



5 - Catalogue of Tailor-Made Group Dynamics

Here are some Group Dynamics we have used in the past for different occasions. We have tried to categorise them according to different categories, and we hope they will serve as examples of what you can do. We have surely also seen the weaknesses in some, and we hope that you will not make the same mistakes we have made in the past.

Come, take and learn from these!

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UNI TREASURE HUNT

Objectives:

1. Bring back the treasure
2. Win the game (first one back gets to win)
3. Work as a team at all times

Strategy:

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Break to groups of 6 SIC		30 min (against time)	Indoor & Outdoor

Materials Needed/Preparation:

Instruction sheet for participants (*See sample*), Eggs with colours

The Game:

Introduction/Overview

The whole activity requires you to work as one group. At no time must you be split from each other.

The real treasure you must start with (and it must go with you on all your travels) is your group EGG. Your egg colour is _____.

You must begin and end with the egg intact. Find it, it is not far. The colour will be your compass.

How to play

Bring everything back as proof.

1. Pluck 5 blades of grass. (*Obvious*)
2. Find a worm (an earthworm will do). (*Cannot see with the eye*)
3. From the entrance to the campsite, take 200 steps out to the right. Look up and you will note something special. What is special to your group?
4. It must have hands, it must have a face, and if you are late coming back, it will tell you to your face! (Collect it as proof!)
5. From outside this campsite, bring back something special. It must be fresh. Explain why it is special.
6. Write a jingle/'pantun' (at least 4 lines) on how one should hunt for treasure.

Wrap Up Questions/Sharing

1. Life is a CONTINUOUS JOURNEY
2. Life is to be lived PURPOSEFULLY
3. Do you remember the REAL TREASURE?
4. Life is FRAGILE
5. What did you feel as you went about the activity?

IN SEARCH OF TREASURE

Objectives:

To enjoy and get to know your group members and win the game

Strategy:

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Break to groups of 10	SIC	20 min	Indoor & Outdoor

Materials Needed/Preparation:

Instruction sheet (*refer sample*), whistle, newspapers, cups of water, paper, pens

The Game:

Introduction/Overview

TREASURE HUNT STYLE

How to play

Search for:

1. One mosquito/cockroach (dead or alive)
2. A King James Version (KJV) or a Revised Standard Version (RSV) of the Bible
3. Get a cup of water from SIC (in order to get it, you have to chant a slogan about water as a group)
4. Collect some cobwebs or dust and bring it as proof
5. Collect 5 different socks (one side only) belonging to your group members
6. Find a person from another campus (not your group member) — get the name of the person and get his/her IC
7. Make one simple origami figure out of paper and present it as your treasure
8. Get a snail from the garden (any shape or size)
9. Write down a memory (one of your group members') of your exams. Quote something that happened
10. Buy a pen from SIC. Only what SIC provides is allowed. You have to pay SIC the amount he/she wants

The Word of God/Sharing : ECCLE 3:1-14

(Based on activity 1-10)

1. Collecting pests
2. Version that are neglected, ... do have their purposes
3. Need it for your thirst
4. Worthless collecting dust
5. Variety ... for what?
6. ... Cannot get what you want sometimes
7. Life is creativity
8. Going after illusive things
9. Experience is something to be captured and learnt from
10. Symbol of acquiring and impending knowledge

Wrap Up Questions

1. Did you learn anything about your group members?
2. What was the purpose of the whole game?
3. What did you feel when I asked you to get the mosquito/cockroach?
4. Some things are important but are they worth the price?

Without DIRECTION & MEANING in what we do, everything becomes pointless.

GET A LIFE!

Objectives:

1. To be able to picture our lives as a cup — needing to be filled
2. To be able to picture our lives as an egg — fragile
3. To become aware that the treasure we go after can endanger our eggs
4. To become aware that the things we avoid may indeed make us harder

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play Break to groups	SIC	20 min	Indoor or Outdoor

Participants (no, gender, specific) against time)	Type of Location (specifications?)	No of Personnel	Duration of Game (how long,
All play Break to groups	SIC	20 minutes	Indoor or Outdoor

Materials Needed/Preparation:

1. Eggs
2. Plastercine
3. Newspaper (for nest)

The Game:

How to play

1. The license for the whole group to start together is to make a cup each, out of the plastercine given.
2. Having done that, each will be given an egg. Write your name on it. Protect it. Do not let it be damaged or stolen.
3. The whole group will need to make a nest for the eggs using newspapers. Place your eggs there.
4. Collect 10 treasures (group must agree on them) to line your nest... to make your eggs happy. Prioritize them.
5. Capture 5 clouds that might make your eggs unhappy.
6. Come up with a 4-liner with the theme - "Get A Life!"

The Word of God/Wrap Up Questions

1. What were your treasures? Why?
2. Was the egg one of your treasures?
3. What were your clouds? Why?
4. If your egg could talk, would it feel comfortable in its nest?
5. Look at the cup you have made...if it were to resemble your life...

LIFE & I

Objectives:

To discover that:

1. In living life, we cannot really see ahead
2. Life is fragile
3. There are many obstacles in life
4. We are sometimes controlled by the people in our lives
5. There need to be give and take
6. We can choose to go on even in difficult situations
7. One can use other 'senses' to live life

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Large group All play Break to pairs	3-4 staff	30 min	Outdoor

Materials Needed/Preparation:

1. Blindfolds (30)
2. Balloons (60)
3. Cut Rafia Strings (30)
4. Water guns (2)
5. Pins (5)
6. Pencils (15)
7. Papers (15)
8. Sweets (30)
9. Mouth Plaster (30)
10. 4-station preparation
 - a) Mouth to be plastered
 - b) Need to sign their attendance there
 - c) Unwrap sweet and take turn to feed partner a sweet each
 - d) Get paper and pencil and write a 4-liner on "LIFE & I"

The Game:

How to play

1. Find yourself a partner.
2. Blow 2 balloons each to the size of a volleyball.
3. Your mission in the game is as follows:
 - a) Keep your 2 balloons from being burst.
 - b) You need to make your way to 4 stations in this order.
 - i) STATION 1 - you will receive an additional 'challenge'
 - ii) STATION 2 - you will need to sign your attendance
 - iii) STATION 3 - you will need to feed your partner a sweet after unwrapping it
 - iv) STATION 4 - you will receive a paper and pencil. Make a 4-liner about "LIFE & I"
4. Throughout the game, each of you will have your legs tied to your partner, and you will be blindfolded.
5. Throughout the game, there will be enemies with pins trying to burst your balloons, and squirting you with water.
6. No matter what, please complete the game!

Wrap Up Questions

1. What did you discover about yourself?

SIAMESE TWINS

Objectives:

1. Learning to struggle together

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Break to groups of 2	SIC	45 min	Indoor & Outdoor

Materials Needed/Preparation:

Blindfolds, raffia strings, balloons, Station (*See How to play No 4*)

The Game:

How to play

1. Break into pairs.
2. Each of the participants will be tied to each other with raffia strings and of course will be blindfolded.
3. Participants have to make their way through 3 Stations in order to finish the quest.
4. At each station, participants will be required to do something:
 - a. Station 1: Blow a balloon, tie it up and carry it along with you
 - b. Station 2: Weight lift your partner (decide who will do this) for 15 seconds. If you pass, one of you can remove your blindfold.
 - c. Station 3: Write down your 4 reasons why you should not be joined this way as Siamese Twins, and 5 strategies you could have used in separating from your twin. Then make your way back to the hall.
5. Participants need to complete all the stations and then head to the hall in order to be declared the winner.

Wrap Up Questions

1. How were you all able to proceed?
2. How was it like blowing the balloon in the dark?
3. How did you feel when one of you could see?
4. How did you come up with the 5 reasons?

Sharing

- ☒ There is hardly anything you can do about being joined by your Siamese twin.
- ☒ In order to move, you depend on your 5 senses.
- ☒ You need to be in tune with your twin, so that you can move harmoniously.
- ☒ You had to accomplish 'things' — blowing a balloon in the dark, with the discomforts of having your twin around you.
- ☒ When one of you could see, it got slightly better, but the twin was still around you. He/she followed you wherever you went.
- ☒ At the end, you had to recall your experience in order to be able to write it down.

REVEALING IN THE DARK

Objectives:

1. To be open enough to each other to have some 'dirt' on our back.
2. To experience what it feels like to share like that.
3. All the while to experience being led 'in the dark'.
4. To experience receiving a response.
5. To analyze and respond to the respond.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Pairs	SIC	30 min max	Indoor our Outdoor

Materials Needed/Preparation:

Blindfolds

The Game:

How to play

1. Pair up with somebody and decide who gets blindfolded first.
2. Walk together with one of you blindfolded. As you become not so afraid of stumbling, begin talking with one another.
3. The blindfolded person will reveal a disturbing/painful experience that affected him/her within this year.
4. The person with the eyes will LISTEN in silence.
5. When the sharing is finished, the listening one will give a one-sentence response.
6. This should not take more than 15 minutes.
7. Now, change over and start again with the roles reversed.

Wrap Up Questions

1. How did you feel when you were blind?
2. Did you really trust your partner? Why?
3. How did you feel when you were asked to SHARE a part of yourself?
4. Having shared, how do you feel now?
5. Did you find the response appropriate?

Conclusion :

- ☒ It is not easy to share YOURSELF. TRUST takes time to build.
- ☒ Receiving someone's sharing is a PRECIOUS GIFT, and treated as something very valuable.
- ☒ Taking time to provide HOSPITALITY and responding to the person is the gift we give in return.

FANTASY

Objectives:

Team Building on the Armour of God

Strategy:

Reflection style

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play	SIC	20 min	Indoor

Materials Needed/Preparation: NIL

The Game:

Introduction/Overview

Participant will relax and listen to SIC

How to play

The Fantasy

You are a soldier in the army, . . . a strong army with a very good commander. Your current mission is to fight for the freedom of a certain race that is being killed off because of their colour.

You have just left your home country about 2 weekends ago, and landed in the jungles of enemy land. The first week was all right, but it was tough going, and you had to be alert all the time. You felt secure though, because you had on full Armour, to protect you. Yet it was very tiring because you kept watch all the time. Your team was trying to attack the enemy from behind, . . . but they had heard news of you, and prepared a counter-attack. Every noise you heard, made you very sure that the enemy was closing in on you.

Then, . . . one by one things started happening. There was an enemy ambush . . . and in that confusion — many of your fellow mates were killed. Only 5 of you were left . . . very wounded, bleeding and hiding away from the enemy. In the next few hours, you discovered that though you still had your armour on, . . . you had lost your weapons.

The Word of God/Wrap Up Questions

As you were still in hiding, you had some time to think about things:

1. What were your feelings at that time?
2. What did you feel about your mission — to set free the coloured people?
3. What would you do the next time the enemy ambushed you?

Conclusion:

Thank God this was only a fantasy. You slowly come away, and find yourself in this room. Stretch, and sit back again . . .

Objectives:

1. Help the students discover the real issues pertaining to this urgent situation and extra real question.
2. Help the students discover where they are in this journey of their faith:
 - a. Powerless
 - b. Convenience
 - c. Purposeless
 - d. Usefulness
3. Suggest to them the way to go on in their journey of faith as they realise where they are:
 - a. Confession, of who they are and where they are currently
 - b. Conversion, of their lives as they bring it under the Lordship of Christ and allow Him to transform them
 - c. Consecration, of our lives to do God's bidding and calling

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All groups Break to groups	3-4 staff	1 hour 15 min	Indoor & Outdoor

Materials Needed/Preparation:

At the Beginning

1. Masking tape
2. Balloons
3. Eggs
4. Rafia
5. Preparation of cards with roles each person has to play

The tools needed for their journey

6. Torchlight
7. 2 big Bibles
8. 1 large mineral water bottle
9. 1 car lock
10. 1 wet mop

Vulture's Weapons

11. Water pistols
12. Flour
13. Pins to prick balloons

At Station 1

14. Instruction sheet (see attachment)
15. Chewing gum
16. Blindfolds

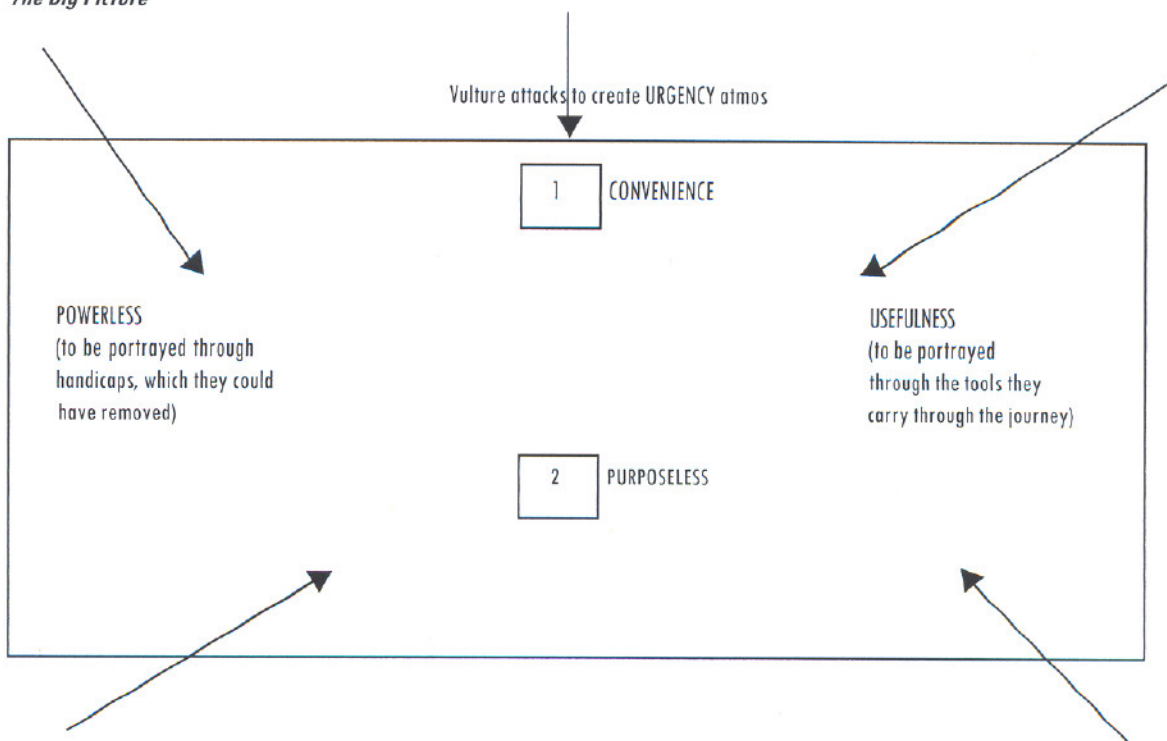
At Station 2

17. Instruction sheet (see attachment)
18. 2 chairs
19. 3 bowls to break the eggs

Overall

20. Instruction sheets to each of the teams

The Big Picture



The Game:

How to play

1. SIC tells them the aims of the game:
 - a. It is a COMPETITION
 - b. Starting point and ending point
 - c. In between there are 2 stations
 - d. Each person will have a ROLE to play and everyone has HANDICAPS (mouth taped, hands tied, balloons in between legs, eggs in hand)
 - e. Now they can choose their tools
 - f. Then give them time to read group instructions
2. Get them to read their group INSTRUCTION sheets
3. Give out ROLE card
4. Choose TOOLS for the journey (by group leader)
5. Blow own BALLOONS
6. Put on HANDICAPS, TIE HANDS, GIVE OUT EGGS
7. Make way to STATION 1 (in between got vulture attacks)
8. Make way to STATION 2 (in between got vulture attacks)
9. The END is set at one point and the first group to reach there is announced

The Word of God/Wrap Up Questions

1. What did you think of the whole game?
2. What was the role you played in the game? Could you play it?
3. Were your tools useful to you? Why?
4. Why did you make the choice at Station 1? Was it the right choice? How did your group members feel about the choice?
5. What did you feel when the vultures came?
6. At Station 2, what was your hope when you arrived there? What was your feeling of getting rid of your eggs? Did your mind having your face painted with egg?
7. Why did you keep on or take off your handicaps?

Conclusion:

1. Raise the issue of purposeless, powerless, usefulness, convenience
2. Ask them where they are in this matter
3. Need to come out of their comfort zone
4. Suggest the way to go from here:
 - a. Confess
 - b. Undergo conversion
 - c. Consecrate

Remarks:

Theme and concerns for the Group Dynamics as recorded in the original planning (14/8/97)

E.R. has a dual meaning. It stands for an emergency situation that needs urgent attention, and second it represents the words "Extra Real".

1. Urgent Attention — many Christians do not really have a purpose in their lives and the Gospel is not close and real in their lives.
2. Extra Real — the ultimate aim of the camps is to show that Christianity and God's Word is practical and very relevant in our lives today. By seeing this we hope that their faith will become extra real in their lives.

Focus of the Group Dynamics: Who and Where are we? To help students look into themselves and ask whether they know where they are heading. Does their faith make a difference in their lives? Thus, we want to direct their attention both to the urgent situation and to the extra real situation.

Urgent & Extra Real

1. Urgent
 - a. Our Gospel has been reduced to become a toothless one. Our spirituality has been reduced to a mere good experience. Whatever happened to the Power of our Gospel to transform lives, and the usefulness of the Word to teach, rebuke, correct and shape our lives?
 - b. Our Gospel has become a convenient one. When it becomes too costly, we either discard it, or reduce it to a less inconvenient one so that it won't alter our lives tremendously!
 - c. Our Gospel has become purposeless in our lives, in that we do not allow it to have full power over our lives. We direct our lives instead of letting the Gospel give meaning and direction to our lives.
2. Extra Real
 - a. Our Gospel is not a pseudo one. It seeps into every sphere of our lives — our thoughts, our way of living, our issues of today, and our need for love, community, etc.

GROUP INSTRUCTIONS:

Are you ready to go?! This is going to be an extra-real HAPPENING experience!

Please do ALL things as a group.

- ☒ Your group will need to choose 2 TOOLS that will be useful to you throughout the journey. After viewing the tools, please send your leader to do the choosing. You may not get the tools you want.
- ☒ Get your envelope and read the ROLE you must play in your group. Do not let anyone know what your role is supposed to be, just live it out as your group activities continue on.

HANDICAPS

- ☒ Blow your balloon up to the size of volleyball. You will need to place it between your legs for the rest of the game. If it bursts, you will have to put 2 balloons between your legs.
- ☒ Tie your hands to your neighbour's with the raffia strings provided. All of you must be tied to each other. Only the 2 end persons will have one hand free.
- ☒ You will have to carry an EGG on all your travels in one hand. If you break it, you will be given 2 eggs to carry!
- ☒ Finally, your mouth will be taped with MASKING TAPE.

THE AIM OF THE GAME

- ☆ This is a competition!
- ☆ You will have to go through 2 STATIONS to complete the game. Your FINISH LINE will be told to you!
- ☆ Beware! There are VULTURES who will try to crack your eggs and prick your balloons. PROTECT them if not, you will be penalized!
- ☆ At each station, you will be told what to do!

READY, GET SET, GO

All the best to you! Do not forget to play your ROLE as you go along!!!

STATION 1:

All of you will be BLINDFOLDED for the rest of the journey.
This is an addition HANDICAP.

But you have a choice. If you do not want to be blindfolded, then you must take one chewing gum, CHEW it, and pass it on to your group member who will also CHEW it, and keep passing it on until everyone has had a CHEW.

Then you can proceed!!

STATION 2:

AHA! Finally you can get rid of your EGGS!

Follow the course set for you. Beware of the VULTURES!

You will need to CLIMB over the 2 CHAIRS ahead of you and head towards the bowls.

There you will be told what you must do to get rid of your eggs. FOLLOW ALL instructions.

Then proceed to the finishing line!

JUST BUILD

Objectives:

1. To get everybody to participate.
2. To get every team member to feel a part of the team.
3. To win the game.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play Break to groups	2 staff	25 minutes/against time	Outdoor

Materials Needed:

Student's own possessions, Bible, paper

The Game:

Introduction/Overview

1. Everybody has a handicap and must at all time, not use the handicapped limbs.
2. You must accomplish every activity according to its arranged order. After you finish one, move on to the next.
3. You only have 25 minutes for this whole activity.

How to play

1. Each team member needs to contribute a possession (it cannot be stationary/ writing equipment) and you need to gather it into a bag and carry it wherever you go.
2. Into your collection you have to include a pen which you need to buy from the staff at the price she requires.
3. Memorise Hebrews 10:24-25 and recite it as a group to the staff.
4. Collect an assortment of 5 insects/ garden creatures. Keep them on a piece of paper.
5. Make a creative figure (origami) from a piece of paper, and keep it for the final presentation of your treasures.
6. Make a rhyme with the theme, "PEOPLE". Your rhyme must have at least 4 lines. You will present it at the end.
7. Make a monster comprising of all your team members. You are only allowed to have 3 legs on the floor and 5 hands. You must hold for 30 seconds. Call the staff when you are ready.

Conclusion :

Can give a wrap up on team work and body life.

ONE HEART AFTER GOD

Objectives:

1. To know our ONE aim/goal in life is LIVING WITH AND FOR GOD.
2. To become aware that in achieving ONENESS, choices need to be made.
3. Often troubles or challenges have a way of CHANGING US and CHANGING OUR MINDS.
4. The next step is then to COMPROMISE, and we live short of what we are meant to experience.
5. What is lacking is the COURAGE to go through the hardships, and making the COMMITMENT.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Break to 3 groups	4-5	30-40 mins	Indoor / Outdoor

Materials Needed/Preparation:

- Rafia string (cut and ready)
- 20 blindfolds
- Toothpaste
- 3 plastic cups
- 3 chewing gum
- 20 clothes pegs
- 3 x TRUMP CARDS (Bribery, Minus One Member, Surrender Our Flag)
- A glittering crown
- 3 Printed Mottos
- 3 flags

The Game:

Introduction/Overview

The 3 group mottos will be read out and they will CHOOSE the group they like best. After that they cannot change groups. They will have to bear the consequences of their group.

How to play

1. Group members will have to learn their motto by heart.
2. The AIM of the group is to go through 6 stations, and accomplish what is required of them, and then claim their CROWN!
3. At any station, they can CHOOSE to use their TRUMP CARD (once only for each) to either AVOID the activity or GET RID of their handicaps.
4. At any station, additional handicaps can be put on you!
5. There will be CONDITIONS to claiming their crown, which will be made at the final 6th station (the CLAIMS station).

The Word of God

Luke 9 :57-62

Wrap Up Questions

1. Why did you join that particular group? Did you like the CONSEQUENCES of joining it?
2. At each station, what did you think of THE CHOICES you had to make? How did you FEEL?
3. How did you feel about having to make choices TOGETHER?
4. Why did you choose to USE / NOT USE your trump cards?
5. How did you feel when you GOT or FAILED TO GET the crown?

Conclusion:

- ☒ When we START OFF in our commitments, we DON'T KNOW what is in store for us. We choose BY FAITH!
- ☒ When CHALLENGES come, we WAVER and unconsciously CHOOSE AGAIN! Often also, forgetting our final aim.
- ☒ What makes us DECIDE is often our FEELINGS, EASE/COMFORT of the choice and FRAME OF MIND at that time.
- ☒ COMPROMISE is crouching in the corner, waiting to get us.
- ☒ COURAGE to live out our COMMITMENT is the only thing that will keep us focused!

GRIM-PRESSIONS!

Objectives :

1. To become aware that they need to be PILGRIMS on a quest for God, not tourists who just expect self-fulfillment.
2. To become aware of WHY they are having Quiet Time - the real treasure is to MEET GOD.
3. To become aware that they need to be OPEN before God . . . in order to have this real relationship with God.
4. To become aware that as they go along, they are CHANGED / converted!
5. To become aware that it is costly.

Materials needed:

- The alphabets P, I, L, G, R, I, M
- Stickers
- Clothes pegs

The Game:

- The goal of the game is to bring back THE REAL TREASURE. The clues in every station point to it.
- Guard every team member and every possession you have well.
- At each station you must do everything required of you, and you will get one alphabet for your effort.

STATION 1 - Carry one group member throughout the whole duration until you return. (M)
(inside hall)

STATION 2 - Pull out one strand of hair each and give it to the station master. (I)
(door way)

STATION 3 - Sacrifice one group member and leave him behind. (R if they didn't leave behind)
(end of corridor)

STATION 4 - Get your foot soles signed by your team leader. His will be signed by the station master. (G)
(at the other end of the corridor)

STATION 5 - What is the Hebrew word for "I AM WHO I AM?" (L)
(at the toilet staircase)

Answer : (Yahweh) **HAYAH** -to exist, be, become, come to pass, be done, happen

STATION 6 - For every spot you have collected, exchange it with clothes pegs that you have to put on your ears. (I)
(return to classroom door)

STATION 7 - What do all the clues add up to? Make a 4-liner rhyme with that word in it! (P)
(back in the room)

- Meanwhile, there are people going around sticking stickers on people's back.

Wrap Up Questions

1. How did you feel when you had to go from station to station?
2. How did you feel carrying the weight of your group member?
3. How did you feel when you had to pull out your hair, wear the clothes peg?
4. How did you feel showing your foot sole to your leader?
5. Why did you decide to sacrifice / not to sacrifice your group member?
6. What is the real treasure you brought back?

THE TRUTH IS OUT THERE

Objectives:

1. To discover something about the reality out there.
2. Coming to terms with the truth or reality.
3. Hope in facing the "out there".
4. Keeping our spirituality as we face the "out there".

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play Play alone or choose to group	3-4 staff	45 min	Indoor & Outdoor

Materials Needed/Preparation:

1. White masking tape (wide)
2. Blindfolds
3. Paper with the words PERSONAL MISSION and CHARACTER TRAITS (negative) written on them
4. Paper crowns with the words WORLDLY SUCCESS and SPIRITUAL SUCCESS written on them
5. Thumbtacks
6. Instructions for each station on an A4 piece of paper (see attachment)
7. Blank papers for them to write down their questions for the panel

The Game:

How to play

1. Think of a question that you would like to ask a senior or graduate about 'life after graduation' or 'working life'. Write it down on the paper given.
2. You can play as a group (your own group) or choose to play alone. Once you have decided, you cannot change.
3. Each one of you will be given:
 - a) A personal mission (you cannot let any of your group members know)
 - b) Two character traits (one positive and one negative):
 - i) The negative one will be an obvious handicap,
 - ii) The positive one will be something you need to contribute to the group (don't let the group know)
4. Your mission is to get the Final Prize. In order to get that, you will have to go through 4 stations to collect Sub-Prizes before you go on.
5. You must visit each station in its order - 1, 2, 3, 4.
6. At each station, you can make a choice to do the activity there or forgo the activity. But collecting your Sub-Prize depends on your doing the activity.
7. After you have finished Station 4, you will be directed to the Final Prize counter where you can redeem your Final Prize. In order to get there, you will need to cross a bridge strewn with thumbtacks. Please be careful.

To start

1. Put on your handicaps.
2. Each one of you will be gagged with a masking tape over your mouth.
3. You need to follow the rules at all times.
4. To get to Station 1, you need to ask any one of the 3 staff. Depending on their mood, they will answer or not answer you. The 3 staff are: ...

Wrap Up Questions

1. Small Group Sharing
 - a) What is/are your Personal Mission?
 - b) How did you feel about your group member's handicap?
 - c) How did you feel about your member's contribution to the group?

2. Big Group Interaction
 - a) The Gags, ... talk about how you felt about them.
 - b) The Choices at each station, ... why did you make those choices that you did?
 - c) The Prize, ... was it worth it?
 - d) The People, ... how did you feel about them?

Conclusion:

What is REALITY like?

- ⬆ It is hard to keep our ideals because everything seems to contradict it.
- ⬆ Our ambitions sometimes cause us to be selfish, alone and even jealous of others, causing broken communities.
- ⬆ We want to make a difference, yet we end up feeling powerless and helpless.
- ⬆ In being pure and morally upright, we face conflicting temptation.
- ⬆ Broken relationships are a norm.
- ⬆ Other people's apathy does not help. We too are often grown onto apathy.
- ⬆ Busyness, with no time and all the time feeling tired, rob us of our wholeness as persons.
- ⬆ Yet in the midst of all these, our Mission, Dreams, Ideals seek to take root and not wither!

1. We all do have IDEALS and maybe a PERSONAL MISSION.
2. REALITY can be contrary to them.
3. CHOICES need to be made at each juncture.
4. We are TEMPTED to withdraw or feel HOPELESS.
5. Yet we are called to be RESIDENT ALIENS - to be involved, and swimming against the current.
6. God who PROMISES "I am with you and will rescue you." (Jer 1:8,19)

R U M.A.D.?

Objectives:

1. Helping students to **BREAK OUT** of the box, by getting outside their own handicap.
2. Helping students to become aware of what they **ARE SEEING** and what they are **NOT**.
3. Helping students discover that they are called to be both a **GIVER** and a **RECEIVER**.
4. Ultimately, to help students discover that making a difference (M. A. D.), requires one to **FULLY PARTICIPATE** in the experience before them.

Materials Needed/Preparation:

1. Envelopes with handicaps inside (to pick lots) ~ no eyes, no mouth, no both legs, no both hands, no right leg, no left leg.
2. 2 Red bunch paint bottles for hair mascara
3. 30 Eggs
4. 4 Cups with cockroaches
5. 4 bottles of coke
6. Prizes
7. 4 chips x 3 groups

The Game:

1. This game is called **MAD!** And there is a time limit of **20 minutes**. Everything must be accomplished within this time to qualify for a prize!
2. The **MISSION** is 4-fold
 - Your personal mission is to **MAKE A DIFFERENCE**.
 - You need to **BUILD A NEST FOR YOUR EGGS**.
 - .. Get the resources along the way
 - .. It will be tested by you having to throw in your eggs from a certain height, and there must be enough room for all your eggs.
 - You need to work towards **GETTING FREE OF YOUR HANDICAPS**.
 - .. At each station, you will get a chip for every task you accomplish.
 - .. Collect all four and you can redeem yourself at the redemption counter.
 - **EVERYONE must participate** in this game, and not just let a few do all things.
3. **REDEMPTION COUNTER & NESTING PLACE** is at the conference room.
4. **STATIONS**
 - 1 - **HAIR MASCARA**
Everyone needs to get a streak of red paint in their hair. Then they will get a chip.
 - 2 - **COKE IN, COKE OUT**
Line up in a row. Everyone takes a sip of the coke and holds it in their mouth for 10 seconds. Then spits into cup. First person has to drink everything up. (Cup has plastic cockroach which they do not know about). Then they will get a chip.
 - 3 - **BASKETBALL**
Everyone must try to get their paper into the basket. Only when 80% of the balls are in, can they get a chip.
 - 4 - **TREASURE HUNT**
Every member of the group must find a treasure for himself. Hunt and you will find!! When the treasure is surrendered by the whole group, the group will get their chip.

Wrap Up Questions

1. What did your handicap make you feel?
 - a) How did it LIMIT you?
 - b) How did you OVERCOME your limitations?

2. Through this game
 - a) What did you RECEIVE from somebody else? How did it make you feel?
 - b) What did you GIVE to somebody else? How did it make you feel?

3. Who did you NOTICE through out the game? What STAYED with you about them?

4. What DIFFERENCE do you think you make through this whole time?

AN ODDYSEY

Objectives:

1. To help student realize that in order to experience breakthroughs, they need to SEE BEYOND their situation or problem.
2. To help students become aware that it might NEED EFFORT or their WILLINGNESS TO FIGHT (Illiad).
3. To help students know that AVOIDANCE will not help. GOING THROUGH and WORKING THROUGH is the only way.

Materials Needed/Preparation :

- Straws with pins stuck in them
- Rafia to tie their hands
- Cups to grow the seed
- Seeds
- Wet cotton wool to line the cup
- Envelope to keep the pins

The Game :

1. The aim of the game is TO ACCOMPLISH ALL THE TASKS AT EACH STATION.

2. Get into your groups.

3. STATION 1 : DOORS

Head for any door and your group will have to pas through the hole between the rafia strings.
Only one member can walk under and go through.
Having done that, get a rafia and tie up your hands. Proceed to next station.

4. STATION 2 : TABLE

Collect your straws using your mouth and head for station 3.

5. STATION 3 : PIANO

Still using your mouth, pull out the pins and toothpicks and drop them into the envelope.
Handover your group's envelope to the station master.

6. STATION 4 : PIANO TO END OF LINE

Pick up a seed at a time and pas it on to your team member using your straw.
The last person will have to drop it into the cup. If the seed falls,
you will have to start over again. No hands are allowed.

PILGRIMS' PROGRESS

Objectives:

1. To help students realize that our BONDAGES need to be REDEEMED. They cannot be just ignored.
2. To help students become aware that a CHOICE needs to be made to be FREE or to remain in slavery.
3. To help students realize that ultimately, we CANNOT SAVE OURSELVES. We need DIVINE INTERVENTION.

Materials Needed/Preparation:

- Balloons
- Rafia to tie the balloon to legs
- Clothes pegs to put on ears
- Water gun to shoot at random
- Scavenger hunt list for everyone
- Prize for winner

The Game :

1. The aim of the game is TO COLLECT ALL THE THINGS ON YOUR LIST and NOT TO GET YOUR BALLOON BURST.
(penalty will be to add 2 balloons for everyone burst)

2. Scavenger list :

- a) A snail
- b) An empty water bottle
- c) Four, 1 cent coins
- d) Two stones
- e) One fern (paku pakis)
- f) A signature of a September baby (with birthdate)
- g) A fly or a mosquito
- h) A picture of something beautiful you discovered

THE BEST IS YET TO COME

Objectives:

1. To become aware that to expect the BEST or REVIVAL, we need to see beyond our situations/problems and begin by LOOKING UP.
2. To realize that our BONDAGES need to be REDEEMED.
3. To become aware that a CHOICE needs to be made to be FREE or we remain in slavery.
4. To realize that we CANNOT SAVE OURSELVES. We need Diving intervention.

Materials Needed/Preparation:

- Balloons
- Rafia to tie balloons to legs
- Clothes pegs
- Scavenger hunt list
- Water guns
- Prize for winner

The Game :

1. Your MISSION
 - ~ To get PASSED THROUGH SAFELY
 - ~ To get your LIST OF THINGS
 - ~ To have the LEAST NUMBER of balloons possible
2. Time limit for this game is 20 minutes. When the time is up, the whistle will blow.
3. At anytime of the game, you can go to the station master to GET RID of your balloons legally. For a cost.

GUYS : Have to give your shirt.

GIRLS : Have to cut off a lock of their hair.

If your balloon gets burst or any other way you lose it, you will have to get 2 balloons for each one lost.

4. Throughout the game you run around with the balloon tied to YOUR ANKLE.
5. LICENSE TO START : Everyone needs to be passed through the rafia strings safely in their groups.
Then you go individually to the GAME MASTER to collect your scavenger list and begin collecting things.

Scavenger List :

1. Get 1 Empty water bottle
2. Get 2 stones
3. Get 3 fern leaves (paku pakis)
4. Get 4 one cent coins
5. Ha! Ha! Get 1 mosquito or fly. Bring it back dead or alive
6. Get a SIGNATURE AND THE NAME of the person who is born in December.
Get them to sign on this paper. Write their name by the side.

EAT, DRINK & BE MERRY

Objectives:

1. To begin questioning WHO is following their leadership.
2. To become aware that the have to GO TO QUITE AN EXTENT to lead their members.
3. To become aware of their own FRAGILITY in this leadership issue.
4. To become aware of what they have been FEEDING to and BUILDING in their members' lives.
5. To understand that LEADERSHIP comes in the midst of living their normal life.

Materials Needed/Preparation: (based on 3 groups, 11 members)

- | | | | |
|-------------------------|--------------------------|----------------------|-------------------------|
| - 3 bottles of coke | - 3 cups | - 11 rafia | - 8 blindfolds |
| - 3 packets of crispies | - 3 lumps of plastercine | - 11 balloons | - 3 plastic cockroaches |
| - 3 bottles of gel | - 3 task lists | - 3 boxes of matches | |

TASK LIST

1. Write down the meaning of each of your group member's names.
2. Write down Numbers 90:12 on this piece of paper.
3. Count the matches in the matchbox and write down the number.
4. Collect 4 one cent coins.
5. Pluck 10 strands of hair from your group members.

The Game::

1. Each one is given a balloon and a rafia. Blow up the balloon and tie it to your ankles.
2. Each group is given a task list.
3. In the course of the game, you must visit 4 stations.
4. Everyone of your members is blind except for one.

5. Your MISSION

- Protect your balloons
- Finish your task list
- Visit all stations and do the necessary there.

6. The STATIONS

- (A) Build a METAPHOR of the current condition of your CF right now. Use plastercine.
- (B) Drink the COKE provided in the cup. Each please take turns. The one who can see goes first. Drain all the contents. (Sssh .. there will be a plastic cockroach inside each cup)
- (C) Feed the blind with CRISPIES until all the crispies are finished.
- (D) Transform the member who can see. Gel his hair into something exotic. Give him a NEW APPEARANCE.

TASK LIST

1. Write down all your group members' names and the MEANING of their names by the side :

a)

b)

c)

d)

2. Write down NUMBERS 90:12 in the space below :

--

3. Count the matches in the box. Write down the number [].

4. Collect 4 one cent coins.

5. Pluck 10 strands of hair from your own group members.

TASK LIST

1. Write down all your group members' names and the MEANING of their names by the side :

a)

b)

c)

d)

2. Write down NUMBERS 90:12 in the space below :

--

3. Count the matches in the box. Write down the number [].

4. Collect 4 one cent coins.

5. Pluck 10 strands of hair from your own group members.

BACK IN TIME

Objectives:

1. To become aware of the CORE STRUGGLES of the PROTESTANT REFORMATION.
2. To become aware that our OWN DENOMINATIONS were birthed for a particular reason (HISTORY & HERITAGE).
3. To become aware that our OWN DENOMINATIONS are NOT PERFECT.
4. INTER-D means the INTERTWINING OF DENOMINATIONS as opposed to NON-D.
5. The purpose of the Inter-D movements is to ENRICH and give a LARGER UNDERSTANDING of the church.
6. How do we then EXIST TOGETHER? By focussing on OUR ONENESS.

Materials Needed/Preparation:

1. 4 clues (x 10 denominations)
2. Short rafia strings (80)
3. Long rafia strings (80)
4. Balloons (80 + +)
5. Master sheet to record answers (x 10)

The Game:

1. Divide students according to their different DENOMINATIONS. If too large, further sub-divide them.
2. Everybody has a balloon tied to their leg. Also, everyone has their wrist tied to their team members.]
3. Your MISSION :
 - Complete all on the Master Compass Sheet
 - Do not get your balloon burst. For every burst balloon, you need to add 2 more.
4. MASTER COMPASS SHEET
 - a) Name 2 other things that can be differentiated using the word "DENOMINATION" other than your own churches. Bring those things to the Game Master.
 - b) Head to the HIDDEN SEATS and there you will remember the REASON FOR OUR BIRTH! (Clue 1)
 - c) I'm worn out and tired. A little rusty too! Catch me on a good day, and I'll be ready for you to "FIRE" away. Find the clue (Clue 2) and fire away the answer.
 - d) I'm whirly and twirly. It's dizzying to come aboard me.
Yet to seek the clue (Clue 3) you'll need to ascent 3 steps away from the top.
 - e) Finally, you're there. One last one around NAN. Find the clue (Clue 4) and memorize it.
5. CLUES
 - 1 : PROTESTANT REFORMATION was birthed because
 - the Roman Catholic church then was corrupted and decaying
 - the church did not preach SALVATION by FAITH and not by WORKS
 - they also sold pardons for sins "indulgences"
 - they chose not to reform and excommunicated Martin Luther
 - 2 : What ISSUE / CAUSE made your denomination come about?
 - 3 : What's the DIFFERENCE between the view at the TOP and the view from the BOTTOM? Sketch it!
 - 4 : EPH 4:4-6 (memorise it)

3-2-1, ACT-ion!

Objectives:

1. To become aware that we are shaped by our VIEW OF OURSELVES and our AMBITIONS.
2. To become aware that SELFISH ambitions often lead to CONFLICTS.
3. Conflicts cause us to DEVALUE each other and affect TEAMWORK.
4. To experience what SERVANTHOOD means!

Materials Needed/Preparation:

- Laminated ambitions cards (3 different ones):
 - "I 'm a wannabe! I want to STAND THE TEST."*
 - "I'm a wannabe! I want to BE THE BEST!"*
 - "I'm a wannabe! I want to WORK WITHOUT REST."*
- Personal mission labels:
 - o *Cheer everyone up.*
 - o *Always hurry the group. Tell them they must move on.*
 - o *Challenge every decision the group makes.*
 - o *Never let go of the weakest members hand.*
 - o *Take the lead in the group.*
 - o *Complain about everything you do, loudly.*
- Blindfolds for all
- Balloons
- Stickers with words like *DISTRUST, ANGER, GOSIP*, etcon it
- Pins
- Empty paper (cut and 3 for each person)
- Chair
- Crown
- Toothpaste
- Discovery sheet for the team to write down their DISCOVERY.

The Game:

Preparation:

1. The MISSION of the game is to GET THE CROWN, protect your BALLOON and FULFILL YOUR PERSONAL MISSION.
2. On your journey, you will carry with you a balloon with you wherever you go.
3. Do not reveal your personal mission to anyone in the group. JUST CARRY IT OUT!
4. Your team will have to start at the STARING POINT, and make your way through 4 STATIONS, before you end at the ENDING POINT.
Do the task at each point before moving on. At the end of the fourth station, if you fulfil the requirement, you will receive the CROWN.
5. You will pick a team according to the STATED AMBITION you like best.
6. In the midst of the game, you will be INFECTED by stickers which you cannot remove!!!

Into Action! :



Starting point : LEARN YOU AMBITION BY HEART as a team and recite it!
Discuss and come up with 5 points on WHAT LEADERSHIP IS ABOUT.

STATION 1 : COLGATE on the mouth

STATION 2 : TASTE the FLAVOR . . . NAME the flavor

STATION 3 : Bring back EARTH & A WORM

STATION 4 : SURVIVAL (if you can write down 4 points where you were better than others in your group,
. . . you can pass to the other station. Otherwise, you are out of the game.)



Ending Point : Now discuss again as a group what you learnt about LEADERSHIP — 5 points.



REQUIREMENTS for the CROWN: a) Discovery sheet
 b) Empty survival forms
 c) Success in your personal mission

Wrap Up Questions

1. Why did you CHOOSE that particular team or ambition?
2. What was your PERSONAL EXPERIENCE at station 1,2,3,4? What made the experience HARDER or EASIER?
3. Were you able to fulfil your personal mission?
4. How did you FEEL about your GROUP MEMBER - just one (don't mention names)?
5. Was there any CONFLICTS you experienced in the team? How did you handle it?
6. How did you FEEL about being BLIND?
7. Was it easy to PROTECT your balloon?
8. How did you FEEL you did, on TEAMWORK?
9. Why did you CHOOSE to DEVALUE your friends in the team?
10. Were you CHANGED by the experience?

Key Points to Share

1. AMBITIONS
2. CONFLICT
3. TEAMWORK
4. SERVANTHOOD
5. UNFINISHED MISSION

DISCOVERY SHEET

☒ ☒ Starting Point:

From your experiences name 5 qualities of leadership

..

..

..

..

..

☒ ☒ EXPERIENCES:

.. Station 1 -

.. Station 2 -

Name the flavor " "

.. Station 3 -

.. Station 4 -

☒ ☒ Ending Point:

Now, again describe 5 more qualities of leadership

..

..

..

..

..

ALL KINDS OF EVERYTHING

Objectives:

1. To try and get a feel of what a CG will probably be like: DIVERSE in people, needs, ministry.
2. CGs are made up of unlikely people whom you'd expect to bond with each other.
3. Ministering is a challenge, needing creativity, and to be done within a time limit: 1 semester.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play Break to groups	SIC	Against time ~ 30 min	Indoor

Materials Needed/Preparation:

1. Group cards
2. Torn pieces of paper
3. Wet tissues
4. Balloons
5. Toilet roll
6. Plastercine
7. Bottles with straw
8. UHU glue

The Game:

Introduction/Overview

1. Get into groups
2. You must finish within the time limit
3. **License to start:** Each group member armed with straw and water, aim into bottle

How to play

1. Things to accomplish:
 - a. Unfold a wet tissue — cannot get torn
 - b. Blow up 10 balloons — cannot get burst
 - c. Piece back together torn pieces of paper — use UHU glue
 - d. Make a model out of plastercine which stands for what a CG is
 - e. Unroll toilet paper without getting it torn... must touch ends of the room... to its longest possibility
2. Every group member must know what is happening.

INTERVAL

3. Make all these elements come together to form a new model of what a CG can be.

Conclusion:

1. UNLIKELY ELEMENTS to come together
2. TOGETHERNESS is a goal, not the task in itself
3. Need to do this WITHIN A TIME LIMIT
4. Need EVERYONE working together
5. Need PROTECTION, TOUCH, MOULDING, CREATIVITY (straw)
6. The whole process is very FRAGILE and thus needs extreme CARE

BREAKTHROUGH

Objectives:

1. To help them become aware that they each need to EXPERIENCE A PERSONAL BREAKTHROUGH.
2. To help them see CGs as a POTTER'S HOUSE and they can make it such a place.
3. To help them see that THEY DETERMINE what kind of place the CG becomes.
4. To help them become aware that their CG exists also for their NON-MEMBERS.
5. All the while being conscious that everyone including the CG as a whole is FRAGILE, and needs care.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Break to groups of about 7-10 each	4-5 staff	40 min	Both Indoor & Outdoor

Materials Needed/Preparation:

- Blindfolds
- Masking tape
- Balloons
- Clothes pegs
- Blank papers
- Pencils
- Angpow packets with codes (B.O.B.)
- Instruction sheet for leader with layout of stations

The Game:

Introduction/Overview

The participants will have to visit 3 stations and do the requirements there. At the same time, they will have to protect : - their treasures, their balloons, their black balloon flag. They will also have to carry around an empty chair.

STATION 1 : SURRENDER ONE

Cost : Here, they will have to surrender at least one of their treasures. If not they cannot continue their game.

STATION 2 : MAGIC CURE FOR HANDICAPS

Cost : Here they will have to surrender 2 more of their personal treasures and wear a clothes pegs on their ear.
From now on they are free to walk on to the next station. Those who refuse, will be left behind.

STATION 3 : COLLECT SPECIAL CODE

Cost : They will have to learn by heart Luke 13:20-21 and recite altogether as a group. Then only will they get their code.

How to play

1. List down 3 things you consider as TREASURES other than God in your life. You need to carry these treasures with you wherever you go.
2. All of you will be handicapped in some way. One person will be the leader. He will be dumb, but he will be the only one who gets the instructions, so you will need to follow him.
Some of you will have :
 - NO HANDS
 - NO LEG (either right or left)
 - NO EYES
 - NO MOUTH
3. Blow up a black balloon to the size of a volleyball. This will be your CG's flag.
4. Each of you will also have to blow up a balloon each to the same size and carry it on your journey.

5. Here's your MISSION :

- a. Keep your CG flag from coming to any harm and also protect all your balloons.
- b. You will have to visit 3 stations and do the requirements at each. Some stations will pleasantly surprise you, but you will have to bear the COST at each.
- c. Keep all your TREASURES and try not to lose them.
- d. Get rid of your PERSONAL HANDICAP if you can by following the rules.
- e. Get the SPECIAL code before you come back.
- f. Carry along with you at all times, an EMPTY CHAIR.

The Word of God

LUKE 13:20-21

- the impact of the kingdom is felt in the SIMPLE, NATURAL, seeping into relationships and making a difference there!

Wrap Up Questions

- ▲ How did you feel about your handicap?
- ▲ How did you feel about what you did at each station?
- ▲ How did your balloons fare?
- ▲ How did you feel when they were burst?
- ▲ What did you think was the significance of lugging around an empty chair?
- ▲ What do you make of the code B-O-B (BREAKTHROUGH — OUTBREAK — BREAKTHROUGH)

Conclusion:

- ☒ Holding on to their PERSONAL treasures will get them no where. They will need first to experience a PERSONAL BREAKTHROUGH.
- ☒ As they go along, they will find themselves very FRAGILE and prone to being WOUNDED. But part of life is learning from our experience and moving along.
- ☒ There will need to be an element of the whole group learning to PROTECT themselves and one another from harm.
- ☒ This journey to FREEDOM and PROTECTION comes at a COST, and we must be willing to sacrifice for one another.
- ☒ Ultimately, our group is not complete, there is always an empty chair for our NON-MEMBERS who haven't yet tasted the Lord's goodness.

BODY BUILDING

Objectives:

1. To realise our dependence on other members of the group.
2. To realise the importance of individual giftedness.
3. To realise the value of co-operation.
4. To learn about the nature of caring within the group.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Break to groups of 6	2 or 3 staff	1.5 hours or more	Outdoor

Materials Needed/Preparation:

1. A list of handicaps for each group
2. A large-print label for each person showing usable functions
3. Secret instructions for each group
4. Bandages, splints and a cup for each group
5. A large 'Red Cross' symbol

The Game:

Introduction/Overview

1. Divide the whole group into teams of six people.
2. Each group member will have a certain handicap — defined in terms of what they can do as well as what they can't.
Read some examples in "How to play".
3. Distribute handicaps to each group to divide among the members. Allow them to read the instructions and ask questions. Allow team members to swap handicaps if they wish.
4. Explain that groups will be taken to predetermined locations where they will open a set of secret instructions and carry them out as best as they can.
5. Tape a large label to each person denoting the functions they are able to use. Blindfold them where necessary. Stress that the conditions of their handicap must not be violated at any stage during the game.
6. Give each group their secret instructions and let their sighted members lead them to their designated location. It is best if blindfolded members do not know where they are being taken. These sites should be about 100m from the base, and preferably out of sight of it.

How to play

ABILITIES AND DISABILITIES (One set for each group)

1. EYES and MOUTH - You may speak and use your eyes, but you cannot walk nor use your hands and must be carried.
2. EYES and MOUTH - You may speak and use your eyes, but you cannot walk nor use your hands and must be carried.
3. FEET - You are blindfolded and cannot see nor speak for the duration of the game. You may use your legs to walk. You may use your hands, but only to carry other team members. You may not use your hands to complete other tasks.
4. FEET - You are blindfolded and cannot see nor speak for the duration of the game. You may use your legs to walk. You may use your hands, but only to carry other team members. You may not use your hands to complete other tasks.
5. HANDS - You are blindfolded and cannot speak. You cannot walk and must be carried. You may use your hands to carry out tasks.
6. HANDS and MOUTH - You are blindfolded and cannot see but you are allowed to speak. You cannot walk and must be carried. You may use your hands to carry out tasks.

Secret Instructions (One copy for each group)

A rather unexpected and unfortunate accident has occurred.

Team member No 1 has fallen down a cliff face and broken one of his/her legs and an arm. It is your task as a team to:

1. Obtain material from the base to immobilize and bandage the injured limbs.
2. Obtain refreshments for the injured person from base.
3. Advise the game leader of the accident so that he/she may send for an ambulance.
4. Comfort the injured person.
5. Once the injured person has been bandaged, as a team, transport him/her to base.

Wrap Up Questions/The Word of God

This is an essential part of the simulation:

1. Let all group members share some of the feelings they had as they completed the tasks.
 - a. Who felt the most frustrated by their handicaps?
 - b. Who felt useless and unable to contribute?
 - c. How did it feel to be so dependent on others?
 - d. How did the injured person feel? Were the others more interested in speed or your comfort? Did the group listen to your suggestions?
 - e. Did anyone feel left out?
 - f. Did anyone get bored or frustrated and want to give up?
2. What are some of the personal advantages and disadvantages of being part of a 'body'?
3. When another part of the body is injured, what is your first reaction?
 - a. I try to ignore it
 - b. I only help if I think I have something to offer
 - c. I only help if I know them well
 - d. I try to get someone more capable to help
 - e. I try to help whether I'm the best one for the job or not
4. What are some characteristic ways in which you, as a group, respond to the needs of individuals in the group?
5. Paul says in the New Testament that a Christian Community is like a body. Read 1 Corinthians 12:13-26. Can you relate anything that the reading says to the simulation game, especially in terms of:
 - a. Caring for parts of the body
 - b. The value of individual's gifts
 - c. The value of co-operation

Take Note:

1. A SIC must stay at the base at all times to hand out medical supplies to groups and receive information from them.
2. It is essential that SIC be given only to teams which send people capable of returning with them. Send back any delegations that have not brought the right combination of functions with them.
3. It is valuable to have a SIC to spy on each group to check whether they understand the instructions and whether they are maintaining their disabilities.
4. Be sensitive to the high level of frustration, which will be experienced by blindfolded players. Verbal encouragement from SIC will help them.

While playing the game

5. All team members must participate in completing the above list of tasks, though every task will not necessarily involve every member.
6. Tasks may be completed in any order you choose to ensure maximum possible comfort for the accident victim.
7. Teams will be judged both on speed of completion of tasks and the quality of care which they give the injured person.
8. Team members may use only those bodily functions, which are permitted to them. (In case of extreme urgency, you may be excused in order to visit the amenities block!)

AUTHENTIC RELATIONSHIPS

Objectives:

1. To bring out the meaning of being 'Authentic'
 - being real, true self, letting down guard, sacrificing
 - integrity
2. To reveal obstacles in the pursue of authenticity
 - fear, shyness, ego ...
 - primary shapers — self, family, God

Time frame : Approx. 1 hour

Materials Needed/Preparation:

Give out colored stickers to be stuck on the back of campers for grouping purpose.

Intro to Group Dynamics :

'It's tradition that after BBQs here, we sit by the fire and listen carefully to a story. This is the story for each of you tonite....'

Story

Once upon a time, in a faraway land, there lived the Pinnachios, the Pinnichios, the Pinnochios, and Pinnuchios.

The Pinnachios have red dots on their backs
The Pinnichios have green blots on them
The Pinnochios have yellow pox on them &
The Pinnuchios have blue blobs.

All of them wanted greatly to become Real. They dreamed of becoming GENUINE human beings, to be Authentic men and women. Alas, they found out about this Highway of Authenticity and decided to enter into this quest for Authenticity .

Station 1 : " To become REAL, you must "Be Uniformed"

Instructions: The group makes a sculpture based on their understanding of Authentic.

Time frame : max 20 mins.

Station 2 : " To become MORE REAL, you must " Play the games people play "

Instructions:

Phase 1 : This game is the journey to the bar. Everyone in the group has to cross the bridge on the wheelbarrow.

Across the bridge, drink as much water as they can. The number of cups drank will be recorded. (They will not be told how many cups the other group has taken)

Phase 2 : Catching eggs from a distance. Every one has to take turns to catch the eggs.

Station 3 : " To become REALLY REAL, you must " Be better than "

Instruction:

The group will list down why they are better than the other groups.

Station 4 : " To become REALLY VERY REAL, you must " Achieve "

Instruction:

Removing the tyre from the pole.

Note : As participants move along the campsite from station to station, they have to look out for treasures (the treasures they have found to become authentic).

TRANSFORMERS

Objectives:

1. Working together as a TEAM.
2. The mission is to REACH OUT to others in their community.
3. Sometimes we become somebody we are not, in trying to reach out.
4. Learning to be ourselves and to discover our PERSONAL STYLE in reaching out.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play Break to 2 groups	SIC	Decided by SIC	Indoor/Outdoor

Materials Needed/Preparation:

Papers, balloons, blindfolds

The Game:

Introduction/Overview

1. Two category of people: "Xians" and "Onions".
2. Mission: to double your group membership, by getting those not like you to become a Xian or Onion like you!
3. All will be blindfolded.

How to play

1. You will come up together with a group message.
2. Write it down on slips of paper.
3. Put it into a balloon and blow it up.
4. You can use any tactic/style, but pass your message to the outsider.
5. If they want to become:
 - a. A "Xian", ... they have to give you a strand of hair;
 - b. A "Onion", ... they have to give you some saliva;*then, they can take on their new identity.

The Word

1 COR 9: 19-23

To be used in conjunction with the Worksheet on PERSONAL STYLES in Evangelism FROM THE BOOK, "Contagious Christian".

Wrap Up Questions

1. How did you pass the other group your MESSAGE in the balloon? How did you get them to READ it?
2. What were some MISCONCEPTIONS they received from you, or your message? Why?
3. Did you like the STYLE the other group used in REACHING YOU?
4. Was the style you used REALLY YOU? Did it SUIT you?!

CONTAGION

Objectives:

To help participants to:

1. Have contact
2. Leave his/her comfort zone
3. Guard his/her own flame
4. Experience the same lot in life
5. Get involved

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play Break to 2 groups	SIC	45 min	Outdoor

Materials Needed/Preparation:

Candles, Toy water gun , Crumpled paper as bullets

The Game:

Introduction/Overview

Participants will be divided into 2 groups:

1. 'CONTAGIONS' — carry a plague: Hilarity, candle with flame
2. 'HEROES' — bullets

How to play

1. Immaterial of which group: The MISSION is to collect
 - a. Grass
 - b. Snail
 - c. Add total numbers on the car
 - d. Make a word with the letters on the car
2. Additional Mission:
 - a. CONTAGION
 - i. Cannot let your flame die
 - ii. Need to infect others (once infected, you bring the person along)
 - b. HEROES
 - i. Put out flame with bullets
 - ii. Protect self from being infected by bullets

The Word of God

MATT 5:16

SALT & LIGHT are meant to be infectious or contagious, a blessing to others.

Losing our saltiness or light is a very REAL DANGER.

In the midst of REAL LIFE, we are called to live out our MISSION and to BLESS OTHERS at the same time.

Wrap Up Questions

1. How did you feel about the MISSION each of you had? What was easy / difficult?
2. How did you keep your flame ALIVE?
3. How did you feel when you were INFECTED?
4. Did you have any STRATEGY?