

## The High Score

A young teenage boy, who loved to play video games, had been playing a new online game called *Conquer the Kingdom*. He played it often and so well that his name was rising on the leaderboard as one of the best players in the game. One afternoon, his mom had to go to an appointment and asked him to watch his little sister while he was gone. He often watched her at night when their parents went out on dates or in the afternoons when they had errands to run. His homework was finished and he had nothing else to do. He decided to play his video game while his little sister played with dolls in her room. It was by far his best performance in the game yet. He was on his way to breaking a new record in points. This would surely set him at the top of the leaderboard. The game was intense. He had his headphones on and he was in the zone. Then he had a sudden thought. What if something happened to his sister? How could he be sure she was okay when he was so focused on playing this game? He started to worry about her. He loved the little girl very much. Even though he was just about to break the record for most points scored, he took off his headset and set the game aside. He knew his sister was more important than a high score. He walked upstairs to his sister's room to make sure she was okay. She was fine. She was playing with her dolls very quietly. "Do you want to play with me?" she asked. The boy smiled. "Sure," he said. "But don't you want to finish your game?" she asked him. "Nah," said the boy. "I can always play it another time. Let's play your game instead."

**Blessed are the poor in spirit, for theirs is the kingdom of heaven.**

Dees, Jared. *Beatitales: 80 Fables about the Beatitudes for Children* (pp. 19-20). Formative Fiction. Kindle Edition.