

Marshmallow Drama Outline

NOTES:

- Supplies: 1) Marshmallow, couple bags worth, for people in the audience, 2) Plastic baggy with one marshmallow in it for Doug, 3) Sticks with marshmallows on them for campfire actors, 4) Pile of sticks for “campfire,” 5) The “Marshmallow Drama” Slideshow (optional)
- You will need to hand out marshmallows to everyone “front and center” in the audience. Be sure they know not to eat them!
- “Speaking Parts” – One Leader, Doug, Rudy (who can really ham it up), and Several youth around the campfire (including YOUTH 1, YOUTH 2 & YOUTH 3).
- **SLIDE** and **Highlighted Text** – These are the cues to go to the next slide of the slide show.

MARSHMALLOW DRAMA

Leader say: **Our scripture passage urges us to forgive each other.** (Read Colossians 3:13.) **To forgive as Jesus has forgiven us. That’s a tall order!**

In a few moments we’ll see a drama. You’ll provide the sound effects. Don’t worry—you’ll figure out what to do. And some of you have marshmallows. Hold them in your hands—you’ll figure out what to do, too. And now join me as the lights dim and we’re transported to another time and place...

(Leader moves off stage as lights slowly dim).



Stage Lights PARTIALLY DIM

Black slide/SFX: Lively mariachi music blares.

(Leader runs back to center stage and waves “no” and “cut” to person running slide show & sound.)



Stage Lights BACK UP

SFX: Music suddenly stops.

[MILDLY ANNOYED] Leader say: **No! Not *that* time and place. That was *vacation*. The *other* time and place.** [Smiles, to audience:] **Sorry about that...**

(Leader walks off stage again as lights slowly dim.)



Stage Lights PARTIALLY DIM

(beat)

Black slide/SFX: Polka music

(Leader quickly scrambles back to center stage and again indicates “cut” to person running slide show & sound.)

 Stage Lights BACK UP
SFX: Music stops.

[ANNOYED] Leader say: **No! Not *that* time and place *either*. The time and place we *talked* about. Do I need to come over there? You know the time and place I’m talking about!**

(Leader uses two fingers to point to his/her own eyes and then at person running slide show & sound. Slowly moves off-stage...suspiciously...as lights dim.)

 Stage Lights DIM

DRAMA TEAM enters: four or five kids with marshmallows on sticks sit in a semi-circle facing the audience center stage back. The kids face a “campfire” of sticks. Leader provides Rod Serling-like voice offstage over haunting music. Have a mic at the “campfire” and with Rudy. The actors can pass the mic back and forth.

Leader say [Rod Serling]: **Call it a mystery... Call it fate... Call it a wormhole in the fabric of time... But whatever the reason...however it happens... It’s happening now. You’ve been transported to **another place**...**

SLIDE: Somewhere in Indiana...

Another time...

SLIDE: *June 20, 1972...*

Another dimension...and you may never make your way back.

SLIDE: *The Campfire*

 Stage Lights UP SLIGHTLY
VIDEO: Campfire

Leader say: **A friendly gathering** down by the lake...a half-dozen teenagers who know each other from youth group. A few boys...a couple of girls...and enough marshmallows to keep everyone entertained in the early summer night.

We hear a gentle breeze drifting in off the water...the gentle sound of waves lapping against the shore...the crackle of a flickering fire illuminating faces...crickets chirping in the night...

It's peaceful here...cozy. No one suspects that soon this quiet party will become—an illustration.

YOUTH 1: Where's Rudy?

YOUTH 2: I don't know—he said he was coming.

(YOUTH 1 stands, looking around, hand above eyes, peering into the dark.)

YOUTH 3: It's so dark out here—it's like one of those movies where teenagers sitting around a campfire get mauled by alien zombie werewolves.

YOUTH 2: Yeah...like *that* would ever happen. (YOUTH 1 sits again.)

YOUTH 1: Say...you don't happen to hear wolves howling in the distance do you?
(pause for audience participation)

(YOUTH 2 stands and cups hands behind ears)

YOUTH 2: Nope—I don't hear anything.

YOUTH 1: Well, I guess he'll find us...

(YOUTH 2 sits)

Leader say: **But Rudy wasn't lost. Deep in the shadows, Rudy was in the midst of...a discovery.**

(RUDY enters SR, pats pockets in a panic.)

RUDY: I forgot to bring marshmallows!

Leader: **The invitation had warned him: BYOM. Bring Your Own Marshmallows.**

RUDY: I can't show up without marshmallows. I won't have anything to toast!

Leader: **Rudy turned away in disgust—and then noticed: on the next sand dune sat an audience. An audience with marshmallows. Rudy approached them slowly...carefully...looking for compassion in the shadowed eyes. Compassion for a man minus his marshmallows.**

RUDY: Look, I know I forgot marshmallows and it's my fault, but if you could find it in your hearts to forgive my forgetfulness and help me out? If I could, you know, borrow a couple...if I could have a few...

(RUDY falls to knees, hands clasped, imploring)

RUDY: I'm beggin' you! I left them in my locker! My dog ate them! There was a tornado and they blew away! My little sister needed them for a science project! I gave them to orphans! I put them in the offering plate at church! Please—gimmie some marshmallows! Toss them on down here! Hit me! I can take it!

(The audience should throw their marshmallows at him. Rudy will scramble around picking up marshmallows fiendishly, putting them in his pockets, under his arms, anywhere he can—grabbing as many as possible.)

(DOUG enters stage right. DOUG carries a sandwich bag.)

Leader: And then Rudy saw a solitary figure making his way to the campfire. Doug McMullen, a friend from youth group. And that's when Rudy remembered.

(RUDY approaches DOUG)

RUDY: Hey, man, didn't you borrow a marshmallow from me at the cookout last month?

DOUG: Yeah...I think so.

RUDY: Well, I need it—*now!*

(DOUG empties bag—he has one marshmallow.)

DOUG: But I only have one, Rudy. Besides—you're *dripping* marshmallows there.

RUDY: Doesn't matter. You forgot to pay me back and now I want what's mine. Gimmie.

Leader: Doug did as he was asked...and then—as Rudy marched over to the campfire—Doug slowly turned away. He only looked back once—and then he slipped back into the cricket-filled...wave-lapping...breeze-blowing ...night.



Stage Lights DOWN

SLIDE: Black

(Drama Team exits; Leader returns to center stage.)



Stage Lights UP
SLIDE: Forgive Logo

Leader say: **How about a hand for** our drama team? (cheers) **What's up with Rudy? We forgive him for forgetting his marshmallows and load him up—but he takes Doug's one lonely, little marshmallow. Rudy's got a few things to learn about forgiveness...and we probably do, too.**

Leader: Hold up the Bible when giving the Scripture reference.

That little skit retold a parable Jesus shared when Peter asked Jesus how many times to forgive someone. It's from **Matthew 18:23-35.**

SLIDE: Open Bible

[Leader: Walk to stage right] **In Jesus' story the debt was 10,000 bags of gold, not a marshmallow. A servant owed his king all that money, but the servant couldn't pay it back. When the servant begged for mercy the king forgave the debt. *That's* a lot of forgiveness.**

[Leader walk toward stage left; pause center stage] **Then, on his way home, the servant met a friend who'd borrowed a hundred silver coins. A hundred silver coins were nothing compared to 10,000 bags of gold.**

But the servant demanded payment. When his friend couldn't come up with the cash, the servant had his friend thrown in prison.

SLIDE: Forgive Logo

Jesus' parable points out how much God has forgiven us...and how crazy it is when we don't forgive others for far less.