

# THE WORLD CUP

## **Objectives:**

1. To see that it is NOT EASY to EXPAND OUR FRONTIERS.
2. To realize that we need to TAKE RISKS, without compromising.
3. To become aware that our LIGHT needs to BE GUARDED.
4. To realize we need to be all the time ONGUARD ~ MILITANT.
5. To realize that the best STRATEGY is to find the way to GET NEAR ~ love, subversiveness.
6. to realize that all this combat takes place amidst normal daily life.

## **Materials Needed/Preparation:**

- Candles ... one per group for JESY
- Matches
- Newspaper bullets for LUCY
- Stickers for JESY
- Puzzles for all groups
- 1 box of milo & 1 slice of bread per group

## **The Game:**

1. Everyone get into their groups.
2. Spend 2 minutes crushing paper while discussing STRATEGY.
3. Throughout the game, your hands must be LINKED to one another in the group. Otherwise, you will be disqualified.
4. COLLECTIVE MISSION
  - ~ Visit station 1 : EAT & DRINK
  - ~ Visit station 2 : COMPLETE WORD PUZZLE
5. JESY'S ADDITIONAL MISSION
  - a) Each group has to GUARD a lit candle. Never let its flame die.
  - b) If the flame dies, need to light up again at the centre.
  - c) Need to INFECT others with your stickers. If you get 5 stickers on anybody, they are YOUR GROUP MEMBERS now.
  - d) If LUCY's bullets hit you, you will have to stand still for 10 seconds.
6. LUCY'S ADDITIONAL MISSION
  - a) Put out their flames only with your paper bullets.
  - b) Protect yourself from being infected. Otherwise you lose your bullets.
  - c) Each time you hit a JESY with a bullet, that group will have to STAND STILL for 10 seconds.
  - d) If you get near enough to touch the NOSE of a JESY, they become your group member.

## ***Wrap up Questions***

- a) Which was easier ~ LUCY or JESY?
- b) What was your STRATEGY?
- c) Did you accomplish ALL your mission?
- d) LUCY ~ how did you feel when you were INFECTED?
- e) JESY ~ how did you GUARD your flame and yourself?
- f) What OBSTACLES did you face?

# "DON'T PLAY, PLAY"

## **Objectives:**

1. To help students become aware of their REACTIONS when nothing happens or their flame dies.
2. To help students become aware that they NEED TO GET INTO ACTION as a response to when nothing happens or their flame dies.
3. To help students know that having put in their effort, they will need to AWAIT THE LORD'S MOVING TO REVIVE.
4. The PREPARATION & ACTIONS need to be done as a COMMUNITY.

## **Materials Needed/Preparation:**

- Sign with the words "ASK N U WILL RECEIVE"
- Candles (one per group)
- Paper to hook up to their backs
- Clues (3 clues with the words: SUDDENLY, A SOUND LIKE A MIGHTY WINDSTORM, FLAMES OF FIRE)
- Matches

## **The Game:**

1. The aim of the game is TO GUARD YOUR FLAME, COLLECT ALL 3 CLUES, and NOT GET YOUR PAPER TORN.
2. Hook up yourselves and get your candle lit.
3. One clue will lead to another.
4. Put together your clues and memorize them.

# ORIENTATION TO MISSION

## Objectives:

1. To orientate team members by simulating experiences they must be prepared to have.
2. Help them to leave behind all other distractions they came with.
3. Help them appreciate the HERITAGE of the mission.
3. To encourage an expectant spirit.

## Materials Needed/Preparation:

- Labels of different colours
- Journals
- Pens
- Rubbish & Mud

## The Game:

### **1. Arrival (30 minutes)**

- Be seated in a circle, with a 'hungry/ full' expression (very, a little)! To indicate capacity to take in, 'hungry' - able to take in, 'full' - unable.
- Journal - draw a circle as big as the page. This is your plate - stick 'IVTMT' on it.
- Use coloured papers, label with whatever else that is on your mind / that you are concerned about at the moment (eg. exams, family).
- Put all other coloured papers on your 'plate'. Take a good look at your 'plate'.
- Take off all other labels except 'IVTMT' and hold it in open hands. A time to pray and surrender these to God. Stick these outside the 'plate' - not to just ignore but have allowed God to take charge of these worries/concerns.
- Hold up your 'plate' with IVTMT and offer it to the Lord asking Him to be the Lord of IVTMT.

### **2. Heritage (25 minutes) – by staff in charge of the team**

### **3. This Year's Mission (30 minutes)**

- This year's mission is still a blank page.
- What do you want to see happening in the mission field that you are going to?/ What do you hope to do in your mission field?
- What do you want to see happening in your team?/ What do you hope your team to be like?  
(Divide into the 3 teams - 'cos different mission field, different makeup of team, no need to look at any papers)
- 3 pieces joined together, put up.

## ***Wrap Up***

- 3 teams but 1 mission - make up the picture of IVTMT 96 mission.
- Looking at the picture (overall), in every mission especially IVTMT involves ministry to the field and ministry to the team.



**- To the field:**

- 1) Strengthen Christians (discipleship)
- 2) Reaching out to seekers (evangelism)
- 3) Prepare students to come into varsity/ college
- 4) Identify with persons and their needs
- 5) Help school leavers explore their options

**- To the team:**

- 1) Learning
- 2) Being available to all kinds of needs
- 3) Learning to live and work with others (teamwork)
- 4) Learning to do new and old things (discover self)
- 5) Receive training
- 6) Learning to make decisions and be independent (initiative)

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break (5 minutes) - Girls (change to shorts/ trousers)  
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**4. Teamwork (30 minutes)**

- Stand in the 3 teams. Need to have 2 of the team members with clean feet at the end of the course.
- Throw the rubbish. Start.
- The two with clean feet have to wash the feet of the other 5-6 team members.

**Conclusion:**

- a) To achieve purpose, need teamwork (else can't get across alone). In ministering to the field we do not do work as individuals but team supporting (eg. testimony, presentation, workshop - not presenting but still supporting).
- b) For teamwork, need to serve one another in the team (firstly those who sacrificed by having feet dirtied, secondly those who sacrificed by washing the dirty feet).

**5. Team time (30 minutes)**

- Share 1 thing that you'd like others to know about you that will help in the working together (eg. I tend to do things last minute, I tend to be a perfectionist).
  - Not as an excuse for not trying to suit others but a request for understanding.
- Each one to write on their coloured cards these requests by their team mates, so that we can remember during the whole IVTMT.
- Prayer time.

# PERSPECTIVES

## Objectives:

1. To help students ARRIVE at the mission training.
2. To give them a TATSE of MISSIONS.
3. To help them to anticipate THE UNEXPECTED.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Break to groups	5-6	45 mins	Indoor & Outdoor

## Materials Needed/Preparation:

- Sheets of paper
- Blindfolds
- Alphabets making up their group names—(eg. B E R U A N G, B A B I H U T A N, I T I K)
- Sweets
- Food on a plate with differing FLAVOURS (salt, soya sauce, sugar, asam, chili, etc.)
- Chairs
- Broom
- Feathers
- Ice
- Rafia String
- Heart shape (for team destination)

## The Game:

### Introduction/Overview

#### 1. ARRIVAL

- ▲ Explain about the use of their JOURNAL.
- ▲ Then give out pieces of paper and ask them to fill in the things that are on their mind.
- ▲ At the end of their exercise, get them to CONSCIOUSLY PUT ASIDE these things and open themselves for the experience of the mission.
- ▲ Write in their journals.

#### 2. PERSPECTIVE TO MISSION

An alphabet will be stuck on the back of each team member. The team members are supposed to find out who their TEAM MASCOT is by unraveling the alphabets and piecing them together. The mascot is an animal.

Members are given 5 minutes to discuss the sound this animal makes, and the language it will use to communicate. Only animal talk is allowed. After this period, no more English or any other human language is allowed. Everyone is BLINDFOLDED!

## How to play

#### a. EXPLORING THE DARK FOREST

Your mascot is a tame version of its wilder counterparts in the dark forest. It longs to seek them out and make connections with your long lost type. A person UNKNOWN to you has volunteered to be your guide into the dark forest. Follow him/her BUT ensure that all your team members are SAFE!

#### STATION— DARK FOREST

Get people to walk barefoot on GRASS, TARRED ROAD, ON TOP OF A FEW CHAIRS, CRAWL ON MUD, etc. (going through different terrains).

#### FACILITATOR

You are unknown to them and you can CHANGE roles at any time according to your moods.

At intervals, provide them with either GOOD or BAD experiences and circumstances (sweets, food on a plate that has differing flavours) Take **15 minutes** for this only.

## b. HOUSE OF THE 3 BEARS

After this long journey, you stumble into the house of the 3 bears and hear a LOT OF SHOUTING. The 3 bears have just returned and have found all their porridge eaten up. Seeing you, ... they jump to conclusions and ACCUSE you of it. Watch out!!!! You are going to be PUNISHED for it!

### FACILITATOR

Tie everyone up in their groups and get them to sit with their feet straight in front of them.

Use different instruments (feathers, water guns, prickly things, ice, etc.) to torture them

Do this for about **7- 10 minutes**.

After your torture, you are just left alone in the room for a while. SILENCE!

Is there a possible escape?

Yes, there is a possible escape. The group has to SACRIFICE one member who will walk through the wall (made up of raffia with holes in it). Get the SACRIFICED member to stand up and walk towards you, still blindfolded.

The rest of the group can remove their blindfolds.

Now, get the sacrificed member to DRINK A RAW EGG while still being blindfolded.

Having done that, TO CURE your member of his blindness, DIRECT HIM WITH YOUR VOICE to place the heart (WITH SECRET MESSAGE) that he will be given, onto the MAP ... EXACTLY ON THE PLACE where you are heading for the mission.

The rest of the team can only guide with their voice.

THE JOURNEY ENDS

### ***Wrap Up Questions***

1. What was your PERSONAL experience like?
2. How was it DIFFERENT from your group members? How was it SIMILAR?
3. How did you feel in the "dark forest"?
4. How did you feel in the "house of the 3 bears"?
5. Was everything you experienced, expected? Why?

### **Conclusion:**

- ▲ Be ATTENTIVE and ALERT to new experiences. Even old ones have SURPRISES.
- ▲ EXPECT THE UNEXPECTED.
- ▲ You will not be able to ANTICIPATE what is coming, and it is a bit like WALKING IN THE DARK. Even in MINISTERING to them.
- ▲ You cannot move on without your TEAM'S HELP.
- ▲ At different times, different ones of you will have to SACRIFICE for the team's good.

# AMBASSADORS CUM CLEANERS

## Objectives:

1. To help them understand their role as people who prepare the way for the Lord.
2. To become aware of potential stumbling blocks.
3. To be alert to all possibilities.
4. To know that this is a journey of faith.

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

## Materials Needed/Preparation:

1. Rafia strings
2. Blindfolds
3. Balloons
4. Infections
5. Garbage bags

## The Game:

### *How to play*

1. Get into pairs.
2. Each one blows a balloon and it remains with the person throughout the entire process.
3. Mission of this game is to prepare for the visitation of a VIP to campus. Thus, need to clean up the place. Collect at least one garbage bag full of garbage.
4. Each one also has a very infectious disease and can infect others except their own partners.
5. Throughout the entire mission, everyone will be tied to their partner and will be blindfolded.

### *The Word of God/Wrap Up Questions*

1. How did you feel when you knew you were going to be blindfolded?
2. Did you collect a garbage bag full? How did you move about?
3. What were the infections you received?
4. What happened to your balloon?
5. Did you and your partner work well?

## Conclusion:

1. Mission to be accomplished — ‘Prepare the way for the Lord’
2. Along the way there are **OBSTACLES**:
  - a. ‘Ourselves’
  - b. ‘Things we collect along the way’
  - c. ‘Walls’
  - d. Sometimes the garbage we collect is ‘Invisible’
3. We will find ourselves very **FRAGILE**.
4. **HARMONY** in the team can be **AFFECTED**.
5. Our journey is one where we need to **BE ALERT** and yet it is by **FAITH** we journey on.



# HELP ELPs

## Objectives:

1. To help students become conscious and aware of the tribe they are ministering to.
2. To help students tailor make their gift (talk) though they feel blind and helpless.
3. To help students know that they will be hindered by their masks and lack of authenticity.
4. To help students realise that effort needs to be put into presenting their gifts/talks.

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

## Materials Needed/Preparation:

1. Story of the 'Motley Crew' tribe
2. Blindfolds
3. Masks

## The Game:

### Introduction/Overview

Listen to the story first and instructions later

### The Story – 'Motley Crew' Tribe

The MOTLEY CREWs were birthed when Hien found that the grass in the mainland was greener than ever. He moved over and set up a family there. Many moons later, the numbers were still few. Families were slow in moving and discovering the greener grass. Each family that came was different, each bring its own blend of character — so much so that eventually they were called the MOTLEY CREWs. Over time, some families left the tribe and returned to where they came from, while some passed on due to old age. Immaterial to all that, the MOTLEY CREWs still remained a tribe... let me introduce some of them to you:

- F1: They were known as the family who could have everything and anything, children of the millionaires.  
A tough time indeed, for them to throw off expectations others had of them, and be seen as one of the tribe!

F2: Yes, they were beer drinkers! Connoisseurs, we call them. People who have been around and know what they are about.  
Currently, they are the estate managers of the land.

F3: These walk around in a daze, wondering how they are going to survive the day.  
They work with all their might, and snore through out the night!

F4: Zooming around on roller blades, they find themselves over-committed to a vast array of things.  
Things that are creative, thought-provoking and often out of their control.

F5: Spick and span is their family, with everything found in its place.  
They sit tight but watch out! ...If anything is out of place.

## How to play

1. Participants need to make a gift to bring to this tribe — the MOTLEY CREW! All will be blindfolded. (10 min)
2. When the participants have finished, come and return their blindfolds and exchange it for a mask. Then, discuss how they are going to present the gift to the tribe members. (10 min)
3. Gift presenting ceremony commences. (10 min)



### ***Wrap Up Questions***

1. How was your experience of making the gifts while you were blindfolded?
2. How did you come up with the idea of what gift to make?
3. How did you feel throughout the time you were wearing the mask?
4. Why did you choose to make your gift presentation in that way?
5. Wrap up by bringing up the concept of:
  - a. **ETHOS** — character and motive of the speaker
  - b. **LOGOS** — the gift of God's Word
  - c. **PATHOS** — the way to present the Word so that it is well received

# INTERNATIONAL STUDENTS' DAY

## Objectives:

To help local students begin to really feel and understand better what international students face when they first arrive in a foreign country to study.

## Strategy:

Create situations that are unfamiliar and unknown to the local audience and throw them into a state of confusion, helplessness and frustration.

Participants (no, gender, specific)	No of Personnel	Duration of Game (how long, against time)	Type of Location (specifications?)
Large, mixed group Will break to 2 groups Locals and International students	4-5 staff	Subejcted to the stations	Large space Indoor & Outdoor

## Materials Needed/Preparation:

Subject to Stations (*see attachment*)

## The Game:

### *Introduction/Overview*

Name of country : Shannon Land  
Inhabitants : Shannons  
Currency : Shanks & Shangles (Ringgit & Sen respectively)  
3.5 shangles (shg)  
7 shangles  
1 shank (shk) = 7 shangles  
3 shanks  
10 shanks

Language : Shangleish (a version of English)

Culture/Customs : "Hello" = "ee-or!", "Thank you!" = "Shankadelic!"

Men's clothing: must wear white armband for entry into certain places/circles

Male greeting male: bang shoulders

Female greeting female: Touch fingertips

Male-female greeting: female touches male shoulders with fingers; male offers shoulder

### *How to play*

The goal of this game is for the newly arrived international students (the INTERNATIONALS) to settle in Shannonland and Shannon International University (SIU). In order to settle in successfully, the INTERNATIONALS will need to learn the culture, customs and language of Shannonland and learn to get along with the busy local students (the LOCALS).

1. Generally, there will be two teams - the LOCALS and INTERNATIONALS. Each team contains certain number of small group.
2. Before starting the game, each INTERNATIONAL is to surrender One possession (a watch, a shoe, etc.) to an assigned staff. This collection of items will become their check-in luggage at the airport.

3. Instructions for LOCALS

- a. They will be taken to one side where they will be given a set of instructions in private.
- b. Each small group within the locals will appoint a leader. Each leader will receive a set of tasks and a decoder sheet. Those tasks and the decoder sheet are unknown to the INTERNATIONALS and cannot be revealed to them.
- c. They are to go to all stations except the airport.

4. Instructions for INTERNATIONALS

- a. They will be given a map of the station locations.
- b. They will not be given any decoder sheets thus, will have to figure out Shannonland by themselves, or ask the LOCALS for help.
- c. All will begin at the airport and then proceed to any station they sense is a priority by their respective small group leaders.

5. Goals of the LOCALS

- a. To complete their tasks because they are busy local students.
- b. To be good hosts to the INTERNATIONALS and teach the ways of Shannonland.
- c. To assist INTERNATIONALS in their needs and reach out to them.

6. Goals of INTERNATIONALS

- a. To clear each station in order to settle in well at Shannonland and SIU.
- b. To learn the ways of Shannonland.

*Remarks*

SIC must watch and monitor how helpful the LOCALS are in the group dynamics.

*Wrap Up*

1. Draw out the **DIFFICULTIES** and the **GAP** which exist between the internationals and the locals. Without help they will not be able to fit in.
2. Share about the **APATHY** and the need for **HOSPITALITY of HEARTS** amongst locals.
3. Share about the need for **INITIATIVE** from the internationals as well.
4. Share about **COMING OUT of COMFORT ZONES** for each group, and **CROSSING** the **CULTURAL GAP**.

## OVERVIEW OF STATIONS

#1: Shanna Lumpur International Airport (SLIA)

**International Airport –  
Baggage Claim  
Immigration  
Arrival Hall**

#5: CELL

**SIU  
Classroom**

#2: Mid-Shan Valley

**Shopping  
Mall/Center**

#6: D.J.C. @ S.I.U.

**S.I.U.  
Christian  
Fellowship**

#3: ShannaChest (SC)

**Bank**

#7: ShannaHaven

**University  
Medical  
Center**

#4: S.H.A.N.  
(Student Housing & Affairs Network)

**Shannon International  
University (SIU)  
Student Affairs &  
Services Dept.**

#8: Little Shannon

**Popular  
Restaurant**



**STATION #1**  
**Shanna Lumpur International Airport**  
**(SLIA)**

Airport Baggage Section (2 staff/grad helpers)

Luggage to be moved rapidly by the 2 staff/grad helpers who must sit together, side by side.  
Pick up, put on table (conveyor belt), put under table, pick up, put on table, put under table.  
This is done so that internationals will struggle getting their luggage.

Immigration (1 staff)

Make the internationals fill in forms.

Name:

Age:

Where are you from:

Hobbies:

Purpose for visit to Shannanland:

Arrival Hall

Arrows pointing to different Stations

The people manning this station are to then head over to other stations and help monitor the locals and internationals.

**STATION #2**  
**Mid-Shan Valley**  
**(Shopping Mall/Center)**

Foreign currency NOT accepted here

Students are to purchase 3 items here:

	<u>Local Price</u>	<u>International Price</u>
a. Food — 1 packet of maggie mee	3 shanks	10 shanks
b. Clothes — White arm band (male only)	25 shanks	20 shanks
c. Toiletries — Toilet paper (1 piece)	3 shanks	3.5 shanks

**STATION #3**  
**ShannaChest (SC)**  
**(Bank)**

1. Fill in form
2. Open account

ShannaKing Account — Receive Money  
ShannaKong Account — Deposit Money

**STATION #4**  
**S.H.A.N.**  
**(Student Housing & Affairs Network)**

1. Pay Fees - 25 shanks for locals; 34.5 shanks for internationals
2. Fill in form
3. Accommodation Fees - 27 shanks if room is nearer to university;  
- 20 shanks if normal room anywhere else  
(only Internationals pay fees for accommodation)

Internationals to ask locals for help

**STATION #5**  
**CELL**  
**(SIU Classroom)**

Shanglish Language Class going on  
Students to complete assignments handed out to each Small Group Leader  
Assignment: Translate a Shanglish sentence into English

Note: White armband required for males to enter

**STATION #6**  
**D.J.C.@ S.I.U**  
**(SIU Christian Fellowship)**

Note: White armbands required for males to enter

Goal: Make a friend and find 10 facts about the person

Must have both internationals and locals to conduct this station

**STATION #7**  
**ShannaHaven**  
**(University Medical Center)**

Note: White armbands required for males to enter

1. Get flu shots
2. Must eat first before getting shots — go to Little Shannon
3. Fill in form & make appointment first
4. Doctor must sign form before receiving shots

**STATION #8**  
**Little Shannon**  
**(Popular Local Restaurant)**

Note: White armbands required for males to enter

Eat biscuits — Oreos

Order one of each:

*Sha* — 3.5 shangles

*Shanna* — 1 shank

*Shanana* — 3 shanks

At 5 of these stations, LOCALS need to do something:

1. S.H.A.N.
  2. ShannaChest (SC)
  3. Cell
  4. D.J.C.@ S.I.U.
  5. Little Shannon
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### Scavenger Hunt

In addition, LOCALS must complete these tasks: They must find these 20 items or be forfeited.

1. Dead insect
2. Live insect
3. 3 shoelaces
4. 5 strands of white hair
5. 1 panadol pill
6. A ring
7. 2 combs
8. 3 packets of tissue
9. 4 pairs of glasses
10. 1 pair of sunglasses
11. 4 pairs of socks
12. A T-shirt
13. 2 Bibles
14. A red pen
15. Add the numbers of 5 car license plates belonging to FES staff
16. Lipstick
17. A tree branch
18. A spectacle case
19. Write/Find a song with 3 verses & a chorus
20. Find Biblical names from A — Z

The purpose of the Scavenger Hunt is to keep the LOCALS too busy to attend to the INTERNATIONAL