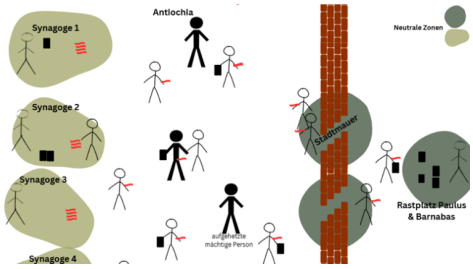
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★ ★ ★ ★ ★
Keine Stimmen

Spreading the gospel with risk, Acts 13. 44-52



In Acts 13, Paul and Barnabas proclaim Jesus in Antioch. Despite envy and expulsion, they courageously carry on the message. Experience this tension between rejection and trust in the game and become part of their story.

Game explanation

Playing field layout and course of the game The playing field A forest with opportunities to move around unnoticed is ideal for the game. The game can also be played in a lighter forest. The playing field is long. At one end in Antioch are the four synagogues (depending on the size of the group) of the different groups, which are marked with deterrent tape as a protection zone. From 30-60 meters to the city wall, a demarcated strip of forest that may not be entered. The guard is the only way out of the town. To do this, a circle is made with three tarpaulins, one leader is the guardian. The guard lets four children get in behind him and cross the city wall to the outside. If necessary, several guards can be used. Only the four participants may enter the neutral zone at the entrance and exit of the city wall. The part from the city wall to the rest area is smaller than the Antioch city zone. The end of the playing area is again a demarcated neutral zone: the rest area of Paul and Barnabas. One or more leaders manage the material located there (in this case Bible verses) and ensure that the rules are followed. Each child wears a woolen thread/barrier tape around their upper arm. These can be torn off in the playing area from the synagogues to the city wall. Anyone who does not have a thread/barrier tape must return to the synagogue immediately to get a new one. Once a child has made it to the rest area, they are given a piece of paper to take back to the synagogue. The thread can also be torn off on the way back, in which case the child must hand in the slip of paper. There are now a few additions to this basic principle.

Aim: The aim of the terrain game is to be the first group to find the buried treasure. Information on this can be found at the rest area. The end can also be limited by time, in which case the Bible verses are scored. So whoever has the most verses wins

The specials: For the treasure in Antioch, there is a four-part treasure map for each group. The forest where the game takes place is marked on it. A treasure is deposited somewhere on the field. It can be buried, hidden or high up. When a group has collected 20 pieces of paper (customizable), they tie a red ribbon around the head of one child. This courier must not be allowed to break the thread. In Jerusalem, he receives a part of the map, which he brings back to the village without being attacked. The game is over when a group has brought the treasure back to their village.

Incited powerful people: The area between the synagogues and the city wall is made unsafe by incited powerful people. Anyone who falls foul of them, i.e. whose thread they tear off, must return to

the synagogue. If he has a piece of paper, that too will be lost. These powerful people are leaders

Addition depending on the group and dynamics

The participants can catch the other participants and steal pieces of paper by tearing off the threads/barrier tape. This is permitted throughout the entire playing area, apart from neutral/trash zones. However, you may only steal slips of paper if you do not have one on you and have a thread on your arm. Torn threads are also taken to the synagogue. If catching each other is allowed from the start, the torn threads can be exchanged for new ones in the synagogue. These are needed to replace the ones you have lost.
If you include this in the course of the game, new ribbons/threads must be made available beforehand

The tricks

When playing this game, you will quickly realize how many playable variants there are:

- The names of the places and people can be adapted to any theme.
- Depending on the number of children taking part, the number of synagogues, guards and powerful people will change.
- The prizes for the treasure map parts can be used to speed up or slow down the game.
- The powerful characters can take more threads from strong groups.
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For such interventions, however, it is necessary for the participating leaders to consult with the game leader and keep an eye on the timetable and fairness.

it is important to explain the game well to the children and to have the flexibility to create new rules. The neutral zones on the city wall, for example, were only created during the game. However, the incited powerful people were more gracious to the younger children than the teenagers, and each age group developed their own strategies to reach the goal. Another key point is the physical action: the game invites duels. These are fine as long as no brute force is used. We managed without any further rules, but had to ensure order in individual cases

Security concerns

Dehydration on warm days à provide water in the village or Antioch

Minor injuries (grazes, bruises, etc.) à Have a pharmacy with you

Dangerous terrain à cordon off with barrier tape

Material

- Barrier tape for the synagogues, the city wall, rest area and possibly for the boundaries of the playing field
- colored ribbons to distinguish the groups
- Woolen threads for the upper arms in each village. They must be tearable! Or barrier tape
- small pieces of paper with Bible verses in large quantities for each group
- a map of the playing field with the treasure marked on it, cut into four parts
- one treasure
- three sheets per guardian to transport
- Whistle for signals

- recommended: Sketch of the playing field and short game description, e.g. on wrapping paper
- also recommended: Pocket first-aid kit!
- after a cross-country game, a snack and something to drink can never hurt

Weitere Informationen

Categories
Games and activities

Tags
Paul
Acts of the Apostles
Barnabas
Trust
Pursuit

Age
8–12 years
13–16 years
from the age of 16

Number of participants
No data available.

Bible
History
Person
Topic:

Duration
No data available.

Terrain / surroundings
City

Material
None

File download
No file downloads

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