SUBMITTED BY
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Taking Ai - Outdoor Game



The goal of the game is to be the first to knock down your wall. You do this by crossing out the bricks in the wall (poster).

Game Information

- Age: 6–13
- Number of participants: 10–100 (at least 5 participants per wall)
- Location: Forest, meadow, sports field
- Leaders: 1 leader per group, 1 leader per wall, 1–2 leaders for the equipment station, 1–2 leaders for the dice area (number of leaders for equipment and dice area depends on the number of participants)
- Duration: approx. 1.5 hours

Objective of the Game

The goal of the game is to be the first to knock down your wall. You do this by crossing out the bricks in the wall (poster).

Preparation

- Build walls (using a sheet, paper, or cardboard) and draw the wall sections
- Mark off the groups’ bases (one base per group)
- Mark off the material storage area
- Mark off the area for the dice
- Make catapult cards (cards with a picture of an ancient catapult)

History

Joshua and his men have taken Jericho. Now it’s the city of Ai’s turn.

Because someone did not follow Joshua’s instructions—and ultimately God’s command—it didn’t work out right away.

Joshua 7:3–8:24

Sometimes we try to do things on our own instead of listening to God.

The city was also attacked from two sides; this is how different groups “attack” different sections of the wall.

How to Play

*The squares on the wall poster must be crossed out with “stones” (markers).

*These stones (felt-tip pens or other markers) must be purchased. You earn money by rolling the dice at the dice station. Choose a player from another team and roll the dice against each other. The winner (the one with the higher number) receives a coin.

*The money is taken back to the base.

*Once enough money has been collected, you can buy stones (pens) at the supply store.

*To “hurl” the stones (pens) at the wall, you need a catapult. This is purchased once and cannot be removed. The catapult remains at the group’s base.

*Stones are sold in the form of pens. One stone = one pen. For each pen, you can mark a cross on the wall poster. The pin is then handed over to the leader at the wall.

*Groups have the option to purchase one (or more) licenses to capture other, opposing players. Only players with a license are allowed to capture other players.
*Capture is achieved by snatching a woolen string from the opponent’s arm
*The captured player must hand over their goods (stones = sticks) or money to the captor. The catapult cannot be taken away!

*The captured player returns to their base and receives a new string there.

Team Base

Each team has a base (safe zone). There, you can store your money safely and get organized. New wristbands can be picked up there. At the start of the game, the groups gather at their bases.

Material Store

Catapult (Map)

Every team needs a catapult as a base from which to attack the wall with stones. Price: 80

Stones (Marker)

These are the “projectiles.” They can be used and purchased as soon as the catapult is available. A stone is used to attack the wall. Each stone allows you to cross out one space. Price: 4

License to Capture Other Players (Sports Game Lanyard)

With this license, teams can authorize players to capture opponents and seize their goods! Price: 15

Dice Area

Six Different Stations

1. Whoever rolls the highest total = 3 dice; roll twice
2. Whoever rolls fewer points = 3 dice; roll twice
3. Whoever rolls a 6 first = 1 die; take turns rolling until someone rolls a 6
4. Whoever is closest to a total of 12 = 2 dice; roll once
5. Whoever rolls a higher total = 3 dice; roll 3 times
   (6s may be removed)
6. Whoever rolls the lowest total = 3 dice; roll 3 times
   (1s may be removed)

End of the Game

The game ends when one team has "knocked down" the other team's wall, or when time runs out.

Variations

- Prices can be adjusted during the game to control the game (inflation/deflation during the "war")
- The method for capturing an opposing player can be changed. This is especially advisable when playing with younger participants. (See the outdoor game“Dirty Dishes” – dice cups)
- Permissions to capture opposing players can be limited—either overall (the faster player wins) or per group.
- Positions at the dice station can also be staffed by two people (more leaders) or other games can be played to earn money

Materials

- Bird-repellent tape for the base, supply store, and dice area
- Dice for the dice station
- enough pins (stones)
- Catapult cards (one per group)
- Wall poster with 20 squares (one wall per group)
- Sports game ribbons (license) for tag
- Wool strings (preferably one ball of wool per group)
- "Coins" or play money

Game Summary

Pictures

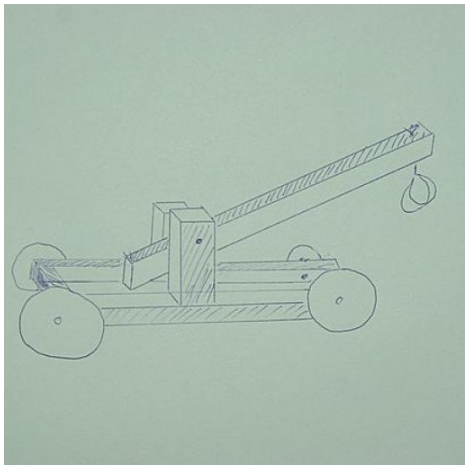




Image and Game Credits

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This game was developed by the Waldmann Youth Group, Besj Region 45, for Regional Pfi-la 2007.

Weitere Informationen

Categories
Games and activities

Tags
Game

Age
No data available.

Number of participants
1–20

Bible
This information is missing.

Material
None

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Contents
Categories
Tags
Age
Number of participants
Bible
Material

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