

JUST FOR FUN

Prepare | January 11 | Disrupt

SCRIPTURE | Luke 3:1-22

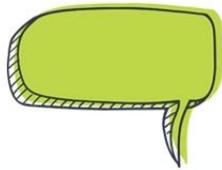
BOTTOM LINE

God invites us to prepare the way for Jesus to disrupt the world.

MEMORY VERSE

LIFE APP

Remove the barriers you put between your heart and God.



GAMES [etc.]

Philistines |

Supplies – Deck of cards

Select a moderator. It is best if this person is someone who knows the rules and has played the game before.

Split up a deck of cards so that there is one card for each person playing (minus 1 for the moderator).

The King will always be the detective, and there should be one King. The Queen will always be the Doctor, and there should be one Queen. Choose a suit (such as Clubs) to be the Mafia. There should be 1 mafia member per 3 villagers, rounded down. Put those three types in the deck, along with enough regular cards for everyone else except for the moderator.

Shuffle the cards and have each player take one card and look at it without showing it to anyone else.

The card that is picked is the character that that person plays. When everyone has taken and looked at their cards, the moderator will begin the game.

Play the game through day and night rounds (as described below) until either the Mafia have been eliminated, or the number of Mafia and townspeople is equal (in this case, the mafia have complete control over the voting). The game begins with a day cycle, in which the Mafia do not yet know who the other Mafia members are.

Have the moderator begin the night cycle by telling everyone to close their eyes and put their heads down

When everyone is "asleep," the moderator should instruct the mafia to wake up and choose a victim.

The people who have the mafia cards will open their eyes and decide amongst themselves (as quietly as possible) who they want to kill. They inform the moderator of who their victim is (by pointing to him or her) and the moderator will then tell the Mafia to go back to sleep.

The moderator will instruct the sheriff to wake up. The sheriff will then point out one person that they suspect to be a Mafia member and the moderator will silently indicate (through a thumbs-up or thumbs-down) whether or not that that person is a member of the Mafia. If the Sheriff was right he eliminates the Mafia member and if he was wrong he knows another innocent (apart from himself or a person he chose wrongly on one of the previous nights). The moderator will then instruct the sheriff to return to sleep. Note: In an alternative way to play, the Sheriff/Detective does not automatically eliminate the Mafia member he/she has identified. Rather, it is up to the sheriff to convince the townspeople the next day who the Mafia member is.

The doctor will then be instructed to wake up and choose a person to save. The doctor will then (silently) point to a one person to save. He/she could also choose to save himself (or herself). If the person chosen to be killed by the mafia was saved, they will survive the night. Otherwise, nothing will happen to the person saved and the person killed will die. If the doctor dies, the townspeople can no longer be saved from the mafia.

The moderator will then instruct everyone to wake up and will give a short story about whoever the mafia selected, if the Doctor guessed the "dead" person that person will end up staying alive in the short story you come up with about a near-death or death experience and if the person selected by the Mafia isn't saved by the doctor that person will end up dead in the short story

Hold discussions. The townspeople (this includes, sheriff, and Mafia) should discuss recent events. Nobody may show their cards, although they can try to convince others that they are a certain role. Once the discussion has evolved to a point where somebody has a suspicion, play proceeds to accusations.

Make accusations. At this point, someone may make an accusation against another player stating that they think that the other person is part of the Mafia. Once an accusation has been made, it must be seconded by another player in order for the accusation to be taken to a vote. When someone has been accused and seconded, the accuser must explain the reasoning behind the accusation. Then other players may speak if they believe that the accusation is just.

Defend the accused. At this point, anyone who chooses to may defend the accused and the accused then has the right to defend him or herself and explain why there is no way that he or she could possibly be part of the Mafia. This can take place in a trial-like setting, where the accused talks about a fictional alibi and often accuses other players in his or her stead. Player's may cite their relationship to other players as a reason why they could not be in the mafia.

Have a vote. The moderator now asks who thinks that the accused is guilty and a vote is taken. The voting process may or may not be anonymous.

Apply the verdict. If a majority of the voting players vote guilty, the accused shows his or her card and is now considered killed. If no cards were used, the accused may simply state whether or not they are in the mafia. If there is not a majority vote of guilty, the accusations begin again. The day round continues until someone has been declared guilty and removed from the game, and the night round begins again.

Questions –

- We are often trying to go about our lives hiding obscuring our identity and who we are from other people. We pretend to be people we are not, we try to deflect issues to others, and we go along with the group on issues that should be clear. We do the same in our relationship with God. As a result, we don't make ourselves available to what God might want to do in us and through us to the world. What are the things that you do to make yourself unavailable to God's work in your life?

Hide and Seek |

Supplies – None

Game Play – Choose one player to be "it" and have the rest of the players hide. "It" finds the players. The last player to be found is "it." Set a time limit so that the game moves along faster.

Questions:

- What is the feeling you get when you hide?
- What is it like to search for and pursue people who are hiding?
- How often does your experience of hiding in this game line up with your relationship to God? How often are you hiding or avoiding a relationship with God?
- What does it mean to know that God pursues you when you hide?

Ships Across the Ocean |

Supplies – Large Game Space

Game Play – Object of the game is that players move from one end of the room to the other end of the room without being tagged by "captain." To begin, select the player who will be "captain." This player moves to the middle of the game space. The rest of the student line up on one end of the game space. The players call out to "captain," "ships across the ocean, ships across the sea, captain, captain you won't catch me." Then "captain" replies with a color. If the students are wearing the color, they may pass to the other side of the sea, if they are not they must run and try to avoid the captain. If the captain tags them, then they will stop where they are in the middle of the ocean and help the captain to tag kids as they pass by the next round. The game is over when there is only one person left. They become the captain.

Questions:

- We are often trying our best to get from one place to another in life, staying focused on what we need to do. Yet, in the midst of that, there are people and situations that need our attention: A friend needs to talk about a tough relationship. A relative has a health emergency. How do

you typically respond to those situations? How hard is it to slow down and make contact with those people and issues in our lives? Why are there times when you try to avoid those situations in the same way that you avoided the captain in this game?

Lazer Game |

Supplies: Tape, string two walls or objects to connect the string to.

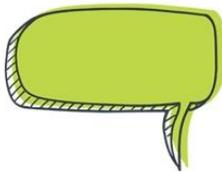
Game Play: The object of the game is to get all of the players from a team from one side of the lazer to the other. They will need to come up with a plan to get over together.

Questions:

- What was your first intuition about getting over the lazer? Was it to try to go it alone?
- What was hard about getting the whole team over the lazer?
- What was satisfying about getting the team over the lazer?
- Do you feel like your default reaction in life is to try to “go it alone” or to work with other people and God to solve the big problems of our day?

-you try to reach a certain destination, but you get caught.

-you need other people to complete an activity.



ACTIVITIES [etc.]

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He | Do