

Use “The Scene” to introduce “How to Prevent Anger,” the High School Sunday school lesson for January 1, 2012. The lesson is found on page 31 of *High School Teacher* by Standard Publishing.

the SCENE

Viewing the latest news through the lens of Scripture

How can so much anger make so many people happy? Ask the developers, distributors, and players of *Angry Birds* as the video game celebrates its second birthday!

December 11, 2011, was a big day for *Angry Birds* as the game marked its release two years earlier. The Finnish developer of the game, Rovio Mobile, treated fans to a birthday gift. Game owners received an updated version (2.0.0), which was made available in Apple’s App Store where *Angry Birds* made its debut.

For those not familiar with *Angry Birds*, the game is simple. Hostile green pigs have stolen eggs from birds, making them angry. Players use a slingshot to launch a limited number of birds at pigs that are standing in or on various structures. The goal is to destroy all the pigs on the field. As the player advances through the levels, it becomes harder to reach the pigs. But fortunately, the player gets to unlock new birds with special abilities.

Angry Birds has been praised for its successful combination of addictive gameplay, comical style, and low price. Its popularity led to versions of *Angry Birds* being created for personal computers and gaming consoles, a market for merchandise featuring its characters, and even long-term plans for a feature film or television series. Recently, Rovio announced that it will open two playgrounds in Finland with equipment inspired by the game. The playgrounds will have animal spring riders, swings, sandpits, and a range of climbing towers with slides.

With a combined 500 million downloads across all platforms and including both regular and special editions, the game has become the top grossing game of all time. To date, over 12 million copies have been downloaded from the App Store on iOS (Apple’s mobile operating system) devices. *Angry Birds* has become so popular that reportedly people play the game for a combined 1.825 billion hours per month.

As is *not* the case for many video games, parents have been generally positive about the *Angry Birds* phenomenon. Common Sense Media (CSM) is an organization that serves as a guide for parents by having reviews for most media types including books, movies, video games, music, and websites. In the opinion of CSM, “*Angry Birds* is a fun, addictive puzzle game based around destruction and revenge (the birds want to get back at the pigs for stealing their eggs). That violent-sounding theme, though, is played out in an incredibly cartoony way.”

As students arrive, give each of them a copy of the above news story to read. After all teens have had the opportunity to read the article, discuss it in this way:

Do you play *Angry Birds*? What do you like or dislike about the game? Why do you think it has been so successful?

***Angry Birds* portrays anger in a very safe, cartoony way. But what is your experience with anger? Tell about instances you know about in which anger has caused negative results.**

Although *Angry Birds* depicts anger in a comical way, uncontrolled anger is a serious problem. Today we’re going to look at what the Bible says about anger. What is the real story of anger and how can we best deal with it?



MEETING GOD FACE-TO-FACE

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