



SUBMITTED BY

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Keine Stimmen

Night game - The Creation



This night game allows participants to experience creation up close in a playful way and ends in "Paradise" with a delicious chocolate fondue.

The game

Starting position

We form seven groups with the participants. The seven groups are each assigned a day of the creation story. Cards from this day are placed in a bundle or in a resealable plastic bag (makes it easier to clean up in the dark) in their group area.

Goal

Phase 1

Your aim is to complete the creation story. To do this, they need the day cards from the other groups. They need 10 cards from each day. This value can be adjusted if necessary. To ensure that the cards from their own day are safe, the groups take 10 cards from their own day before the game begins.

Phase 2

After completing the creation, they can go to "Paradise". In "Paradise" there is cream, knives, bowls for the sliced fruit, cutting boards, various fruits and chocolate, which they only receive in exchange for ribbons that they have won from other participants.

The first group to have the material and the creation wins and can start preparing the fruit until the others have finished. Groups that finish can each prepare the fruit.

Note on the ribbons

The ribbons must be worn clearly visible on one upper arm during the whole game. You may not pick up any cards without a ribbon. You may only take one card at a time.

If your ribbon is snatched, you must hand over the card and any ribbons you have previously won. You do not have to hand in any utensils (e.g. fruit) that you have previously bought with ribbons.

You must wear a ribbon on your upper arm at all times. If you lose it, you must immediately return to your own group area and pick up a new one without performing any further actions.

The seven days

1. Day & Night
2. Sky
3. Earth, seas, plants

4. Sun, moon, stars
5. Fish, birds
6. Land animals, humans
7. Day of rest

Tips

We played the game with just under 50 leaders. We ended up with groups of 6-7 people, which worked very well.

The game took about 1.5 hours. However, you can control the time well with the prices for the pieces of paradise and, if necessary, by adjusting the number of cards required.

The creation story or a [love letter from God \(see article\)](#) is of course suitable as input to show the children how valuable they are to the creator of this world.

Templates for the cards

[Earth_Seas_Plants](#)

[Pisces_Birds](#)

[Sky](#)

[Land_Animals_Human_](#)

[Rest day](#)

[Sun_Moon_Stars](#)

[Day_and_Night](#)

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[Contents](#)

[Categories](#)

[Tags](#)

[Alter](#)

[Anzahl Teilnehmer](#)

[Bibel](#)

[Material](#)