

A Dramatic Call: Lessons from the Old Testament

In the box below, circle the passage that your group has been assigned. Based on this passage, your group will create a contemporary skit (5 to 7 minutes).

Keep in mind that many Scripture stories of God's call and humans' responses contain these general elements:

The person called . . .

- is attracted, or at least open, to serving God or others
- feels that she or he is singled out by name for some special purpose
- experiences the call as scary but thrilling at the same time
- "tests" the call to make sure it is real; may show some resistance to God's call
- is ultimately confirmed by others whom she or he can trust; the call is validated

Follow these guidelines for creating your skit:

- Create an original skit (5 to 7 minutes). Write a modern dialogue that includes all the major characters and dramatic events in your assigned Scripture passage. Create dramatic tension by showing the deliberations of the person who is called.
- You may change the names from the original story, and you may add extra characters. People in your group may also serve as "props."
- All members of your group must participate!
- Introduce your skit by identifying the Scripture story on which it is based. For example, "This skit is based on the biblical story of the call of Abraham."
- You may use humor if it contributes to the effectiveness of the drama.
- Bring in small "props" that enhance the action; they can include objects (a telephone, for example) or clothing items.
- Include a narrator, if needed, to explain the context to the audience.
- Conclude your skit by having one member of your group explain all that you found most significant about the story and how the story is a testimony to the meaning of a true vocation.

Scripture Passages

The Call of Abraham (Genesis 12:1–4, 15:1–6, 17:1–8)

The Call of Samuel (1 Samuel 3:1–11)

The Call of Jeremiah (Jeremiah 1:4–19)

The Call of David (1 Samuel 16:1–13)

Note: Include more of the Scripture passage than listed above if time permits.

