WE ARE HIS HANDS

PURPOSE

The help listeners understand the importance of being the 'hands of Christ' in serving those around us

MATERIALS

- A wrapped piece of candy for each person
- Story, "*We Are His Hands*" (below)

LESSON IDEAS

1. Give a wrapped piece of candy to each person. Explain that they are welcome to eat it, but they are not allowed to use their hands to unwrap or to eat it.
   a. After a few minutes allow someone to use his/her hands. Wait to see if that person will use his/her hands not only to eat his/her own candy, but to help others in the group.
   b. Ask listeners how they felt toward the one who helped (or didn't help) them eat their candy.

2. Share the following quote by President Spencer W. Kimball: "God does notice us, and he watches over us. But it is usually through another person that he meets our needs. Therefore, it is vital that we serve each other in the kingdom" (*Ensign,* Dec. 1974, 2).

3. Read the story "*We Are His Hands*" (below)

4. Testify of the importance of our being the 'hands of Christ' to serve those around us.

We Are His Hands

The story is told that during World War II, a church building in Strasbourg, France was destroyed by bombings. After the bombing had ceased, the members of the church looked over the damage. In spite of the severe damage they were pleased that a statue of Christ with outstretched hands was still standing. It had been sculpted centuries before by a great artist.

The people discovered, however, that both hands of Christ had been sheered off by a falling beam. Later, a sculptor in the town offered to replace the broken hands as a gift to the church. The church leaders met to consider the offer and, after giving it considerable thought, decided *not* to accept. They felt the statue without hands would be a great message to everyone that the work of Jesus Christ is often done through His people. If there are sick, lonely, or hungry people around us, we are the hands the Savior will use to answer those needs.

Image above courtesy of Inspire Graphics