

FUN NIGHT IDEAS

Life-Size Board Game Night

Basic Overview:

Life-Size Board Game Night takes some the board games that kids are used to playing at home and makes them larger than life allowing the kids to actually be the pieces of the game board. The Life-size Board Games you'll play include: Guess who?, Yahtzee, Battleship, Rock, paper, scissors, Scrabble, Hungry Hippos, and Cootie. When the children come into game time, divide them up into 2 equal teams. Try to ensure that you have a good mix of boys, girls, and various grades on each team. Explain to the kids that you are going to be playing a giant version of some of their favorite board games with a special twist. Games can be played in opening time, game time, and even some in book time. (see below). You can do this night at any point throughout the year. It is also an ideal event for the end of the year (i.e. the week before your awards ceremony).

Additional Ideas:

None

Reminder Flyer:

See the flyer and instructions on the following pages.

Remember, next week is...



Come ready to help your team play some GIANT versions of your favorite board games like Hungry Hippos, Guess Who?, Battleship, and more. Only this time, YOU get to be the game pieces of the board game.

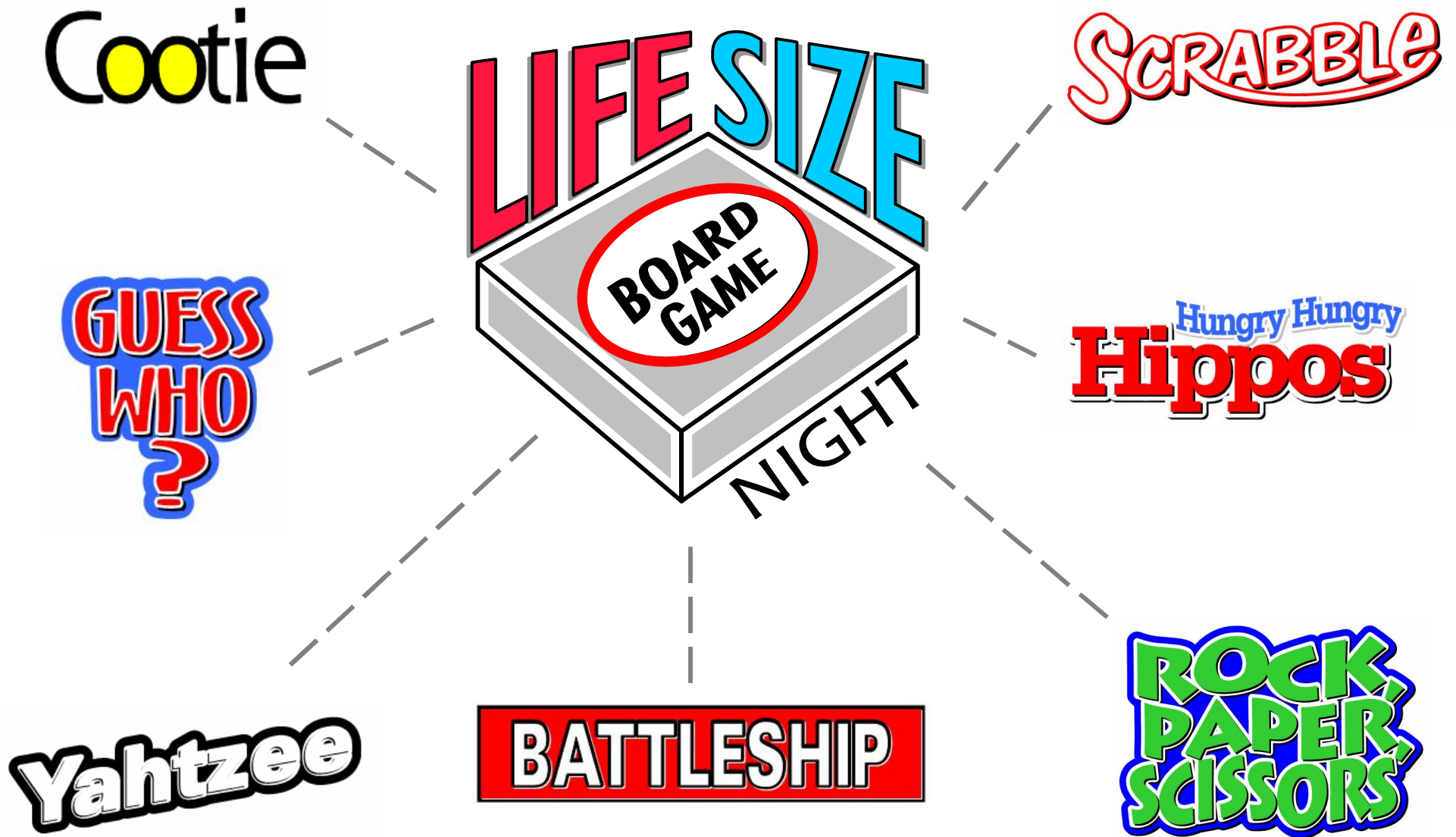


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Come ready to help your team play some GIANT versions of your favorite board games like Hungry Hippos, Guess Who?, Battleship, and more. Only this time, YOU get to be the game pieces of the board game.





Life-Size Board Game Night Summary: On Life-Size Board Game Night, the children will compete in various board games with one special twist... the kids and leaders themselves will be the game pieces in some of their favorite board games.

When the children come into game time, divide them up into 2 equal teams. Try to ensure that you have a good mix of boys, girls, and various grades on each team. Explain to the kids that you are going to be playing a giant version of some of their favorite board games only this time they get to actually be the game pieces that are on the board game. The following pages contain a list of games you can use and how to play each round:

Yahtzee

Yahtzee: In the game of Yahtzee, players put five dice in a cup, shake them up and roll them attempting to get different combinations of numbers with their rolls (three of a kind, four of a kind, dice in numerical order, or all the dice having the same number (which is called a Yahtzee)). This Yahtzee spin-off game is played in much the same way.

Setting up the board: You can either locate five extra large dice (at places like a party store, dollar store, or online) or you can make your own using square shipping boxes. If you make your own, use shipping boxes that have a square shape and cover them with paper or paint them white. Then use a permanent marker to draw one, two, three four, five and six dots on the sides of the dice. Next, find a large tub, trash can, or storage bin to act as the cup to keep the five dice in.

Playing the Game: This game can be done in game time or can also be done in opening time to get everyone excited for the night. If done in opening time, choose four boys and four girls and have them come up to the front (if done with the rest of the games, then choose 4 players from each team). Hand the players the large tub, trash can, or storage bin with the extra large dice inside of it. Allow them to work together to shake up the dice and then dump them out on the ground. Playing until a team gets a Yahtzee (which means all dice show the same number...like two's) may take a little while. Instead you may want to give each team three or four rolls and see which team can get the most of a kind in the those three rolls. In other words, team 1 rolls their dice and rolls a one, three, four, and two sixes on their first roll. They would put the dice with the one, three, and four back in the trash can and roll them again. This turn they roll a two, a three, and a six. So they move the six over by the other two sixes they rolled last time and put the dice with the two and three back in the cup and roll a final time. This last turn they get one five and one six. So...total they rolled 4 sixes and 1 five. Then allow team 2 to have three to four rolls and see which team does the best and has the most dice of a specific number or kind.

Supplies: 5 extra large dice and a trash can or other tub to hold your dice in.

Hungry Hungry Hippos

Hungry Hungry Hippos: In the game Hungry Hippos, players attempt to chomp down and swallow the most marbles by pressing on the lever which operates their hippo's mouth. This Hungry Hippos spin-off game is played in much the same way.

Setting up the board: In the center of the room place a pile of about 50 balls and spread them out a little bit to make this game a little more challenging. These can be plastic ball-pit balls, balloons that have been blown up to the size of a softball, or simply pieces of paper that are crumpled up into paper balls. Place a hippo hoop in each of the four corners surrounding the pile of balls (see the end of this document for information on how to construct the hippo hoops). Ensure the hoops are not further than 5-7 feet away from the pile of balls. Each team will control two of the four hippo hoops, so players should be divided equally and stand behind their team's two hippo hoops.

Playing the Game: When you say "go," the first player in each line will toss their hippo hoop toward the pile of balls attempting to lasso as many balls as they can with it. The second player in line will hold onto the rope and will pull the hoop and any lassoed balls back to the team's corner. Player 2 will then pick up the hoop and throw it again attempting to lasso more balls, while player 3 holds the rope. Play continues in this fashion until all balls have been claimed. Count up how many balls each team collected and see who got the most.

Supplies: Four Hippo hoops, 50-75 balls.

One alternative to this game if available is to use scooter boards and have players lay with their stomachs or chest on a flat scooter board and be pushed out towards the pile of balls and attempt to grab as many as they can using a plastic bucket. Players can then be pulled back to their corner by having teammates grab their legs and pull them. Another player can then get on the scooter and play continues.



Guess Who?: In the game Guess Who, players chooses one face out of all the faces on the game board. Players then take turns asking questions trying to figure out which face the other player chose. This Guess Who spin-off game is played in much the same way.

Setting up the board: All the children (and even the leaders) from both teams will be seated facing one another for this game. You can set up two bleachers that face one another, equal rows of chairs for each team that face one another, or just the children sit with their team on the floor facing the other team.

Playing the Game: Begin by having both teams form a huddle a secretly choose one person on their team to be “it.” Then have everyone on the team sit down facing the other team. Choose one leader from each team to be the team’s caller and have them stand at the very back behind their team. The way that the game works is that the callers will go back and forth taking turns asking a question and trying to eliminate children from the game. For instance, the caller from team one may ask “Is you person a girl?” The caller on team 2 would then answer yes or no. If they answer yes, then all of the boys on team 2 would be eliminated. When a child is eliminated, they should move back behind their team’s caller so as not to confuse everyone into thinking they are still in the game. Players who are eliminated can help the caller decide on questions and guess who the other team chose. *We suggest you use our list of questions to avoid anyone asking any mean or hurtful things such as is your person fat, ugly, of a certain race, etc. Please see the list of questions at the bottom of this document.* At whatever point in the game, the caller of each team can begin pointing to specific people and asking “is that your person?” The first caller to identify the correct person chosen by the other team is the winner.

Supplies: Three copies of our list of questions (one copy for each team’s caller, and one for you as the game time facilitator), bleachers or chairs if used.

BATTLESHIP

Battleship: In normal Battleship, players secretly place their ships on their side of the game board and the opposing player tries to guess where they have their ships by calling out a letter/number combination like “C5”. This Battleship spin-off game is played in much the same way.

Setting up the board: Begin by creating a wall between the two teams. This can be done by stringing a tarp up, draping it over a bleacher, or even simply setting up a row of chairs between the two teams (it is okay if players can see over onto the other side). Sixteen game pieces (see game pieces at the end of this document) should then be laid on the floor on both sides of your wall (one set for each team). These game pieces should be laid out in four rows of four (i.e. row one has A1, A2, A3, and A4, row 2 has B1, B2, B3, and B4, etc.). Finally, a second set of sixteen game pieces should be crumpled up into balls and placed at the opposite end of the room (one pile of paper ball game pieces for each team).

Playing the Game: Each team will choose 5 children who will randomly stand on one of those sixteen game pieces on the floor (one child may choose to stand on A1, another on C3, etc.) The remaining children on that team will form a straight line. When you say go, the first player in the line will race down to the other end of the room, pick up one crumpled paper ball and bring it back to their leader. Then the second player in line will then do the same. Explain that they have about two minutes to collect as many paper balls as they can (be watching, however, and try not to let teams grab more than about eleven or twelve of their paper balls, if one team manages to grab twelve, have both teams stop). Once that time is up, have the leader on each side of the wall un-crumple the papers. Then read out loud the game pieces that the team collected. Any player who is standing on that letter/number on the other side of the wall is out (so if you collected a paper ball with “C2” on it and a player is standing on C2 on the other team, that player is out). Read through all the collected game pieces and see which team was able to eliminate or sink the most players on the other team. The team with the most players still in the game is the winner.

Supplies: Sixteen game pieces on the floor and sixteen game pieces balled up in a pile per team (so total you will need 4 sets of game pieces) and something to make a wall between teams (chairs, bleachers, or a tarp).

Cootie

Cootie: In the game Cootie, players roll a dice attempting to gather arms, legs, and other body parts and be the first one to have all the parts to make a bug. This Cootie spin-off game is played in much the same way.

Setting up the board: Each team will be seated in a circle with their leader or one of the children on the team standing up in the center of the circle. The person in the middle of the circle will act as the team's "bug" and will get dressed as the team rolls the needed items.

Playing the Game: Each team will be given one of the extra large dice (from the yahtzee game above). When the game begins, the child holding the dice will roll the dice. After the child rolls, look to see if what they rolled is an item your team's bug still needs, then they will pass the dice to the child to their right and that child will roll it. Children keep passing the dice around the circle and rolling it attempting to collect all the needed parts to dress up their bug. Use the following "rolls" to dress up your bug:

- **If a #1 is rolled** – The leader is given an upper body torso (this can simply be a trash bag with a hole for a head and two arms cut out of it).
- **If a #2 is rolled** – The leader is given a lower body torso (this is simply another trash bag with two leg holes cut out).
- **If a #3 is rolled** – The leader is given antennas or a hat (this can be a birthday party hat, baseball hat, dressy hat, winter hat, or a head band with some paper or wire antennas sticking off of it).
- **If a #4 is rolled** – The leader is given glasses (these can be sun glasses or reading glasses. You could even cut out large paper eyes that could be taped to the glasses) You could also substitute a party favor blowout as a tongue instead of glasses.
- **If a #5 is rolled** – The leader is given one glove (this can be a winter glove, a surgical glove, a sports glove, gardening glove, or any other goofy glove you can think of).
- **If a #6 is rolled** – The leader is given one shoe (this simply be one of the leader's shoes that they took off before the game began or you can use other things like a small cardboard box, a fluffy slipper, or some other goofy item).

Kids will continue passing a rolling the dice until they have collected all the parts for their bug. Please note: each time a new part is collected, players must pause in rolling the dice again until that part has been added to their bug. Please also note that the team will have to roll a number 5 and number 6 twice to get both shoes and both gloves for their bug. The first team to dress their bug up completely is the winner.

Supplies: 2 hats, 2 glasses, 4 gloves, 4 shoes, 4 trash bags, tape, and 2 extra large dice.

SCRABBLE

Scrabble: In the game of Scrabble, players are given several tiles with a letter and point value on each tile. The winner is the one who spells the most words and earns the most points. This Scrabble spin-off game is played in much the same way.

Setting up the board: Set up a table on one end of the room with all 52 of the letter tiles laying face down on it. Each team will form a single file line running from the table down towards the other end of the room. Players should stand near each other in the line. On the other end of the room (or in the center of the room), use the special tiles that have the outlined letters to spell out the words "Board Games" in an open area.

Playing the Game: The first player in line will grab one tile off of the table and run over to the front of the line (it should only be about 5 feet to get to the front of the line) From there, they will hand the paper through their legs to the second person in line. The second person will hand the tile over their head to the third person. The tile will continue in this over/under method all the way down the line. When it reaches the last person in the line, they will hand it to the leader and run to the front of the line, grab a tile off the table and begin handing it down the line again. Continue until one team has collected 16 tiles.

Teams will then assemble and try to figure out which words they can spell out with the letters they collected. Note: two of the tiles are blank and can be used as wild cards and can be used as any letter. Have the teams take turns putting one word on the floor using the words "board games" that is already there on the floor. Total up the points on each letter used. The team who earns the most points is the winner.

Supplies: 52 letter tiles, 10 special "board games" tiles, 1 Table

ROCK, PAPER, SCISSORS

Rock, Paper, Scissors: In the game of Rock, Paper, Scissors, each player decides on the count of three to hold their hand out flat like paper, in a fist like a rock, or with their first two fingers up like a pair of scissors. Rock smashes scissors, scissors cuts the paper, paper covers the rock. This Rock, Paper, Scissors spin-off game is played in much the same way.

Setting up the board: Instead of using their hands, the kids will use their bodies to make a rock paper or scissors. To form a rock, the child crouches into a ball. To form scissors, the child spreads legs apart lifting one leg slightly in the air and curls their arms up by their head. To form paper, the child spreads arms out to the side and legs apart. See the pictures below. Hold a tarp or blanket up between the players so they cannot see what the other chooses.

Playing the Game: Count to three and have each player form something. Then lower the tarp and see which player won. The team that wins the best out of seven is the winner.

Supplies: 1 blanket or tarp.



ROCK



PAPER



SCISSORS

Some other ideas of life-sized games that could be developed include:

- **Pictionary** – make a huge life sized pen out of cardboard and one of those huge black markers at the tip and have them draw something and have their team try to guess it. – or they are the pen – Attach some kind of marker to a hat they wear on their head and have to bend at the waist to draw a picture? Or use shaving cream on their hands or head and paint on a tarp on the wall. Or hold the marker in your mouth.
- **Scrabble** - Each child is given a sheet of paper with a letter on it and they must spell a word??? Each round the ones that use their letter get to pick a new one (more of a 4th-6th grade game) or have them run to the other side of the gym and grab a paper ball, each team grabs 10 balls and then tries to spell the word with most points they can. Just like real scrabble each letter equals a certain number of points.
- **Card Game of War** – with kids each holding a full sized sheet of paper with playing card symbols on them????
- **Chutes and ladders?** – using pieces of paper sitting on the floor and different colored streamers or ropes to be the chutes and ladders?
- **Twister** – have pieces of paper with different colored circles placed on the gym floor, but spread them way out so there is like 5-10 feet between them. Then have 5 teams members hold hands with team mates and they try to stretch and touch all the colors that come up
- **Bingo** – Give each child a bingo card with animals listed on it. Allow them to cross off 3 animals and then read out the animals and the kids can cross them off as they are read. First one to get 4 in a row is the winner. ///// or put pieces of paper on the floor with numbers on them. Have all the kids stand on one number and then read off the numbers and if their number is read they are out ///// or create two big bingo cards on the gym floor. Every number that is read have kids go stand on those numbers and try to be the first team to get 5 kids in a row.
- **Rock paper scissors** – they have to face away from each other and pick a rock paper or scissors, but use their body not their hands (rock = crouch into a ball, paper= lay flat or stand like a soldier, scissors= stand on one leg and lift the other and curl your biceps)

*See Additional
materials and
instructions
below:*

Hungry Hungry Hippos



Hippo Hoops construction – take a foam pool noodle and tape it so that it is in the shape of a circle. Then tie a 8 foot length of rope to it.



If your church has scooters, you can have the children lay on the scooters and hold a box or basket and tie a rope to their foot. You can send them in the middle to use their box to grab as many balls as they can and then pull them back to your line. They will then dump out their box and go back for more.



LIST OF QUESTIONS THAT THE CALLER CAN ASK:

- **Is your person a boy?**
 - *If yes, all girls are eliminated...if no, all boys are eliminated*
- **Is your person a girl?**
 - *If yes, all boys are eliminated...if no, all girls are eliminated*
- **Is your person an adult (only if leaders are playing)?**
 - *If yes, all children are eliminated...if no, all adults are eliminated*
- **Is your person in _____ grade (i.e. 1st, 2nd, 3rd, 4th, 5th, 6th, etc)**
 - *If yes, all children not in that grade are eliminated...if no, all children in that grade are eliminated*
- **Does your person have on _____ shoes (i.e. white, black, purple, gray, etc)**
 - *If yes, all children without that color shoes are eliminated...if no, all children with that color shoes are eliminated*
- **Does your person have on _____ socks (i.e. white, black, purple, gray, etc)**
 - *If yes, all children without that color socks are eliminated...if no, all children with that color socks are eliminated*
- **Does your person have _____ hair (i.e. blond, brown/black, gray, red, etc)**
 - *If yes, all children without that color hair are eliminated...if no, all children with that color hair are eliminated*
- **Does your person have an Expeditions shirt on?**
 - *If yes, all children without an Expeditions shirt are eliminated...if no, all children with their Expeditions shirt are eliminated*
- **Does your person wear glasses?**
 - *If yes, all children without an glasses are eliminated...if no, all children with glasses are eliminated*
- **Is it that person (pick out a specific person who is still in the game)?**
 - *If yes, your team has won the game... if no, that person is eliminated*



SECRET PERSON ANSWER FORM:

- Secret Person's Name: _____
 - Is your person a boy or girl? _____
 - Is your person an adult? _____
 - What Grade is your secret person in? _____
 - What color shoes does your secret person have on? _____
 - What color socks does your secret person have on? _____
 - What color hair does your secret person have? _____
 - Does your person have an Expeditions shirt on? _____
 - Does your person wear glasses? _____
-



SECRET PERSON ANSWER FORM:

- Secret Person's Name: _____
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- Is your person an adult? _____
- What Grade is your secret person in? _____
- What color shoes does your secret person have on? _____
- What color socks does your secret person have on? _____
- What color hair does your secret person have? _____
- Does your person have an Expeditions shirt on? _____
- Does your person wear glasses? _____

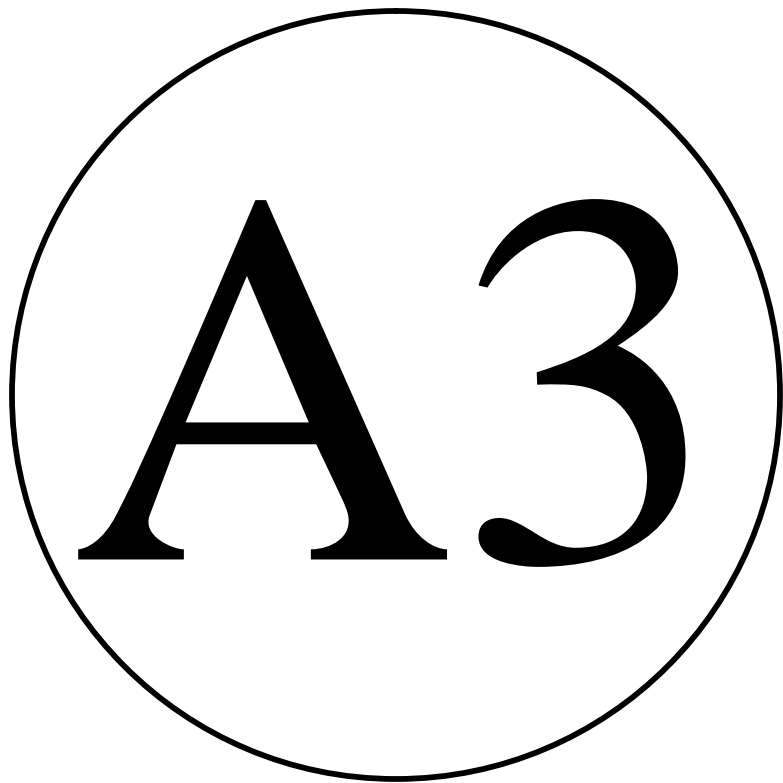
BATTLESHIP

A1

BATTLESHIP

A2

BATTLESHIP



BATTLESHIP



BATTLESHIP

B 1

BATTLESHIP

B 2

BATTLESHIP

B3

BATTLESHIP

B4

BATTLESHIP

C1

BATTLESHIP

C2

BATTLESHIP

C3

BATTLESHIP

C4

BATTLESHIP

D1

BATTLESHIP

D2

BATTLESHIP

D3

BATTLESHIP

D4

Cootie

#1 = Beetle Upper Body Torso
(Trash Bag)

#2 = Beetle Lower Body Torso
(Trash Bag)

#3 = Beetle Horn
(Birthday Hat)

#4 = Beetle Tongue
(Party Blowout Horn)

#5 = Beetle Hand
(Glove)

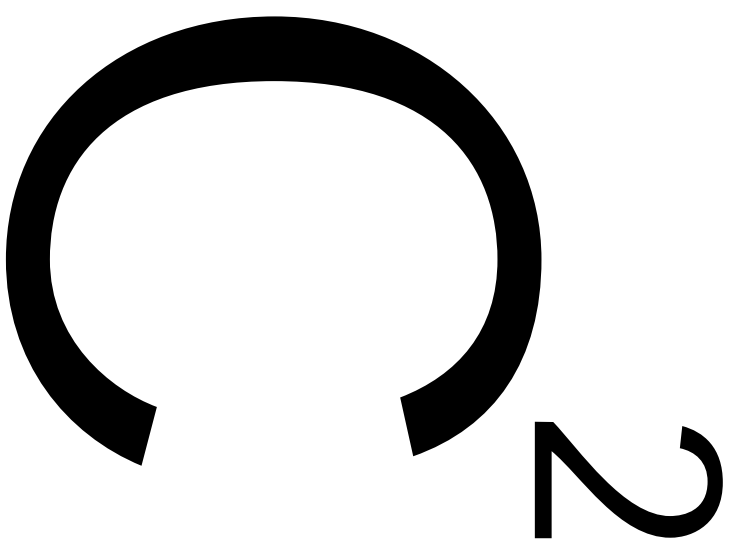
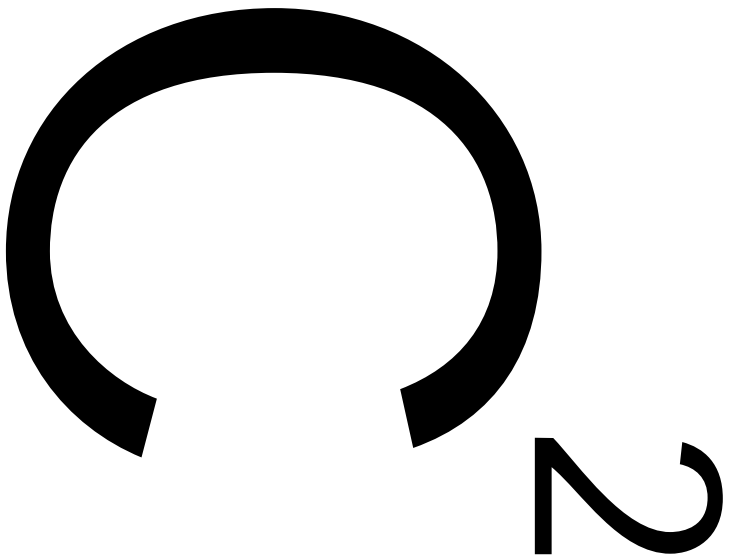
#6 = Beetle Foot
(Shoe)

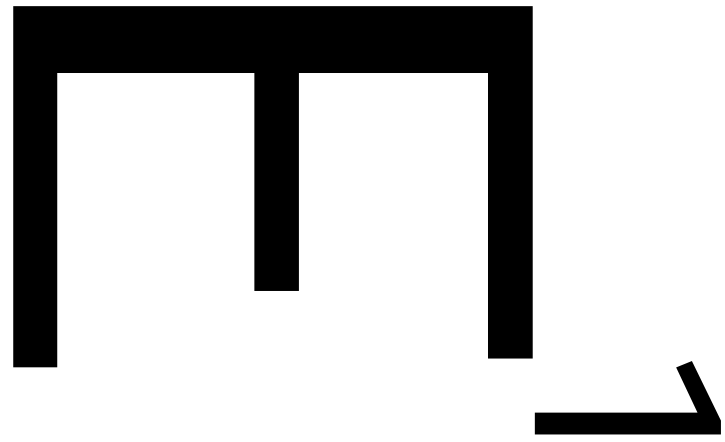
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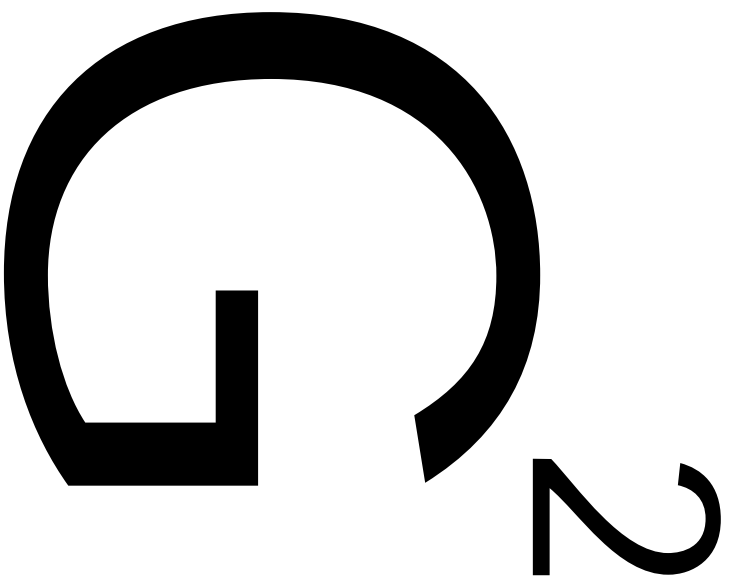
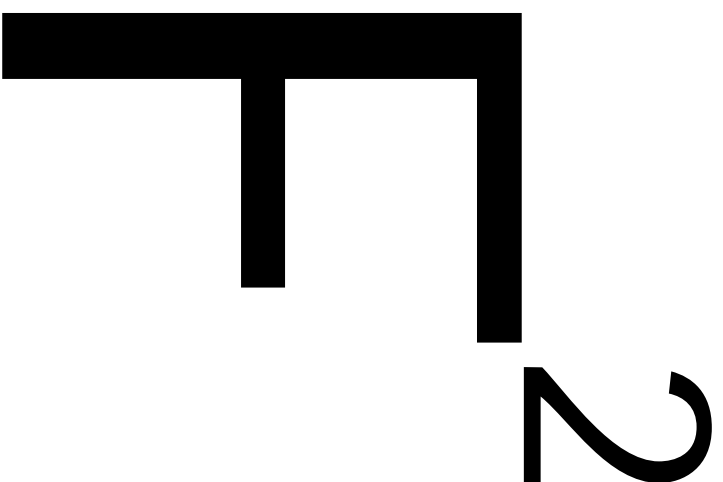
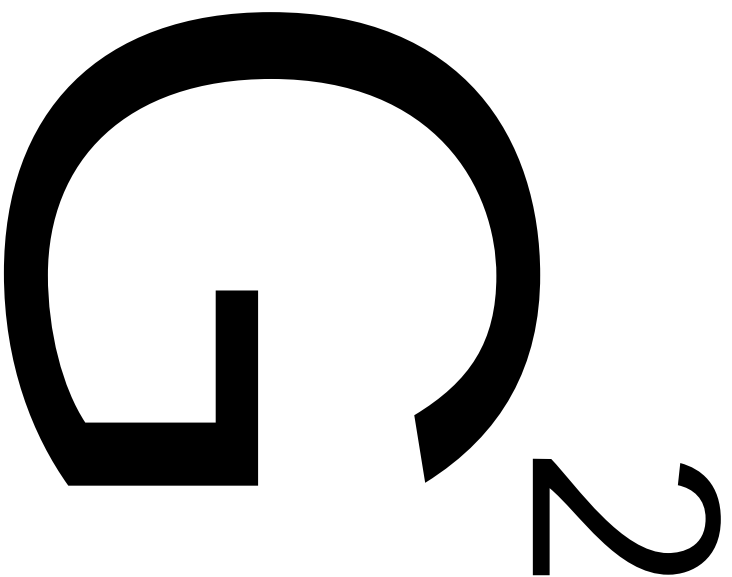
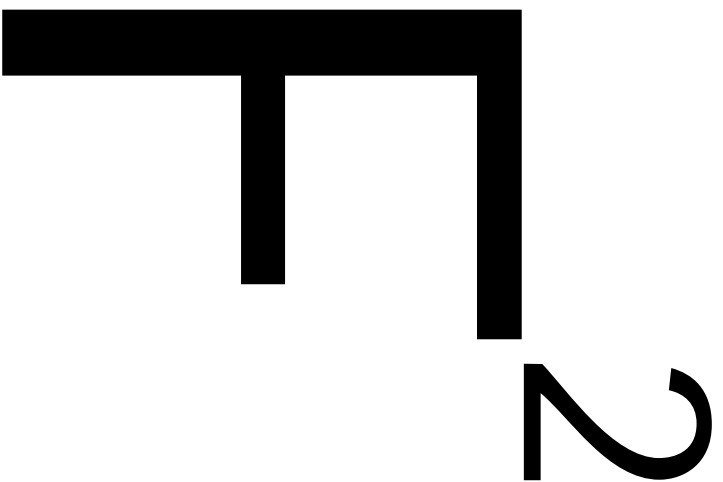
A 1

A 1

B 2









1



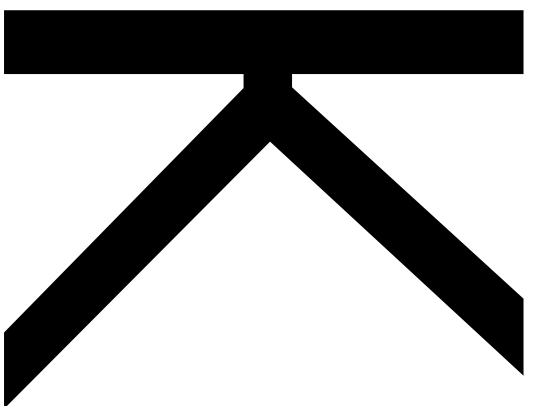
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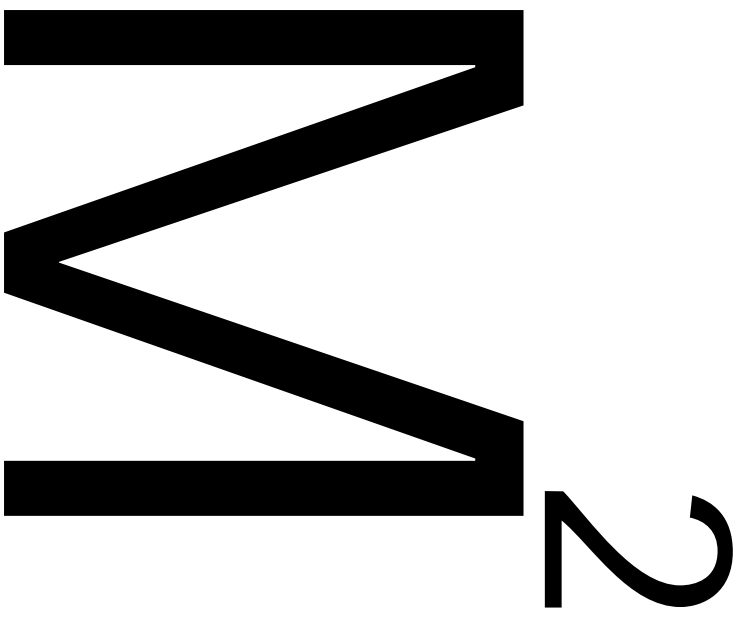
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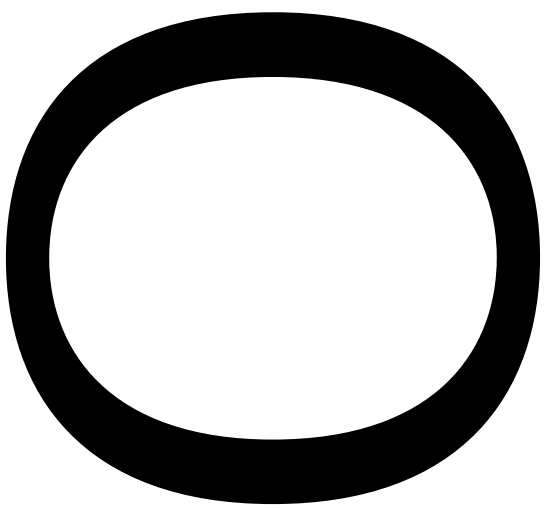
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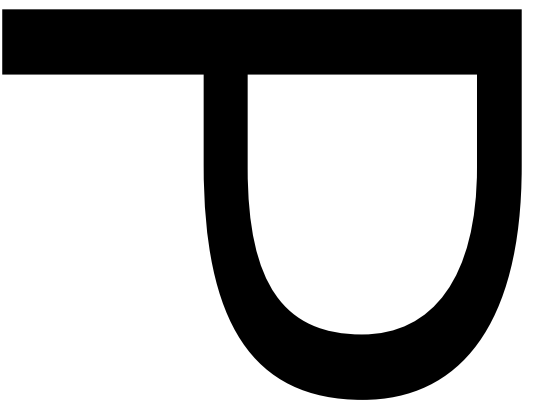
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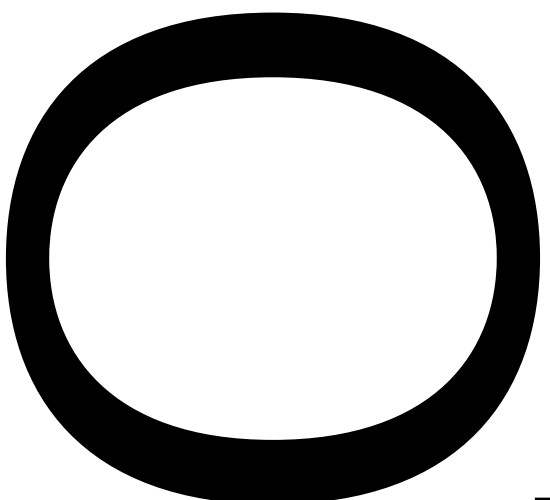
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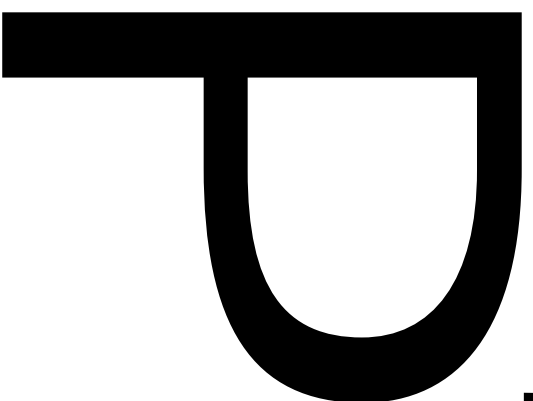
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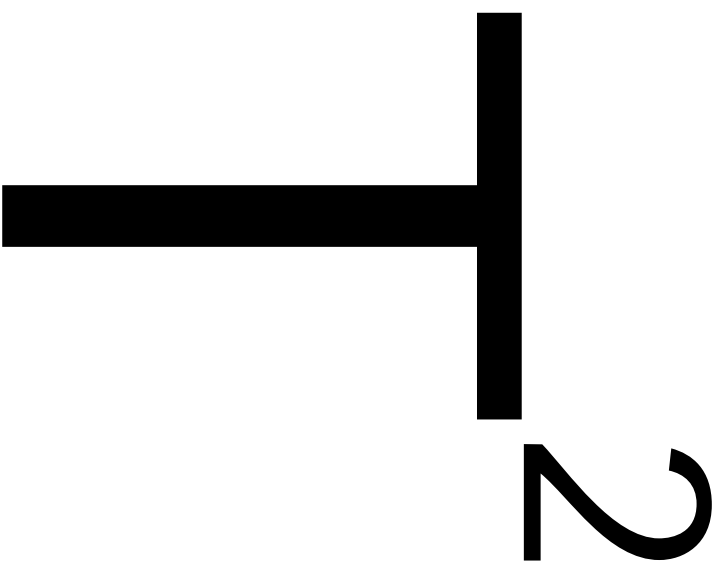
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R 2

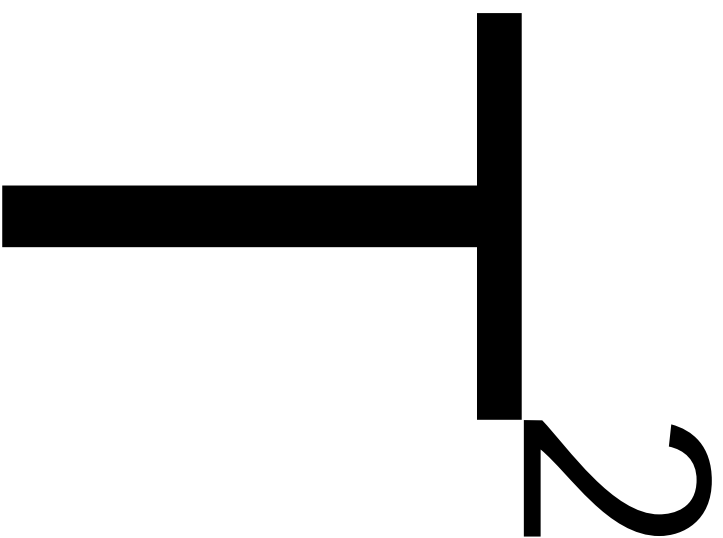
S 2

S 2



T 2

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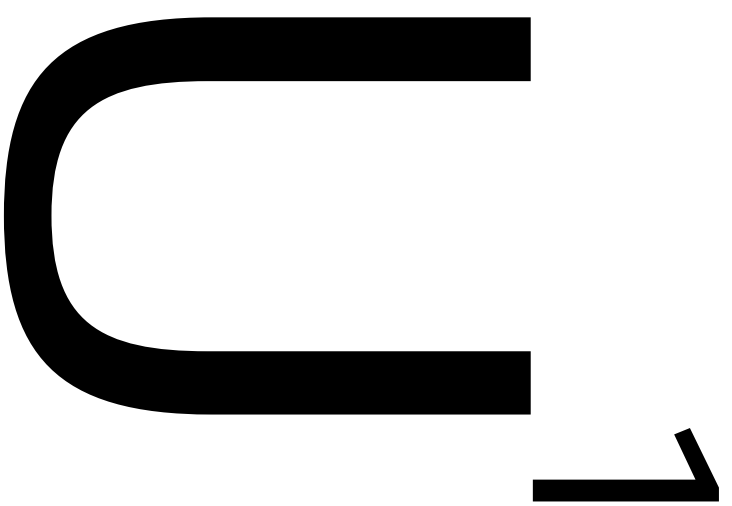
T 2

The image shows the uppercase letter 'T' in a bold, black, sans-serif font. A small number '2' is positioned at the bottom right of the letter, indicating the second stroke of the letter's formation.



U 1

The image shows the uppercase letter 'U' in a bold, black, sans-serif font. A small number '1' is positioned at the bottom right of the letter, indicating the first stroke of the letter's formation.



U 1

The image shows the uppercase letter 'U' in a bold, black, sans-serif font. A small number '1' is positioned at the bottom right of the letter, indicating the first stroke of the letter's formation.

U
1

Y
1

W
2

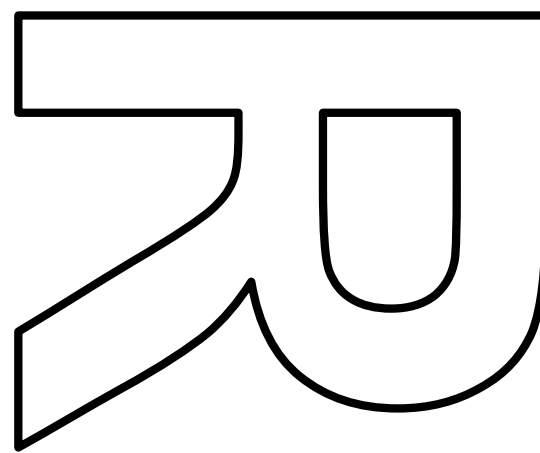
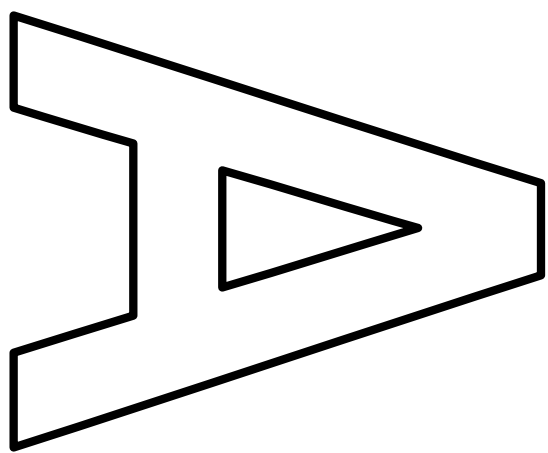
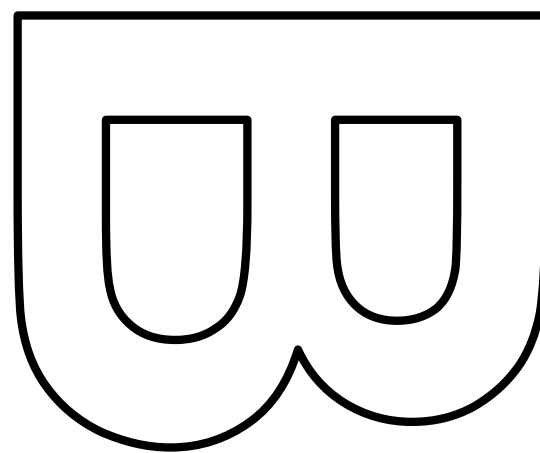
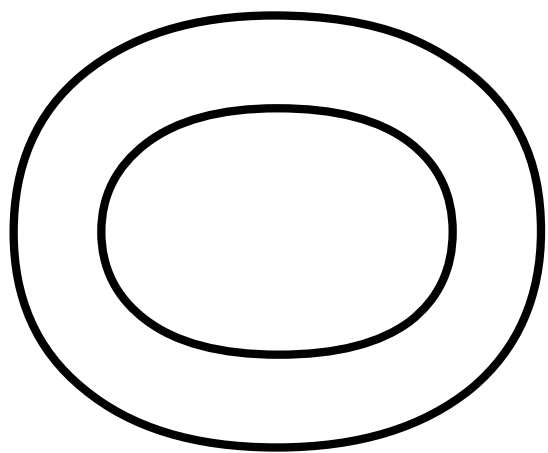
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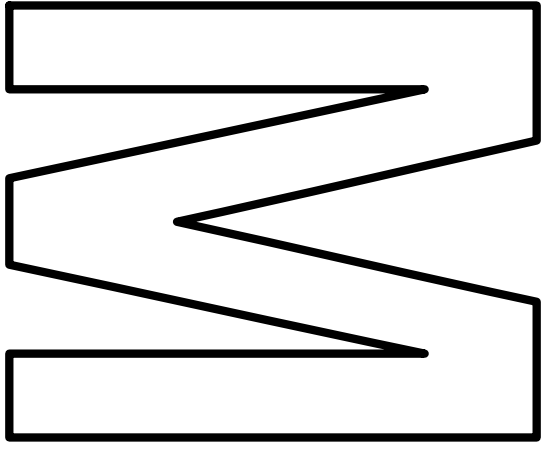
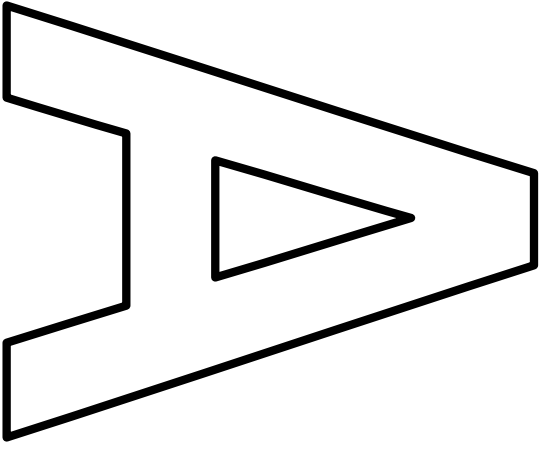
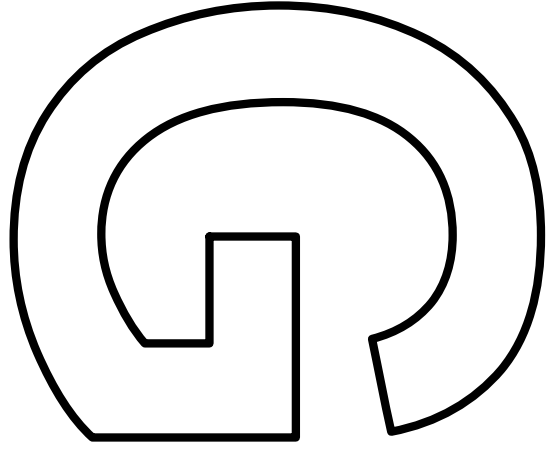
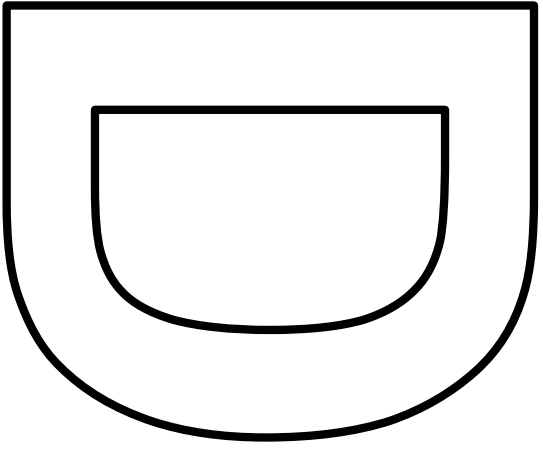
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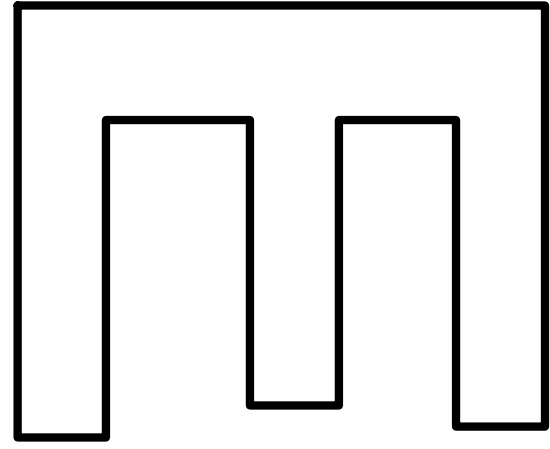
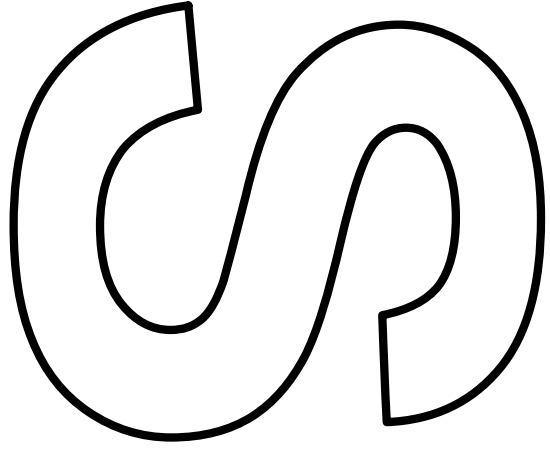
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Titus 2:12 - Teaching us that, denying ungodliness and worldly lusts, we should live soberly, righteously, and godly, in this present world;

Just like there are rules for playing each of these games, God has given us specific rules for how we are to live. Board games remind us of some very important lessons on how we ought to live.

LESSONS FROM BOARD GAMES:

- **Chess:** Everyone has a specific role in the Body of Christ.
 - In the game of chess, each piece can do different things. Some pieces can move diagonally, some pieces move in the shape of an L, some pieces can do a lot of different moves. The pieces work together using their different moves to eliminate the other team.
 - *1 Corinthians 12:12 - For as the body is one, and hath many members, and all the members of that one body, being many, are one body: so also is Christ.*
 - God has designed the body of Christ to work in the same fashion. Everyone has a specific role to play in the Body of Christ. God gave each of us different abilities to help the church function. Not everyone is a teacher, not everyone is good at comforting others. Use the gifts that God has given you to help those around you.

- **Jenga:** Build your life on a solid foundation
 - In the game of Jenga, blocks are stacked into a tall tower, your job is to pull out one block at a time without making the tower fall over. Removing blocks that are down at the bottom can make it the tower very wobbly.
 - *Luke 6:48 - He is like a man which built an house, and digged deep, and laid the foundation on a rock: and when the flood arose, the stream beat vehemently upon that house, and could not shake it: for it was founded upon a rock.*
 - People try to build their lives on all sorts of things... money, fame, popularity, power... they spend their whole lives trying to get those things only to find out that those things do not last. Instead choose to build you life on God and the things of God, that will never fall apart, get old, or be stolen from you.

- **Connect Four:** Stay connected to Jesus and to other believers.
 - In the game of connect four, players try to get four of their pieces in a line to win the game. Pieces can go up and down, side to side and diagonally.
 - *Hebrews 10:25 - Not forsaking the assembling of ourselves together, as the manner of some is; but exhorting one another: and so much the more, as ye see the day approaching.*
 - Just like moving pieces away from other pieces will not help you to win the game, Christians who keep themselves away from other believers will have a difficult time being successful. It is important for Christians to connect yourself and other Christians and to Jesus. A lone ranger Christian is an easy target for Satan's attacks. It is also much easier to fall into sin without other believers around us.

- **Life:** Making wise choices keeps you on the right path.
 - In the game of life, you move along the game board choosing to take different paths along the way, some paths lead to better things than others do. In the end, the path you chose could make you win or lose the game.
 - *Proverbs 3:5-6 - Trust in the Lord with all thine heart; and lean not unto thine own understanding. In all thy ways acknowledge him, and he shall direct thy paths.*
 - The choices we make each and everyday will affect where we end up in life. Sinful choices will lead our lives down a terrible path that we will regret. Remember that each choice we make will have an affect on our lives. Make wise choices by spendng time studying God's Word and listening to the guidance of the Holy Spirit.

- **Battleship:** Choose to use your words for good and not for destruction.

- In the game of battleship, you try to guess where the other player has hidden their battleships on the board. You do this by calling out where you want your missiles to be fired. In the end, the one who locates and destroys the other's ships is the winner.
 - *James 3:8-10 - But the tongue can no man tame; [it is] an unruly evil, full of deadly poison. Therewith bless we God, even the Father; and therewith curse we men, which are made after the similitude of God. Out of the same mouth proceedeth blessing and cursing. My brethren, these things ought not so to be.*
 - Our words can either be used to encourage people or they can be just like one of those missiles any hurt and destroy people. Though our words are small things, they can do a lot of damage if we do not keep them under control. Our tongues are like wild animals that can say mean and hurtful things if we allow them to. Instead of firing missiles that harm, pray and ask God to help you to control your temper and your tongue and to use it to say things that encourage others rather than hurt them.
- **Chutes & Ladders:** The path of sin is will bring you down.
 - In the game of Chutes & Ladders life, players move along the board trying to be the first one to reach the top. If the player stops at the bottom of the ladder, their piece gets to climb higher on the board, but if a piece stops at the top of a slide, he slides all the way down to the bottom.
 - *Proverbs 4:14 - Enter not into the path of the wicked, and go not in the way of evil men.*
 - Sinful choices always take us much lower than we want to be. Sinful choices hurt us and those around us. Sinful choices will lead our lives down a terrible path that we will regret in the end. Make wise choices by knowing what God's word says and listening to the guidance of the Holy Spirit.
- **Hungry Hippos:** Everything we need comes from the Lord
 - In the game of hungry hippos, players try to gobble up marbles as fast as they can and attempt to get more than any other player does.
 - *Phillipians 4:19 - But my God shall supply all your need according to his riches in glory by Christ Jesus.*
 - The world around us works just like those hungry hippos. Everyone fights to more money, more toys, a nicer cars, more expensive clothes, a prettier girlfriend. Christians are supposed to live differently. We are not to use our lives to collect more and more stuff. God will give us all that we need. We must spend each day instead helping people to find the only thing that will really satisfy them... Jesus.

- **Operation:** Worry about your own sin rather than judging others for theirs.
 - In the game of operation, players try to use special tweezers to remove different game pieces from their sick patient. If they accidentally touch the sides of the openings though, a buzzer sounds and they lose. The goal is to get the most pieces out of the sick patient without being buzzed.
 - *Matthew 7:4-5 - Or how wilt thou say to thy brother, Let me pull out the mote out of thine eye; and, behold, a beam is in thine own eye? Thou hypocrite, first cast out the beam out of thine own eye; and then shalt thou see clearly to cast out the mote out of thy brother's eye*
 - Instead of worrying about a little sin that is in your friend's life, make sure to focus instead on getting sin out of your own life first. We cannot help our friends to get rid of sin in their lives if we have sin in ours. Ask God to help you to see sin in your life and then ask His forgiveness for those sins when he shows them to you. Only then will you be able to help others.

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