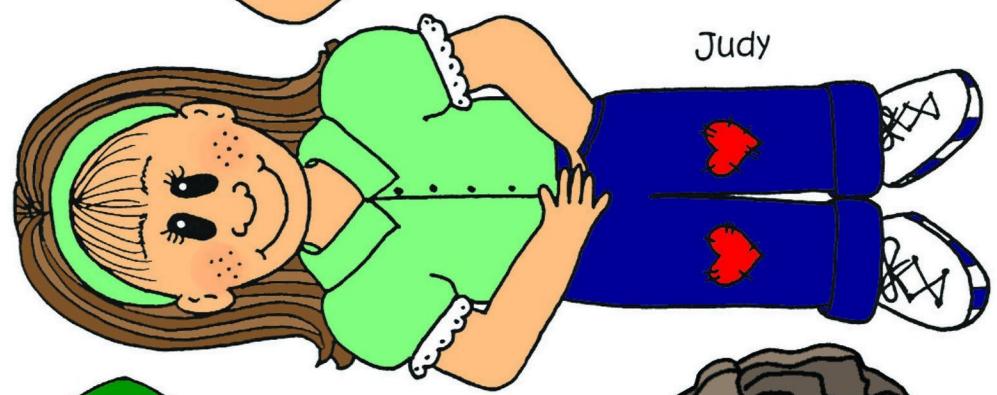
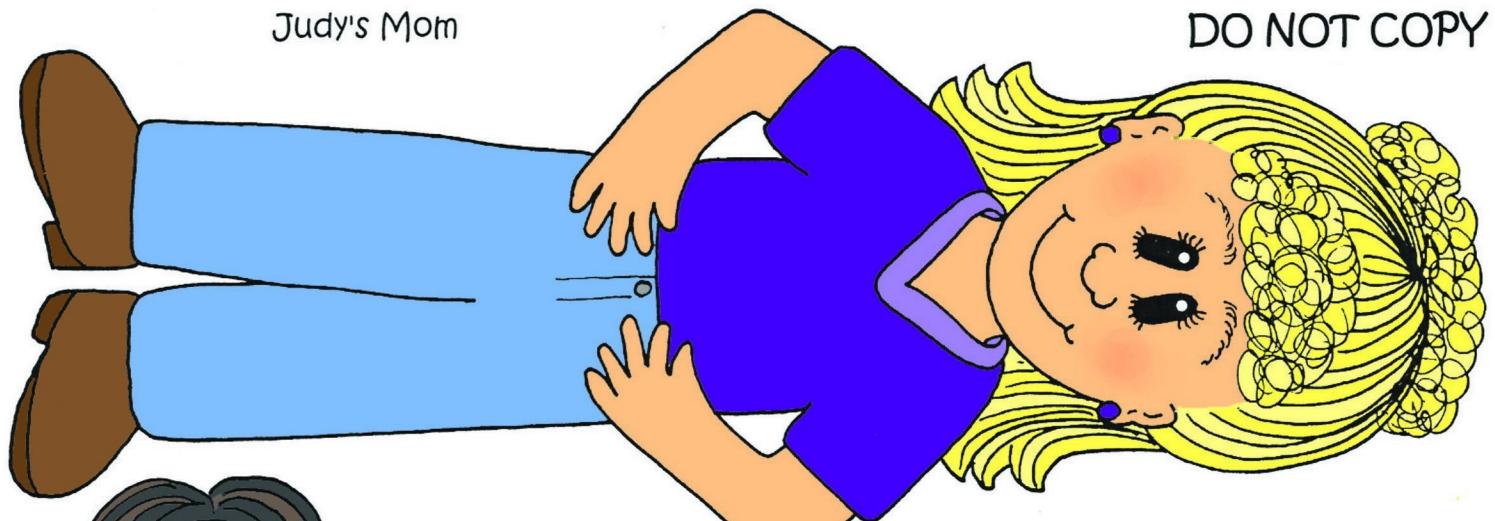
Our Heavenly Father wants us to be happy. Much of the music of the world will make us happy. We just have to remember to have the courage to stay away from that music that makes us feel bad, irritated, dark, depressed or sinful. Remember the word "uplifts." If we cling to those things and that music which uplifts, we can always be in tune to hear and feel the Spirit. When we have the spirit with us, we will make right choices and always do what is right.

DISCUSSION

- Have you ever heard music that makes you feel bad or tempts you to sin?
- Name some songs that make you feel happy.
- What can we do in our home to listen to music that uplifts us?

Judy's Mom

DO NOT COPY



Joan

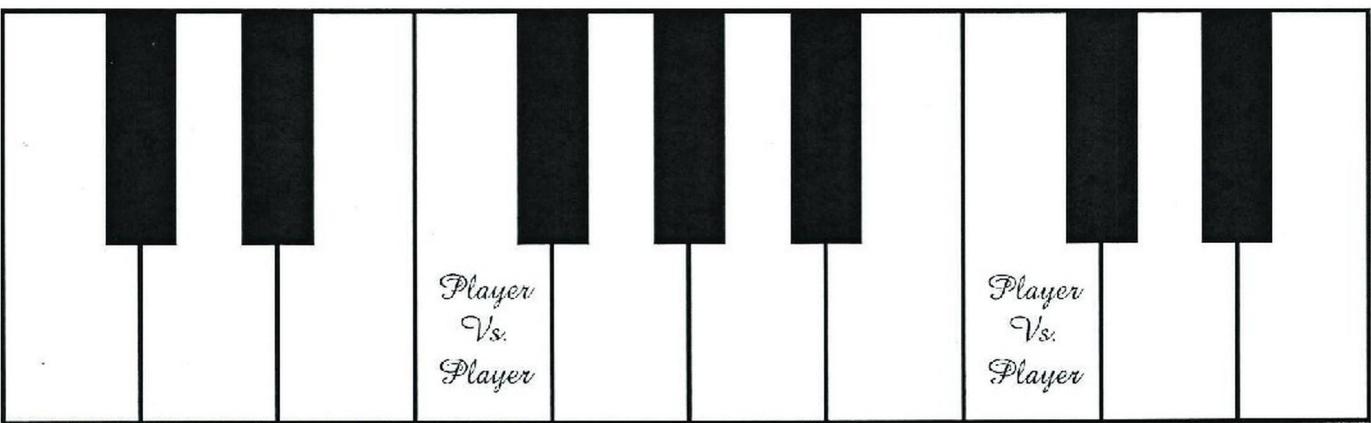
Judy's Sleeping
Stuff

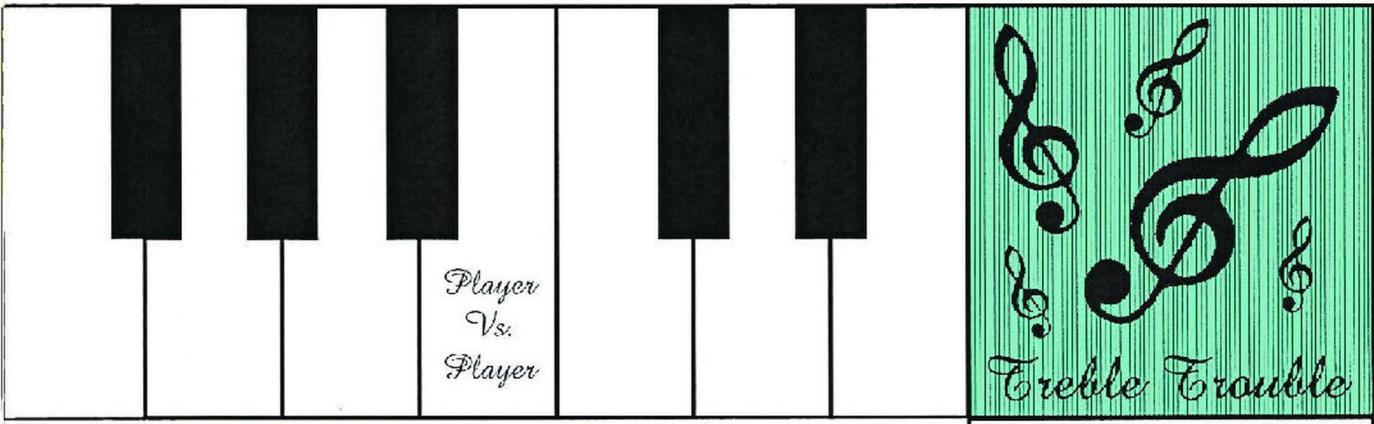


Joan's CD Player

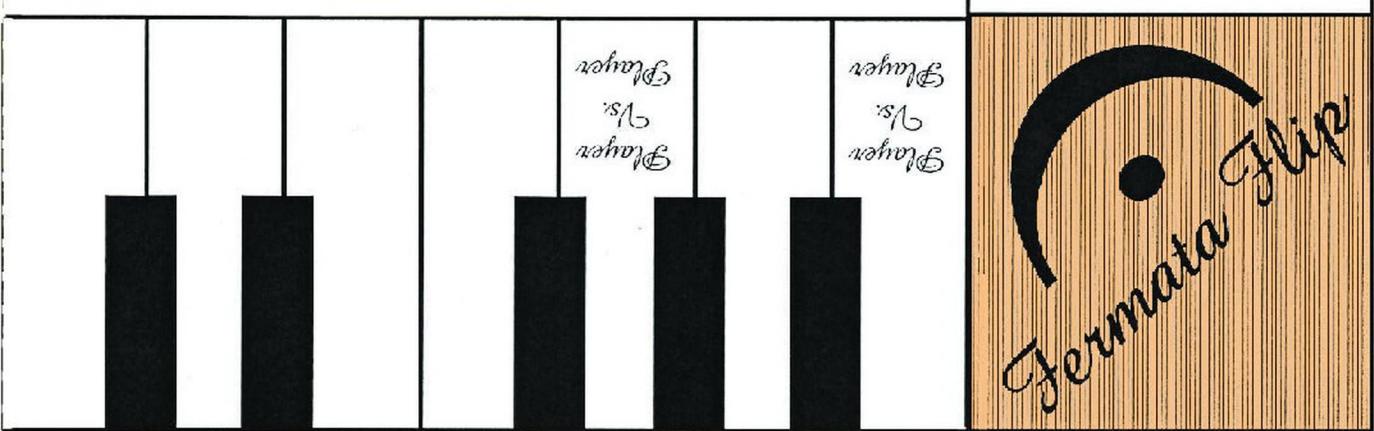
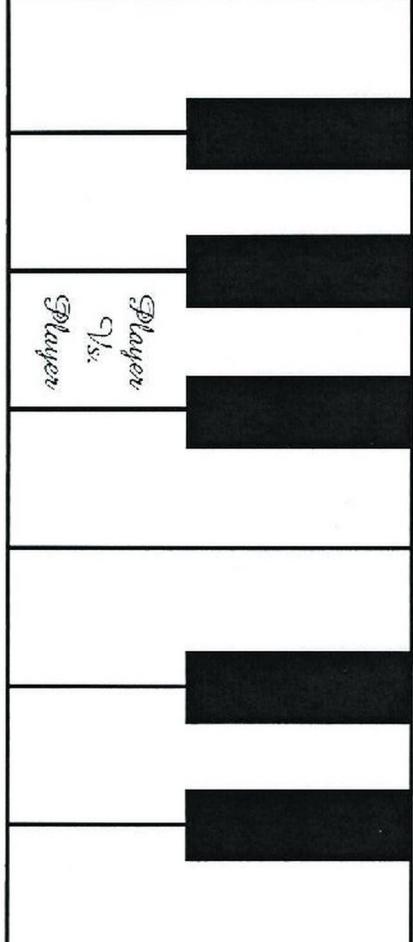


Joan &
Her Mom





armon melodies

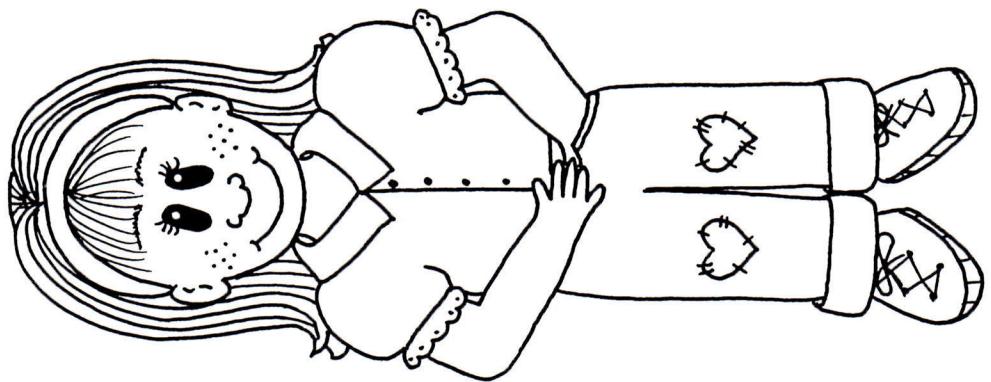


| | | | |
|-------------|---------|--------------|------------|
| Prophet | Father | Pray | Children |
| Thank | Heaven | God | Home |
| Blessing(s) | Learn | Spirit | Earth |
| Heavenly | Parents | Lord | True |
| Hear | Love | Faith | Jesus |
| Choose | Sabbath | Reverent(ly) | Kind(ness) |

| | | | |
|-------------------------------------|-------------------------------------|--------------------------------|--------------------------------------|
| Believe | Holy | Quiet(ly) | Spirit |
| Listen | Chapel | Son | Scriptures |
| SUBJECT Temple | SUBJECT Pioneers | Hosanna | Star(s) |
| SUBJECT The Priesthood | SUBJECT The Atonement | SUBJECT The Family | SUBJECT Joseph Smith |
| SUBJECT Sacrament | SUBJECT Word of Wisdom | SUBJECT Resurrection | SUBJECT Obedience |
| SUBJECT Christmas | SUBJECT Book of Mormon | SUBJECT Kindness | SUBJECT Missionary Work |

| | | | |
|--|--|---|---|
| Finale | Finale | Finale | Finale |
| Teach Shepherd(s) Manger Angels Mother | Savior(s) Church Light Choose Saints | Zion(s) Sweet Right Foundation Believe | Commandments True Called Walk Abide |
| Finale | Finale | Finale | Finale |
| Firm Gentle Shoulder Sisters Rod | Army Done Press Enlisted Great | Follow Mountain Redeemer Rock Dearest | Foundation Count Stand Given Above |
| Finale | Finale | Finale | Finale |
| Beauty Freedom Comfort Guide Joy | Gospel Nazareth Art Marching Footsteps | Glory Awesome Precepts Dead Favor | Cross Green Tremble Asleep Defending |
| Finale | Finale | Finale | Finale |
| Worker's Happy Witness Press Surprise | Wisdom Sunshine Cheered Bounty Newborn | Precepts Together Safety Whispers Willing | Vision(s) Obey Morning Anointed Journey |

"Music has a very powerful and wonderful influence in establishing feelings and moods that can lift and elevate your thoughts and your actions. But because it is so powerful, it is cleverly used by the adversary to stimulate your thoughts, feelings, and moods, to pollute and poison your mind and cause you to do things you would not otherwise consider doing."



Ardeth G. Kapp