

Chat with the Children: DSYON

- Introduce **Don't Say Yes or No** game:
 - have folk played it before, variants (eg no black/white either)
- Try it with someone...
 - and/or get someone to try it on me!
- Hard, but not impossible, to choose what we say with care
 - that is what James is encouraging us to do...
- *Lord, help us to choose words that make you happy*

Tame the Tongue

- *Does our faith make a difference to the way we speak? Whether we teach others, whether we boast, whether we curse people and do them down - probably reference back to stuff like "slow to speak" from chapter one.*
- Predicated on:
 - the steering power of the tongue/our words - **do you recognise the power of what we say?**
 - the pressure towards evil, **is itself set on fire by hell...** **do you recognise this pressure towards evil, mistakes...?**
 - the possibility of change (**implicit**) **do you think change is possible?**
- Unable to change by ourselves - **no man can tame the tongue**
 - but implied fruitful outcome as we translate our faith into action, into obedience, into the training and disciplining of our lives to his glory
 - implication of pure water and fruit bearing trees imagery of something positive, life bringing, beautiful, refreshing...
- Practical steps from chapter **1:19**
 - quick to listen - really listen
 - slow to speak - considered words
 - and in particular slow to become angry and let that spill out into our words
- Who do you know, or have you known in the past, who speaks like this?
 - what practical steps could you take to emulate them?
 - **or to quicken your listening?**
 - **or to slow down your speaking?**
 - **or to hold back your anger?**
- Daily prayer:
 - Father, I place into your hands
 - The things I cannot do....
 - Father, I want to speak the words
 - That You are speaking too.
 - For I know I always can trust You