



*Written by  
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## **“Blessed Are The Meek”**

**Scripture:** Matthew 5: 5

*“Blessed are the meek, for they will inherit the earth.”*

**Dramatic Category:** "Three-in-One Skit" (With a “Skermom” option)

**What is a "Three-in-One Skit"?**

A "Three-in-One Skit" presents three separate stories being told scene-by-scene, alternating with each other. The lights direct the audience to the next scene that “comes alive” while the other two freeze (in tableau); however, this skit can be done without light pools as well. When one couple ends their scene, they freeze in position; their last line sets up the next couple’s first line. Each couple’s action resumes exactly where it left off when their turn comes around again. Each scene ends up with the same conclusion or summary statement.

All three scenes freeze when they are finished, and the pastor has the option of walking right up to them and using them as mannequins to illustrate his sermon. He may prefer to have the players exit the stage, but leave a prop in the scene (like a book or a folder, etc.) that he can pick up and refer to, reminding the audience what this scene was about and why it illustrates the point he is making in his sermon. This art form is very unique and surprising!

A "Three-in-One Skit" provides a very memorable introduction, conclusion, or mid-way example for the pastor as he presents the church sermon. It gives your drama ministry a first-hand opportunity to link with the pastor to create a sermon illustration that will compliment any topical or expository sermon.

**Topic:** The Beatitudes: Humble behavior brings harmony in relationships.

**Performance time:** 6 minutes

**Number of Players:** 9 players (2 men, 6 women, 1 child)

**Objective:**

The loud, brassy, over-confident, and presumptuous are often the losers in the situation. Each vignette ends with the statement, “Looks like you win.” meaning that the inheritance “the possession” of the desired outcome, goes to the one who is meek and gentle.

## Synopsis:

This is a sequence of three scenes that are *inter-woven in their presentation*. We visit three situations to discover that the “meek do inherit the earth.” Scene #1: The gentle calming of a child’s fears leads to a peaceful bedtime. Scene #2: Encouraging support leads to gaining the confidence of others. Scene #3: Prideful self-assertion often leads to humiliation.

## Cast:

### (Scene 1)

Cindy: *the mom*  
Mark: *the dad*  
Isaac: *a six-year-old boy*

### (Scene 2)

Phyllis: *a loud, over-confident woman*  
Fran: *a sweet, “meek” woman*  
Kristen: *a friendly woman*  
Lori: *a friendly woman*

### (Scene 3)

Mike: *an arrogant “know it all”*  
Tracy: *his “meek,” supportive wife*

## Props:

### (Scene 1)

A newspaper  
2 chairs side-by-side with a quilt and pillow to make a “bed”  
2 chairs off to the side, which represent the “other room”

### (Scene 2)

A table with all sorts of candleholders and candles on it  
4 chairs set around the table, leaving the side to the audience open.

### (Scene 3)

A map  
2 chairs side-by-side, which represent the front seats of a car  
A metal box tied to a microphone stand, representing the GPS system  
**Option:** If you can attach a steering wheel to the microphone stand, it is very effective; if not, use pantomime to represent the steering wheel.

## LIGHTING NOTE:

This skit is done in three light pools. Only the scene that is active is illuminated; the other two are in darkness. This is a “light show” in that the lit spots direct the audience’s attention to the next scene. When one couple ends their scene, they freeze in position; their last line sets up the next couple’s first line. This is a “tableau or freeze-pose” sketch. The audience is able to see all three couples at one time; however two of the three are always frozen. Each couple’s action resumes exactly where it left off when their turn comes around again.

## The Script:

### Scene 1: “There’s a Monster Under My Bed” (Cindy, Mark, and Isaac)

*(Isaac is sitting in bed, feet pulled up, looking terrified. Mark and Cindy are seated in two chairs off to the left, in the “living room.” An imaginary wall separates them from Isaac.)*

**Cindy:** *(looking at her watch)* He’s not going to try that stuff on me tonight. No sir, bedtime is bedtime; he knows who’s boss.

**Mark:** *(looking up from the paper.)* Right.

**Cindy:** Well, he does! He’s only five years old for Pete sake. Who’s running whom around here?

**Isaac:** *(getting up from the bed and creeping into the living room)*  
You guys...

**Cindy:** Isaac Monroe you get back in that bed this second.

**Isaac:** But Mom!

**Cindy:** Enough is enough! Now, scoot!

**Isaac:** There’s a monster under my bed!

**Cindy:** There is no monster under your bed. That’s ridiculous. Good night, young man.

**Isaac:** I can hear him. He’s humming!

### LIGHT OUT ON SCENE 1

### LIGHT UP ON SCENE 2: LORI, KRISTEN, PHYLLIS, AND FRAN

### Scene 2: “You Glow Girl” (Lori, Kristen, Phyllis, and Fran)

*(Lori, Kristen, Phyllis, and Fran are seated at the table having a “Light Bright Candles” meeting.)*

**Phyllis:** Shhhh...she’s humming.  
*(They lean over to hear Fran)*

**Kristen:** Why are you humming?

**Fran:** I just thought it would be fun to have a theme song from our “Light Bright” unit when you go to the big convention.

**Lori:** I think it's more important to decide "who" will go to the big convention to represent us, than it is to decide what tune I will be humming.

**Phyllis:** "You" will be humming?  
What makes you think that you will be elected to represent us?

**Lori:** Well, I am the most qualified. I have been selling Light Bright candles the longest; I know this product line. *(She picks up the first candle product.)*  
Here we have the...

*(She lists several candleholders and types of candle products, as many as you have gathered as props. Make up fictitious names for them.)*

**Fran:** You really do know your stuff. I am so proud of you.

**Kristen:** Okay, okay. So you know your stuff, but I had the highest sales last quarter.

**Fran:** You did. Good job!

**Phyllis:** Well, maybe you did, but I know the most about this company.  
I know where we're going.

## LIGHT OUT ON SCENE 2

## LIGHT UP ON SCENE 3: TRACY AND MIKE

### Scene 3: "I Know Where I'm Going" (Mike and Tracy)

*(Mike is steering and adjusting his GPS, while Tracy checks the map.)*

**Tracy:** I don't think you know where we're going.

**Mike:** Of course I know. There is no way I could be wrong!

**Tracy:** You're wrong. I've been to Bob and Carol's place before, and this is not the way.  
You and your gizmo are wrong.

**Mike:** This is not a gizmo! It is a GPS.

**Tracy:** *(mocking)* Gizmo.....? *(motioning like she wants to suggest what the "P" and the "S" might stand for.)*

**Mike:** Global Positioning Satellite, and it's always right.  
I know exactly where we are.

**Tracy:** Of course you do, dear.

**Mike:** This thing is amazing. It's a satellite in outer space, and it knows where I am.

**Tracy:** That's handy if we're going to Mars.

### **LIGHT OUT ON SCENE 3**

### **LIGHT UP ON SCENE 1: MARK, CINDY, AND ISAAC.**

**Mark:**

*(on the floor on his tummy, looking under the bed w/ Isaac peeking under the bed beside him)*

Mars?

**Isaac:** Yes! I think it's from Mars.  
It's making a sound like a monster from Mars!

**Mark:** Shhh! I have to listen.  
These Martian monsters can be very tricky.  
Sometimes they get very quiet if they know you are listening.

**Cindy:** *(entering the room to find both of them belly-down on the floor)*  
I can't believe you are falling for this, Mark.  
Isaac needs to go to bed, and now he's got you playing into this routine, and I am tired of...

**Isaac:** Mom! Look. I can see it.

### **LIGHT OUT ON SCENE 1**

### **LIGHT UP ON SCENE 3: TRACY AND MIKE**

**Mike:** Can't you see it?

**Tracy:** See what?

**Mike:** Bob and Carol's house? It should be right here.

**Tracy:** Not unless they've moved into a fire station.

**Mike:** A fire station! That's impossible! I can't be wrong. I paid good money for this thing. It's supposed to know where I am. *(He hits the unit)* Stupid piece of junk!

**Tracy:** *(trying to calm him down)* You'll get it, Honey.  
Maybe next time.

**Mike:** I hate to be wrong!

**Tracy:** It happens so seldom.

**Mike:** We can't be lost. It's not possible!

### LIGHT OUT ON SCENE 3

### LIGHT UP ON SCENE 2: LORI, KRISTEN, PHYLLIS, AND FRAN

**Kristen:** Of course it's possible. I can do this. I had the highest sales last quarter. Did I already tell you that?

**Lori:** Twice. And, no, it is not possible.  
You can't be our representative because you're just...well...you're just; you can't that's all. It has to be me.

**Fran:** *(Trying to comfort a saddened Kristen.)*  
You're just fine. There's nothing wrong with you. You'd be a great "Light Bright" representative. I'd vote for you.

**Phyllis:** *(To Kristen)* Oh, cut it out. You're as drippy as the candles.

**Lori:** *(Cutting Phyllis off)* Our candles don't drip.

**Phyllis:** Let's vote. *(She passes out paper.)*

**Fran:** *(to Phyllis)* You're such a good organizer.

**Lori:** My point exactly.

### LIGHT OUT ON SCENE 2

### LIGHT UP ON SCENE 1: MARK, CINDY, AND ISAAC

**Mark:** *(look up at Cindy)*  
I get your point; but Isaac is right.  
There is something under this bed, and it is humming.

*(He reaches under the bed and pulls out a toy that is locked in the "on" position. It is humming.)*

**Isaac:** Is it humming?

**Mark:** It sure is. It's still turned on, and that is the sound you hear.

**Isaac:** See, Mom, it was dangerous for me to go to sleep with that thing under my bed.

**Cindy:** Dangerous? Oh, come on!

**Isaac:** What if it caught on fire, and I burned up. Wouldn't you be sad?

**Cindy:** Yes, I would be sad. Can you go to sleep now?

**Mark:** *(tucking Isaac in, and handing him the toy)*  
There are no more monsters.

**Cindy:** *(lovingly to Mark as they exit.)* You did it.

**Mark:** You fought the good fight, too!

**Cindy:** Yes, but you win!

#### **LIGHT OUT ON SCENE 1**

#### **LIGHT UP ON SCENE 2: LORI, PHYLLIS, KRISTEN, AND FRAN**

**Phyllis:** *(opening the ballots with confidence)*  
I know that whoever wins this election, that I will do my ...  
Oh, Fran...here's a vote for you.

**Fran:** For me...Oh...how sweet. Thank you.

**Phyllis:** Anyway, as I was saying...I know that I will.  
Oh, here's another vote for Fran.

**Fran:** Really! You're kidding. Me?

**Phyllis:** So, as I was...This vote is for you, too. *(She hands it to Fran.)*

**Fran:** I can't believe it. Me?

**Phyllis:** *(Opening the last ballot as the girls all huddle around to see)*  
This vote is for me. *(All the girls seem surprised)*  
Well, I voted for me.

**Lori:** *(To Fran)* Then you must have voted for yourself. Do you want to represent us?

**Fran:** I thought I'd try. Do you think I can do it?

**Kristen:** Well, obviously we all think you can do it. Well, almost all of us.

**Fran:** I'll do my best.

**Phyllis:** Well girl, looks like you win!

## LIGHT OUT ON SCENE 2

## LIGHT UP ON SCENE 3: TRACY AND MIKE

**Mike:** I just can't win with this thing. *(He adjusts it)*

**Tracy:** *(kindly)* May I suggest, with all due respect to you and your gizmo, that we turn left here.

**Mike:** Left! How could we possibly turn left? The GPS says that this is a dead-end road. No through traffic. There's a drainage trench that cuts right through there. See. *(He points to the GPS screen)*

**Tracy:** A bridge was put in last spring. It may be that your gizmo doesn't know that.

**Mike:** Okay, but you're wrong. You're so wrong. *(He turns the car left)*  
You got to get on the technology train, Tracy, or you're going to be left in the dust.

**Tracy:** Do they all run on these gizmo's?

**Mike:** What?

**Tracy:** Technology trains.

**Mike:** You know what I mean... Who's that?

**Tracy:** *(Peering out into the night)*  
It's Bob and Carol. They're in the street, waving.

**Mike:** No! That's not... it is Bob and Carol. *(With humility to Tracy)*  
Looks like you win.

## BLACK OUT FOR A MOMENT

## LIGHTS COME BACK UP ON ALL THREE POOLS

### Sermon Option 1:

All players remain in "tableau," (frozen stage picture) and the pastor walks around each set, making his comments about their attitudes. The players do not respond to the pastor. At a given point, cued by the pastor, the players leave the stage, and the pastor continues his message.



**Sermon Option 2:**

All players exit the stage during the blackout, but leave behind one object: Scene 1 leaves a toy on the bed; scene 2 leaves the candles; scene 3 leaves the map. The pastor approaches each scene and picks up the object to remind the audience of the attitudes reflected in that scene.

**Sermon Points:****SCENE 1:**

The “meek” helpfulness of the father won over the aggressive “take charge” personality of the mother. Meek people stop to listen, they do not jump to hasty conclusions, nor do they “push” to get their own way. In the end... they win!

**SCENE 2:**

The “meek” encourage others to shine. They do not insist on putting the spotlight on themselves. They “edify” others and believe in their potential rather than trumpeting their own success.

**SCENE 3:**

The meek do not insist on being “right.” They can graciously lose an argument; they do not push to have the last word; they are the direct opposite of the arrogant husband who “cannot be wrong.”