



strengthening
our home
and family

Deseret Book®

Family Home Evening Materials

Theme: George Albert Smith

Packet #070406

5 tips for successful Family Home Evenings

- 1. Pray.** Pray about the needs of your family as you consider topics for home evenings, and pray as you prepare.
- 2. Prioritize.** Make Family Home Evening a priority; learn to say no to other activities.
- 3. Involvement.** Involve everyone in the family; help little children take part.
- 4. Commitment.** Be committed and be consistent. Set a designated time and stick to it. Holding Family Home Evening on a weekly basis takes dedication and planning on the part of all family members.
- 5. Relax** and enjoy it. The most important thing your children will remember is the spirit they feel in your family home evenings and activities. Be sure the atmosphere is one of love, understanding, and enjoyment.



George Albert Smith

Quote:

“His wonderful sense of humor is something that really should be written about, his joking with his children and his grandchildren, has made the fun that we have enjoyed all through our lifetime; anniversaries and holidays have been great events in our family.”

(Emily Smith Stewart, as quoted in Richard Neitzel Holzapfel and William W. Slaughter, *Prophets of the Latter-days*, [Salt Lake City: Deseret Book, 2003], p. 108.)

Song:

“Seek the Lord Early,” *Children’s Songbook*, p. 108.

Scripture:

Now therefore ye are no more strangers and foreigners, but fellowcitizens with the saints, and of the household of God;
And are built upon the foundation of the apostles and prophets, Jesus Christ himself being the chief corner stone.

(Ephesians 2:19–20)

Highlights from the Life of George Albert Smith:

1870: Born in Salt Lake City

1878: Baptized

1884: Received Patriarchal blessing, was told he’d become an apostle

1891: Mission to Southern Utah

1892–94: Mission to Southern States

1903: Ordained an Apostle

1919–1921: Served as President of Great Britain and European Mission

1931: Becomes member of national Boys Scouts of America board

1934: Receives silver buffalo award (highest award for Boy Scout leaders)

1949: First TV broadcast of General Conference

1951: Dies in Salt Lake City (age 81)

(Richard Neitzel Holzapfel and William W. Slaughter, *Prophets of the Latter-days*, [Salt Lake City: Deseret Book, 2003], p. 106–7.)

Story:

As twelve-year-old Doug Scalley embarked on a summer vacation of hiking, climbing, and exploring in the greater Yellowstone Snake River area, he met another boy who shared his sense of adventure. Soon they were planning and preparing for a day-long quest. The night before “the big day,” Doug’s friend unloaded some worrisome news—his seventy-six-year-old grandfather wanted to join the quest.

Although anxious that an old man would slow them down, Doug figured the “grandfather will only last a few miles.” On the appointed day the two boys began their trek in the company of a tall, thin gentleman wearing a “wide-brimmed Scout hat, a heaving Scouting jacket, a neckerchief around his collar, knee-length pants, and laced-up hiking boots.”

The three headed up the trail together, but soon the boys excitedly hurried along “the narrow path” until the friend’s grandfather called for them to come back. Assuming he was

going to announce his return to the cabin, the boys were surprised when the grandfather pointed down to two sets of animal prints in the dirt. As the three knelt for a closer look, he explained: “This one is the mother deer. The imprint isn’t very deep, and the strides are short. That’s how you can tell it’s not a buck; its a doe. She has a little one with her.”

Far from tiring, the grandfather walked on, pointing out different wildflowers, trees, bushes, and edible plants. Over the next few hours, he taught the young boys different ways to track animals, broken branches, rubbed tree moss, overturned rocks, and rarely noticed, narrow woodland pathways. After practicing their tracking skills, the three returned to their cabins as the sun began to go down. The boys were exuberantly exhausted.

The next morning Doug appreciatively delivered his mother’s freshly baked rolls to his friend’s grandfather. Doug and his family were not Latter-day Saints, but his mother mentioned the man “was someone important in The Church of Jesus Christ of Latter-day Saints—‘Maybe you should ask for his autograph.’”

After thanking him for a wonderful day, Doug asked the gentleman to sign the paper and the piece of kindling wood he brought with him. After leaving the cabin, Doug looked at the wood on which was written, “George Albert Smith—Scouter.” On the paper was written, “The pathway of righteousness is the highway of happiness. Don’t lose your way.” They were messages Doug Scalley never forgot, especially later when he prepared to be baptized.

(Richard Neitzel Holzapfel and William W. Slaughter, *Prophets of the Latter-days*, [Salt Lake City: Deseret Book, 2003], p. 105.)

Activity:

Go for a hike around your neighborhood or play “Capture the Flag” a traditional scout game.

Each team has its own territory in which its Scouts are free to move as they please, but on which opponents enter at their peril. The territories are separated by a boundary line such as a brook or a trail, etc. Any Scout crossing this line may be captured by the enemy.

The teams assemble close together at a starting point near the center of the line, each team in its own territory. On a signal the teams proceed to set their flags at any point within 200 steps of the starting point. The flags must be visible, although it is permissible to place them as inconspicuously as possible.

After three minutes another signal is given for start of game. The object now is to enter the enemy's territory, capture the flag, and carry it across the line into home territory without being caught. Scouts may be posted to guard the flag, but not get nearer than 50 feet to it, unless an enemy Scout goes within the 50-foot circle. They may then follow him.

Any Scout found in the enemy's territory may be captured by grasping him long enough for the captor to say "Caught!" three times. When a Scout is captured he must go with captor to the “guard house”—a tree or rock from the boundary line.

A prisoner may be released by a friend touching him, provided the prisoner at that time is touching the guard house with a hand or a foot, whereupon both return to their own territory. If the rescuer is caught by the guards before he touches the prisoner, he, too, must go to the guard house. A rescuer can rescue only one prisoner at a time.

If the flag is successfully captured, it must be carried across the line into home territory. If the raider is caught before he reaches home, the flag is set up again at the point where it was rescued and the game as before. If neither side captures the enemy's flag within the time agreed up on (say, 1/2 hour) the game is won by the team with the most prisoners.

(1947 *Scoutmaster's Handbook*, p. 447-8.)

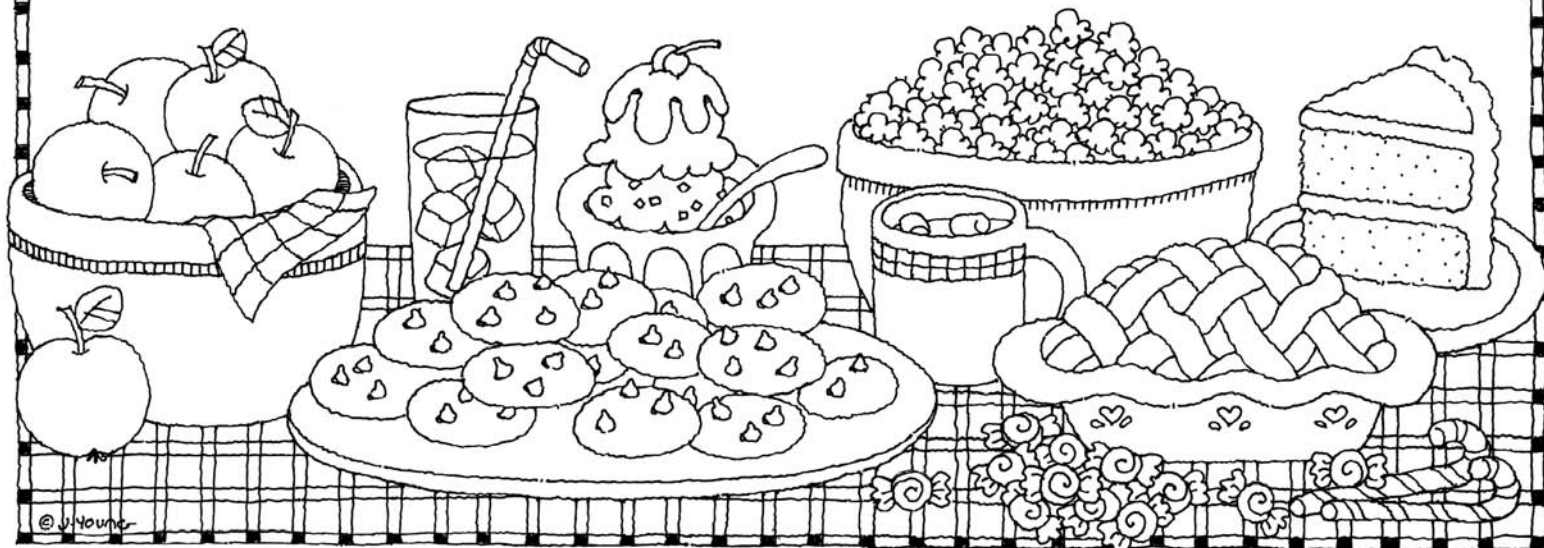
Refreshment

Soft Gingersnap Cookies

- 3/4 cup butter or margarine, softened
- 1 cup packed brown sugar
- 1 egg
- 1/4 cup molasses
- 2 1/4 cups flour
- 2 teaspoons baking soda
- 1 teaspoon cinnamon
- 1 teaspoon ginger
- 1/2 teaspoon ground cloves
- 1/4 teaspoon salt
- granulated sugar

Cream together butter or margarine, brown sugar, egg, and molasses. In a separate bowl, combine all remaining ingredients except granulated sugar; add to creamed mixture and beat together. Cover bowl and chill in refrigerator for at least 1 hour. Using 1 tablespoon as a measure, roll dough into balls, making about 24 dough balls. Dip tops in granulated sugar. Place balls, sugared side up, on greased baking sheets about 3 inches apart. Bake at 350 degrees for 10 to 12 minutes. Immediately remove cookies from baking sheets and cool on wire racks. Makes 24 large cookies.

(Julie Badger Jensen, *Essential Mormon Celebrations*, [Salt Lake City: Shadow Mountain, 2005], p. 32.)



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