YoungstarsWiki.org

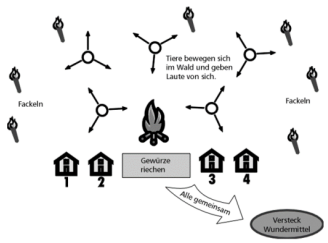


SUBMITTED BY
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ON
2023.03.18

★ ★ ★ ★ ★
Keine Stimmen

The virus



We were all infected by a dangerous virus. The disease is very contagious and getting worse, so we have been expelled from our villages. There is supposed to be a miracle cure that can defeat the virus.

Summary:

We have all been infected by a dangerous virus. The disease is very contagious and getting worse, so we have been expelled from our villages. But here in the area there is supposed to be a miracle cure that can defeat the virus. Unfortunately, no one has found this remedy yet, but for us it is vital. So we set out to find it. Because this could take a long time, we split up into families and buy everything necessary for our household.

The game

1. Part

Grouping: 4-5 people / group

Each group receives a "house" and a "shopping list" with different animal names. These animals are hidden in the forest and must be searched for and found by ear (flashlights prohibited). The hidden "animals" do not always make the same sound. They have shuffled the evidence slips and each represents the animal that is on top of the pile. This way, the animals are constantly changing locations and not as many helpers are needed.

The group can split up to search, but at least two players should always stay together. When an animal that is on the shopping list is found, you get a proof from this "animal" that you have found it (e.g. a slip of paper with the animal's name). The found animals (slips of paper) are collected in the house. While the animals are being searched for, other members of the group can smell spices and try to identify them. These do not have to be searched for, but are located at a central post (e.g. a large fire). At the end of the first part of the game, all the animals found and the evidence of the spices recognized are brought to the start.

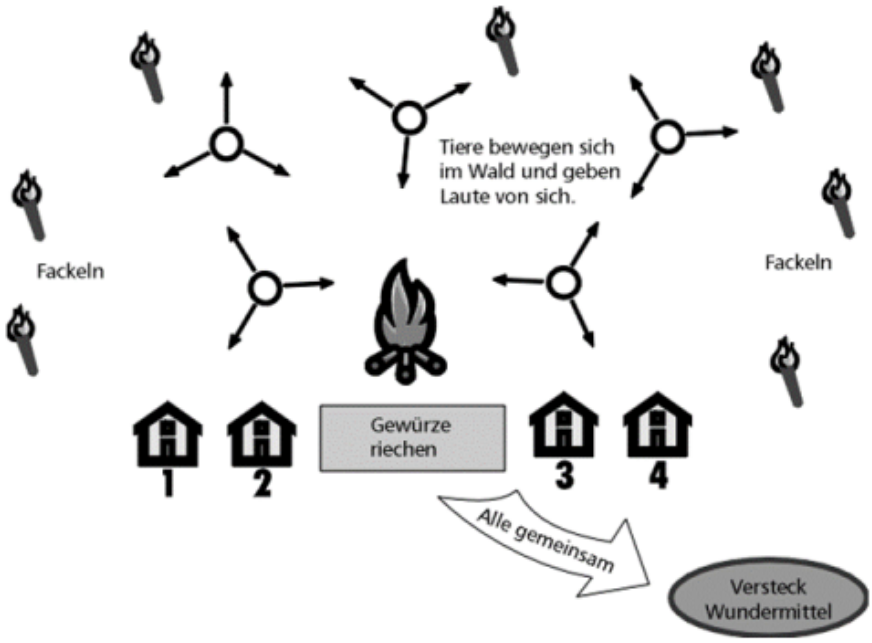
Duration of game 1.part: approx. 45 min.

2. Part

For each piece of evidence, for animals found or spices recognized, one now receives a part of a map on which the hiding place of the miracle cure is marked. Soon you will realize that each group has only received a part of the map and you can only find the remedy together. The map is now put together by all the groups and the search can begin. The miracle cure can be taken by everyone together at the end (e.g., large bag of Sugus).

Purpose of the exercise:

The children should need the two senses "smelling" and "hearing" and thereby distinguish and get to know different animals and plants. The sense of community is strengthened because everyone is in the same situation. Not a game against each other, but with each other.



Material

- Bird tape to mark the posts
- Torches to mark out the playing field
- different spices in yogurt pots
- Shopping list for each group
- Slips of paper with animal names and spice names (as evidence)
- Map with marked location of the miracle cure (blended)

Source reference

Cover picture: Cour tesy ofwww.spielboerse.ch - Spielideen für die Jungschar!

Game idea: Cour tesy ofwww.spielboerse.ch - Spielideen für die Jungschar!

Weitere Informationen

Categories
Games and activities

Tags
Illness
Danger
Outdoor play
Adventure
History

Age
8–12 years

Number of participants
No data available.

Bible
Topic:

Duration
No data available.

Material
A lot of work

File download
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