

# ZEST FOR NEST

## **Objectives:**

1. To become aware that the CHURCH is a CALLED OUT ASSEMBLY (born again).
2. To know that the church is both INVISIBLE and VISIBLE.
3. To discover that the CHRISTIAN FELLOWSHIP is part of the larger church .... existing to fulfill a very SPECIFIC PURPOSE .... the campus is its MISSION FIELD.  
The CF exists
  - (a) For its NON-MEMBERS;
  - (b) To be a BATTLE GROUND of ideologies for the Christian to discover Christianity in a deeper way;
  - (c) As a TRAINING GROUND for future leadership in the church.
4. The LOCAL CHURCH is the visible church which exists to NOURISH & REACH OUT to its local congregation and community.
5. There needs to be UNDERSTANDING and a SHARING OF RESOURCES between the CF and the local church.

## **Materials Needed/Preparation:**

X (x 24 for those who will represent campus students)

Passwords : EKKLESIA (2); KYRIAKOS (2); EKKLETOI (2)

Eggs (60)

Straw with 2 pins stuck on them (24)

Clothes pegs with the words "4 NON-MEMBERS"

Flour

Strings to tie across parallel (for the members to go through)

## **The Game:**

1. Send the 4 youngest group members up. They will have to wear an X on the chest. Whenever the whistle blows during the game, they will have to report to the missionhouse to accomplish certain tasks.
2. Group leader collects the PASSWORDS - "Ekklesia"; "Kyriakos"; "Ekkletoi" and they must by the end of the game determine what each means.
3. The mission of the game
  - Is to BUILD A NEST for eggs to be put in (GOOD FOUNDATIONS)
  - To collect as many eggs as possible
  - To see if you've build the nest with good foundations, by testing it out (throw eggs into it)
4. To START, THE PASSING THROUGH STATION  
One person will have to stand on the other side of the tapes and ROLL CALL you, and you must be PASSED through the gap in between the tapes.
5. Then BUILD THE NEST
6. When you hear the COMMAND only, COLLECT AS MANY EGGS
7. At the final whistle : in front of the Game Master, you will have to throw your eggs from 2 feet above the ground and see whether your foundation was good enough to house all your eggs.

# SLAVES & MASTERS

## Objectives:

1. Wanting the leaders to give attention to BUILDING PEOPLE and not just managing a CF.
2. Serving through LOVING the members and not just running programmes for them.

## Strategy/Concerns:

1. Getting them to come out of their inferiority complexes, prejudices as well as the hurts of the previous years.
2. Getting them to be concerned for a larger group of people and not just their own race's.
3. Understanding the target group they are called to minister.
4. There seems to be a lack of vision for the ministry they are doing.
5. The element of building people and shepherding the flock is missing in the fellowship.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play Leaders	SIC	<> 30 min	Indoor/Outdoor

## Materials Needed/Preparation:

1. Blindfolds for everyone.
2. Envelopes marked either "slaves" or "master" with at least one handicap.
3. Balloons (2 each).

## The Game:

### *Introduction/Overview*

Instructions will first be given and questions will be posed later.

### *How to play*

1. Everyone gets his or her designated handicaps.
2. Masters are to decide what are their destinations, plus what kind of masters they want to be, and how they will command their slaves. (They are to report to SIC of their plans)
3. Slaves are to decide what kind of slaves they want to be.
4. Give out balloons.
5. Give out blindfolds.

### *Wrap Up Questions*

1. What did you feel when you were a "slave" / "master"?
2. How did you feel walking around blind and with handicaps?
3. Did you like your partner?
4. What "choice" did you make? Why?
5. When your balloon burst, what did you feel?

## Conclusion:

1. DESTINATION - we need to know WHO and WHOSE we are and LIVE OUT that IDENTITY.
2. VISION - even having made that choice, being a LEADER is difficult because we CANNOT SEE WHAT LIES AHEAD.
3. CHOICE - at each point we need to DECIDE how we want to RESPOND to what we are experiencing.
4. OWN FRAGILITY - we need to recognise our own brokenness and fragility and be open to GOD'S INTERVENTION.

# COACHING CONSULTATION

## Objectives:

To help the Committee Members:

1. Understand the dynamics of team life.
2. See what is needed to foster team spirit and sustain it.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Break to groups of 3 or 4 Leaders	SIC	Total: 1 hour 20 mins Breakdown subjected to instructions (see "How to play")	Indoor

## Materials Needed/Preparation:

White board, marker

## The Game:

### Introduction/Overview

Discussion style, conduct in 2 parts

### How to play

#### Part I

You are coaches of a football/volleyball team. There is disunity in the team and their performance has been very poor. Analyze the situation and come up with possible reasons for the situation. {10-15 min}

(List out all their reasons down on a bid board, then ask them for whatever parallels that they find with working in the CF committee. {20-25 min})

Games team	CF committee
No vision/goal or not the same goals (eg football whose priority is entertaining the crowd instead of scoring goals)	Do I know what is the committee's task/goal? Are we committed to it? (Because it will affect how we make decisions)
No strategy	Do we have strategies to achieve our goal? Are our strategies maximizing the use of gifts/skills in the team? Does everyone know the part he/she is supposed to play? Are we doing our part?
Lack of communication	Can lead to misunderstanding, inefficiency.
Not enough/not the right training	Training at CTR and the ongoing training-on-the-job. At the end of CTR, ask ourselves this question: Are we 'adequately' trained by then to carry out the task?
No stamina	Our stamina comes from strength from God. Are we doing that?
One-man show	Does everyone have equal say in the committee? Or is it monopolized by one/a few?
Lack of discipline	Equated with hard work. Are we prepared to work hard? Prepared to attend committee meetings, etc.?
Aggression → foul	When mistakes/foul-ups occur, do we start blaming each other?
Personality clash	Off field (personal relationships can affect the cooperation on the field) likewise for working together in the committee. As Christians → all the more reason to resolve the conflict as soon as possible, which means humility, communication.
No mental toughness — easily distracted	Do we get sidetracked all the time?
No evaluation and learning	Do we constantly evaluate and learn? Are we prepared to be corrected? Are we teachable?

Although this is a new team and therefore does not suffer from all these problems yet, this exercise is to help us to be aware of the possible problems that can arise, so that we take note and not end up like the games team. Relationships among the committee members are important → might want to do other things together (eg. dinner) instead of always meeting just for business.

### ***Word of God***

**EPH 4:1-16**

#### **Part II** {5-10 min to think, 30 min to share}

1. What is one thing that you would like others to know about you (in terms of working with you)?
2. What is one thing that you would like others to do for you in the course of working together?

Even as some of us have asked for understanding, we also need to realise that there is no way that others can suit us all the time; it will have to be both parties meeting half-way (eg. a last-minute worker with someone who needs early notice).



# OUR TOMORROW

## Objectives:

Reflecting on the current and future of the CF

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
All play	SIC	1 hour	Indoor

## Materials Needed/Preparation:

Mahjong paper, marker, papers, pencils

## The Game:

### *Introduction/Overview*

Discussion, sharing and reflection style + sermon

### *How to play*

#### 1. Fantasy

Imagine yourself as a graduate. You have been doing well. You have decided to take a break, and have ended up in KL. You then decide to go back to UM for a holiday, just to renew memories. It is your favourite time of the year. The weather is perfectly suited to your taste and your mood. Look around and enjoy it.

You are altogether at ease alone in this place. You visit places, and allow memories to come flooding back. You continue walking.

Not far in the distance, you see lecture hall that is so familiar to you. Somehow you feel drawn to it. Walk towards it.

As you come closer, you are only faintly surprised to find PKV's name on the door. You go in through the back door and into the hall. You look around and drink in all that is taking place.

As you observe the people (PKVers), you notice on the board, written the words "PKV's TOMORROW". Take your time and observe what they are doing. Notice the kind of songs they are singing. Feel the things they are concerned about.

Even though you have looked around carefully, there is one item you perhaps have not noticed. Above the room, there hangs a dark cloud. Look at it.

The cloud is in the form of writings. It says HINDRANCES. You know the cloud contains hindrances to PKV's tomorrow. Look into the cloud and pay attention to its wordings.

Do something with the contents of the cloud.

Now leave the hall that is PKV. Walk away... from the lecture hall. Go back the way you came, towards the entrance to UM.

Let the fantasy fade. Come back to this time, this place. Sit up. You may want to stretch.

Now, begin to think about your fantasy.

#### 2. Questions to ask:

- What was the weather like as you were walking around? Describe it.
- How does the lecture hall look like after all these years?  
Large/small/ordinary/well-kept/in despair/neglected/lonely/welcoming?  
How did seeing the PKV hall make an impact on you?
- What did you observe about the people, their concerns, and their growth?  
How did it make you feel?
- What did you find in the cloud? What hindrances were there?  
How did that make you feel?
- What did you do with the contents of the cloud?

3. Share (on mahjong paper)
  - a. PKV ... people, their concerns
  - b. Hindrances
  - c. What did you do with it?
4. As a leader, what is your role in shaping PKV?  
Draw out something that depicts/represents what your role is in helping PKV grow.

### *The Word of God*

**LUKE 4:1-13; JOHN 21:15-22**

1. We are called to stand in this world with nothing to offer but our vulnerable selves.  
→ avoid the temptation to be relevant
2. We are called to minister to one another — mutual experience. We need the people as much as they need us.  
→ avoid the temptation to be popular
3. Leadership for a larger part, means to be led.  
→ avoid the temptation to be powerful

### **1 PET 5:2-3**

- |                   |    |                         |
|-------------------|----|-------------------------|
| 1. Shepherds      |    |                         |
| 2. Willing        | vs | as a must               |
| 3. Eager to serve | vs | greedy for gain (money) |
| 4. Examples       | vs | lording                 |

# TABLE SET FOR TWO

## Objectives:

1. To be reminded that we need to always go back to the Lord for strength.
2. We serve, out of our relationship with Him.

## Strategy:

Reflection style

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Leaders (in CTR)	SIC	30 min	Indoor/Outdoor

## Materials Needed/Preparation:

2 half A4-sized papers for each student, colour pencils, white board

## The Game:

### Introduction/Overview

Drawing, reflection and sharing + sermon

### How to play

#### Part I

1. Participants will be given paper (half A-4 sized), listen to the instructions:  
(10 min)

You are walking and walking... then you reach a place. Draw this place—it is a field with a stream by the side. (Your field should take up almost the whole paper).

In the middle of the field, there is a table that is set for two persons. Draw that in. There is someone who is seated at one of the two places and He is Jesus. Draw Jesus in. Because Jesus has invited you to sit down with Him, you are now seated opposite Him at the table. So draw yourself in. Behind you there are some monsters. Draw the monsters in.

2. Put your pen down. With your eyes on your picture, listen to me. (*Read Ps 23 twice*). Put yourself into the picture. Then write down on the picture how you feel about being at the table with the Lord. If the monsters are affecting your fellowship with the Lord, name them on the picture. (15 min) (*Paste the papers on the board, but look at them later*)

## The Word of God

Time alone with God is to refocus; much like looking through the lenses with colour filters. We need to get the correct filters because in the course of our daily experiences and happenings, we find that they colour our thinking.

It is time to:

- a. Look at our relationships (check our attitudes towards people).
- b. Be humble instead of being filled with pride at what we have achieved.
- c. Check our motives for serving (gain acceptance from God, own glory, need to feel needed, etc.).
- d. Instead of focusing on problems, remember that God is in control.

When we focus on problems, we can end up trying to do more and more and yet not being effective. Quantity yet not doing the right thing.

- e. Realise that it is not that we have sacrificed so much but that we have been blessed through serving.
- f. Have the right perception of our own inadequacies. Often we can be discouraged/feel that we are so inadequate, so this is a time to realise that God knows my limitations and He just wants my best.

In short, it is a time to remember **who our God is and who we are**.

A time of fellowship with the Lord can be quiet retreat (a certain length of time/a day) and also the daily and constant involving God in our lives (practising the presence of God, praying without ceasing).

We also need to learn to listen to God. Sometimes we are praying/singing the whole time that we are with Him. It takes effort, we are more likely to hurry into God's presence, dump our problems on Him, then rush out again.

Different ones of us must have felt differently about being at the table with God. Not always are they feelings of security, love, and peace. Sometimes we can be fearful or reluctant. This could be because:

- We are in a hurry, there is so much to do and we feel that praying = not doing. Martin Luther's philosophy: when there is more to do, he has to spend more time in prayer.
- We are fearful/ashamed to be revealed before God with our sins.
- We are not ready to repent/work with people. There is no way to survive except by God's strength.

**PS 46:10**

**1 PET 4:10-11**

Having enjoyed being with God, what must follow is **obedience and service. We serve out of this fellowship with God. This is our motivation, our source of strength.**

*In Ps 23, 'You prepare a table for me before my enemies' → advert on the ice-cream, the person eating the ice-cream was totally undisturbed by the fact that everything else about him was falling apart.*

Own experience.

3. Look at the pictures and ask for clarification.

## **Part II**

*(Given half A4-sized paper)*

1. Draw a 'before' and 'after' picture of this committee to represent the committee before and after the Committee Training Retreat. You can add words to help to describe. Also indicate where you are in the picture.
2. Paste on bid board, look at it and share about the pictures.



# "THEM BONES, THEM BONES!"

## Objectives:

1. To regain their VISION for the CE.
2. To be ENCOURAGED in the midst of their downturn.
3. To come together and work in UNITY.
4. To know their SPECIAL CALLING in the midst of all this.
5. To renew their PASSION.

## Strategy:

1. Game first and sermon will be given later.

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

## Materials Needed/Preparation:

### CLUES

1. No need to turn right, no need to turn left. Look up and you will find. [CLUE 1]
2. A special cooling down place. But when it is really cold, you can find warmth under its spray too. [CLUE 2]
3. Naughty, naughty boys! Which one of you took it? The oldest or the youngest? Looks like you packed it in your pack! [CLUE 3]
4. Down, down, down you go. Make as if a friend you know. Go, go, go, get on line and go! [CLUE 4]
5. Oops, I forgot, get back up on the double. Go in the apartment and find a place of potential trouble. [CLUE 5]
6. Now, what have we here? A NET to fish out the 6<sup>th</sup> clue. [CLUE 6]
7. From 2 fishes and 5 loaves, it multiplies to feed 5 thousand. What do you call this? [CLUE 7]

## The Game:

### How to play

1. Everyone's feet must be tied together with a raffia string.
2. All handicaps must be "on" throughout the game.
3. License to start — someone in the group must EAT A RAW EGG.
4. Using the instruction sheet — find seven clues.
5. Make sure you accomplish your individual task along the way. You cannot let anybody know your task.
6. Come back and make a rhyme with all the clues you have gotten.
7. Individual Task (each person gets a different task)
  - a. Encourage everyone to do their best, before you even begin to find the first clue. [BLIND]
  - b. Offer someone in your group a tissue before you move on to clue number 2. [DUMB]
  - c. Remind your group members what time it is, before you move on to clue number 3. [BLIND]
  - d. Tell your group, "Hey, we are doing well!" before you move on to clue number 4. [NO HANDS]
  - e. Give a group member, a drink of water after clue number 5. [DUMB]
  - f. Your role is to be the leader of your group. [BLIND]
  - g. After you find all clues, pat each member of your group on the back. [NO HANDS]

### *Wrap Up / Questions*

1. Can only move in togetherness
2. Only one aim... to come up with rhyme
3. Many obstacles along the way
4. Someone needs to sacrifice at different times
5. Individual tasks are to accomplish the major one
6. What to do, when you are tempted to give up?

### *The Word of God*

#### **EZEKIEL 37:1-14**

1. Where is their CF now?
2. What do they feel?
3. What does the Lord seem to be saying?
  - a. Called to be Prophets
  - b. Valley
  - c. Dry Bones
  - d. Will live
  - e. Vast army
4. Who is the Lord to them?
  - a. God who never forgets
  - b. God who acts when it is time
  - c. 'Sovereign' God — I will be who I am
  - d. ...have spoken, ...have done it!
5. What kind of labour will they give?

Ezekiel

  - 30 and in exile
  - a little boy when he left his homeland
  - wife died... wasn't allowed to mourn: Model
  - comfort in a difficult period

# DYNAMITE

## **Objectives:**

1. To become aware that DIFFERENCE ARE INEVITABLE.
2. To also accept the fact that these differences CAUSE PAIN or SEPARATION.
3. To know that it is HOW WE RESPOND that matters.
4. DISUNITY / CARELESSNESS will rob us of our LIGHT in the campus.

## **Materials Needed/Preparation:**

Paper with raffia hooks to tie to our backs

6 candles

Matches

6 Basins of water

One basketball

## **The Game:**

1. Everybody gets hooked up and each group receives one candle.
2. Break the 6 groups into 2 teams.
2. Mission : a) Keep flame BURNING all the time. If it goes off, have to return to the base to get it lit.  
b) Do not get paper TORN.  
c) ACCOMPLISH all tasks.
3. At STATION A ~ 2 teams will have a game of BASKETBALL without getting their paper torn. At the end of 15 mins, the score will be recorded.  
If flame goes out at that time, the group will leave the game to get it lit, while the rest continue.

At STATION B ~ Each member of the group must HAVE A DIP in the pail / basin to cool down. If flame goes out, return to base to get it lit.

4. First one to finish, wins!

# REWOP

## Objectives:

1. Help them be aware that we are often tempted to be MEETING PEOPLE'S NEEDS.
2. Help them be aware that we are often tempted to be SOLID WORKERS.
3. Help them be aware that we are often tempted to be IN CONTROL.
4. Become conscious of what they do with with their discouragement/irritation.

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 mins / against time	Outdoor

## Materials Needed/Preparation:

- Ballons...one each
- Rafia
- Bricks (?)...one each
- Apples...one each
- Blindfold...one each
- Clothes peg
- Water gun
- Powder
- Numbering (1-3) for who can see first
- Prizes

## The Game:

1. Your mission is to accomplish all your tasks assigned within your time limit. You have 30 minutes and you must keep to time.
2. At any one point, all your group members will be BLINDEFOLDED except one. When the whistle blows, change over your blindfolds.
3. All tasks must be accomplished for the prize.
4. You can only bring along with you RM1.50 as a whole group.
5. Your task will be assigned in this order by these people :
  - a. ANNETTE - Get them to go to the shop and buy something, eat it and bring back the empty wrapper.  
If not, get them to go to a stranger and ask them the way back to USM and write down the instructions.
  - b. TAT CHEE - Get them to CHOOSE whether to eat their own apple, or to eat one together! It will be hanging on a raffia string.  
They must do it within 5 minutes.
  - c. YÖKE YEE - Get them to go to the beach (or road side...assigned area) and get them to pick up GARBAGE.  
Come back with full bag. Cannot pick from dustbins. (If shells, then need to collect 10 for each person).
  - d. ANNETTE - Every member needs to be carried through the raffia string.
6. Complete a slogan with the word POWER in it.

## Wrap Up Questions

7. How did you feel when you could see? When you were blind?
8. How did you feel when you were being carried?
9. What did you do when you were discouraged/irritated?