

Report of the workshop for the 2nd Generation Kids born in 2000-2002

Hobbit's winter journey under the title of "God and us – through challenges we learn ourselves"

Peace Embassy, Warsaw, Poland;
28 December 2012 – 01 January 2013

I. Goals

The workshop's purpose was to present important issues of character education (in particular protecting oneself from addictions) and Divine Principle (including Jesus' and True Father's lives) on the basis of the story of Hobbit.

Continuation of developing good relationship among each other in the group of kids born in 2000-2002 (we already started national level WS for kids born in 2000-2001 in summer 2012) especially spending specific time together in the end of the year and new year.

II. Educational blocks:

1. Hobbit as the example of invisible potential and of character development.

1) "The Artist and The Work"

same as creation reflects God, the book "Hobbit" reflects Tolkien's character; deducting information about J.R.R. Tolkien on the basis of the book (imagination, knowledge of literature, mythologies and foreign languages, etc.).

2) "Do not judge a book by its cover"

reasoning why Gandalf selected Bilbo Baggins as the dwarves' companion (presenting Gandalf as God-like type, knowing more than others) – pure and noble heart; no greed; brave. comparing the dwarves' view on Bilbo to human view on Jesus and True Father; examples of Biblical figures who did not believe their potential (Moses) conclusion: usually God values us more than we value ourselves; God knows our potential and abilities better than we do; we should not evaluate people via our own concepts.

3) "Ad augusta per angusta"

shaping Bilbo's character during his journey, on the examples of selected adventures: *trolls, Gollum, spiders, escape from the forest elves' keep, Battle of Five Armies* - from troublemaking hobbit to the one forgetting about himself for the sake of others (*we may know our real selves by overcoming challenges; God always challenges and helps us in a necessary degree*)

2. The motif of ring – addictions

- 1) Sauron's ring as an item causing addiction;
- 2) sources of addictions;

- 3) ways to addictions;
- 4) types of addictions;
- 5) mechanism of falling in addictions;
- 6) protection from addictions;
- 7) fighting addictions.
- 8) Practices, discussion

3. Morning services

- 1) Fear – what fear is, source of fear, how to recognize fear, how to overcome fear;
- 2) Prayer – need for prayer; why and how we pray;
- 3) From selfishness to altruism.

4. Cleaning responsibilities

The kids were divided to 3 teams working after each meal – dishwashing, cleaning halls and corridors, and cleaning bathrooms and toilet; they were learning both responsibility for cleaning habitat and teamwork.

III. Entertainment

- 1) 29.12. (i) going to cinema: “*Hobbit – Unexpected Journey*”; (ii) paper-chase: *Quest for hobbit’s treasure*
- 2) 30.12. (i) going to ice-rink; (ii) preparations of sushi – education how to make sushi; (iii) painting evening (painting reflections of 2012)
- 3) 31.12 family evening, New Year’s disco, fireworks.
- 4) Every day – sports, playing ball and other team games during free time.

IV. Summary

Children were happy with time they had in the Peace Embassy and with opportunity to study Divine Principle in untypical way, through the Hobbit’s adventures; in particular they were moved by lectures and exercises regarding addictions, visibly that part had them think and reflect a lot;

Children were also enchanted with entertainment – none of the points mentioned in part III above was considered by them boring or unsatisfactory.

They had opportunity to work in teams and to think about others. There were some difficult situations in respect to some children, but they are learning about themselves and true love relationship with others also through difficulties and conflicts.

On the other hand we – as the adults – recognized the Peace Embassy in Warsaw as the place of great potential to organize a big workshop even though we have to work on improvement of accommodation conditions.









