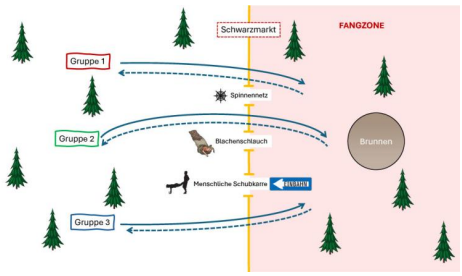
SUBMITTED BY
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ON
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★ ★ ★ ★ ★
Keine Stimmen

Terrain game: fetching water for King David



Three heroes embark on a challenging mission. The king wants water from enemy territory. How much water can the heroes find for David without getting caught?

The cover picture shows the game board.

Game description:

There are three groups, each with their own base. The children are each given a cup that can be used to transport water. The aim of the group is to transport as much "water" as possible from the well to the base during the game.To do this, however, they have to get to the well, which is located in enemy territory. This enemy territory is visibly demarcated. (There are three ways to get into the city:The spider's web: A web made of ropes with various holes is stretched between two trees. The children must pass through this net as a group without touching it. Each child has to go through a different hole. The canvas tube: A canvas tube is tied, which leads through the city wall (yellow demarcation, e.g. with fright tape). The level of difficulty can be adjusted by the length. The black market: On the black market, you can get into the city by bribing someone. A leader is in charge of this post. You can be asked about things such as youth group knowledge or given a task such as collecting firewood. In return, the child is allowed to cross the city wall.Once in the town, the children can draw water from the fountain into their cups. There are two variants of the game for the water:Real water: suitable for hot daysPebbles: suitable for cold daysThe water must now be transported to your own base. There are two ways to get out of the city:The wheelbarrow channel: Here the children have to form a human wheelbarrow too far. The water must be transported by the wheelbarrow. That is, not by the person holding the legs. The children's creativity is required here □□ In this way, a certain marked distance must be run through the wall. The black market: Same rules as described above. The water is collected in a container in the base.There may be catchers in the city zone. If a child is caught by a leader, they must give up their water. If it has not yet collected any water, it must enter the town again.

Material list:

Scare tape (for marking the fields)Container (for base and well)Canvas (for canvas hose)Ropes (for spider web)Water / pebblesCups

Biblical history:

The biblical story that fits this game is the story in which three heroes fetch water from the well for David.It is found in 1 Chronicles 11:15-19

Source: Jungschar Dielsdorf

Weitere Informationen

Categories
Games and activities

Tags
David
Mission
Outdoor play
Water
Strategy

Age
8–12 years
13–16 years

Number of participants
1–20

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Person

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Material
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