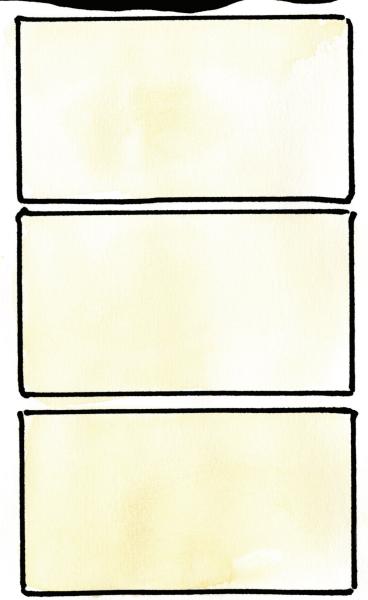
HUMAN @ GO[

Punch out the cards on page P11. Add your own human or godly characteristics to the blank cards.

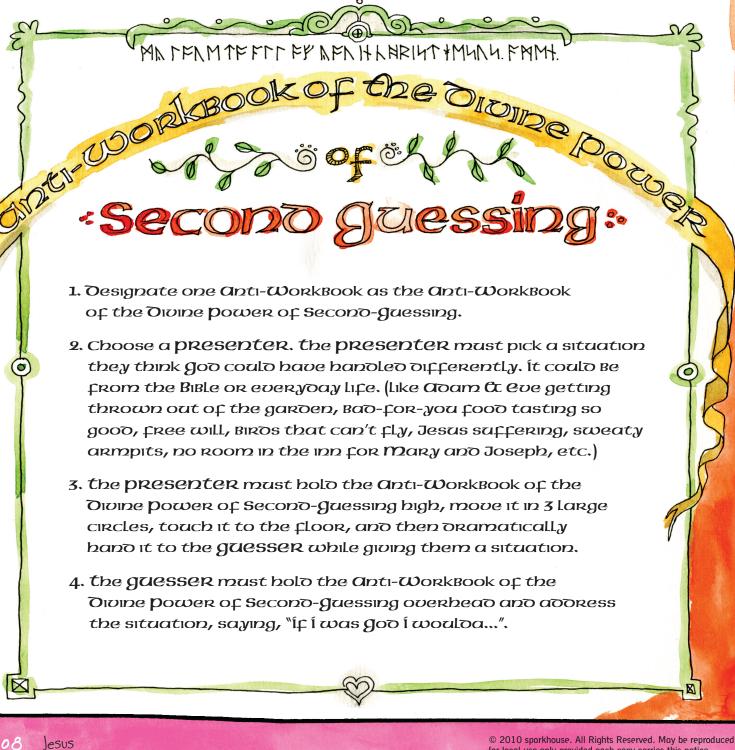
Put the cards face-down in two separate piles: one for God, one for Humans.

- A) Take 2 Human cards. What would you be able to do if you could live without doing these things? Dream up a business or service you could provide and fill out Business Cord #1.
- B) Take 2 God cards. What could you do if you had these attributes? Fill out Business Cord #2.
- C) Start over. Take 2 God cards and 2 Human cards. Dream up a service or business if you had these God powers and could get rid of these human characteristics. Fill out Business Card #3.

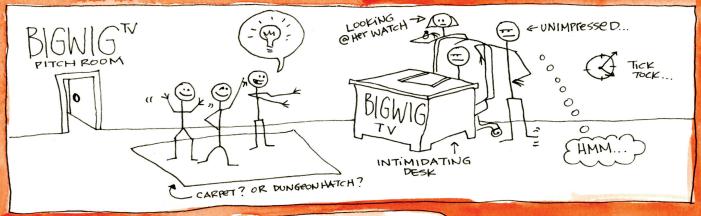
Compare business cards with someone else.







You and your group are pitching an idea for a new TV show to some network executives!



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-DON A SEPARATE PIECE'S PAPER. CHARACTERS: GENRE: DIAW + DESCRIBE THE MAIN CHARACTERS. THE CATCH? ONE OF THEM HAS TO BE JESUS. HE CAN BE ANY AGE, BIFTH-TO-DEATH, AND YOU MUST WORK IN HIS LIMITATIONS/POWER AS 100% HUMAN AND 100% GOD; O REALITY AND CO-STARRING: D SITCOM D (HILDREN'S **EDUCATIONAL** 12 Do-1T-Yourself O PARANORMAL O TALENT SEATCH JESUS! D MedicaL DRAMA PILOT EPISODE: OUTLINE WHAT HAPPENS IN EPISODE #1 I COP SHOW D TEEN DRAMA DOTHER:

RATED? TFOR:

sweat be everywhere at all times create cool stuff like the smell of rain fart feel pain raise the dead grow old heal people need to sleep be all-knowing need to eat / drink control the weather Punch-out Stuff © 2010 sparkhouse. All Rights Reserved. May be reproduced for local use only provided each copy carries this notice.

HUMAN CARD HUMAN CARD HUMAN CARD HUMAN CARD HUMAN CARD HUMAN CARD HUMAN CARD

HUMAN CARD

GOD CARD