SUBMITTED BY
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Keine Stimmen

Game with tracking



Data:

- Age group 7 to 14 years
- Around the city
- About 7 heads
- About 1 hour

Materials:

- Charged phones
- Appropriate clothing- as for a skit
- Books
- Two canvas bags

Rules:

After reading the chapter "The Ambush," we realize that Henry Phillips is betraying William Tyndale. To recreate this we turn it into a play. The children split into two teams, and they represent Sarah, who tracked down the two men. Two leaders to play Henry Phillips and William Tyndale, one leader for the policeman and one or two leaders in a team with the children. The heads to play Henry, William and the policeman leave beforehand while you are still explaining the game to the children. They should send their location to the leaders in groups so that through this the children can track them.

You need to find, as in the story, a tight spot for Tyndale to be captured. You should set up Tyndale's "desk" in advance with books and other such materials, because the children's goal is, when they find them and witness the kidnapping, to return to the place where you set up the desk and hide things as Sarah did in the story.

Weitere Informationen

Categories
Games and activities

Tags
Through the city
Group stage match
Children
Courseware

Age
8–12 years
13–16 years

Number of participants
1–20
20–30

Bible
This information is missing.

Duration
Up to 1 hour

Material
Almost effortless

File download
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