

ADDITIONAL GAMES

HERE ARE SOME ADDITIONAL GAMES THAT CAN WORK ACROSS A NUMBER OF SESSIONS.

BROKEN BISCUITS

Prepare a plate of one type of biscuits, ensuring about half of them are broken. Invite each person to take one. Point out how most people chose the whole biscuits despite them all being the same. Why? Do we often place value on things by what they look like? Every person is equally valuable and made in God's image to reflect Him.

favour friendship hurting compassion kindness welcome

ARM WRESTLE

Arm-wrestle or thumb-war contest between young people of different ages and strengths – deliberately mismatch opponents. Is it fair? How could we make it fair? Should we treat smaller, younger, or vulnerable people differently? Were there any surprising victories?

favour friendship hurting mercy compassion kindness anger justice welcome

BRING ME A...

Young people race to bring the leader a requested item (e.g. sock, phone, earring, spoon, someone with brown eyes, 1p, something red, etc). Ensure the last item is a selfie. Were some items easier than others? God is intentionally seeking people out, including each of us. Think about the selfie. Have you ever experienced or known God's favour for yourself?

favour friendship mercy compassion kindness welcome

LIMBO

Play a game of limbo. Once the game is finished, talk about how low we were prepared to go to win. Have you ever thought about how low God had to bend to become friends with us? Why was He prepared to do that?

favour friendship mercy compassion kindness welcome

THE BLOB

Identify two young people as 'it'. They become 'The Blob' by linking arms and then begin tagging others. 'The Blob' stays together and must keep arms linked as they try to tag. In what ways did being part of 'The Blob' make it easier and harder to play the game? In what ways might friendship make some things easier and others harder?

friendship mercy compassion kindness welcome

BANANA PREDICTIONS

Give a banana to everyone who wants to eat one. Take it in turns to open the banana, first voting on a scale of 1-10 for how bruised it will be inside. Eat the bananas and discuss how difficult it was to predict. Bananas can look bruised on the outside but be fine on the inside. Or look fine on the outside but be bruised inside. Talk about how it's sometimes the same with us?

hurting friendship mercy compassion kindness

FOLD IT

Give everyone a paper and pen. Everyone draws a head, folds it over (leaving a bit of neck showing), and passes it on. Next everyone draws the body and does the same. Then the legs and feet. Open the pictures and vote on the favourite. Do we sometimes think God made us a bit like this, randomly putting us together? The opposite is true. He carefully and lovingly created us?

hurting favour compassion kindness

SQUIGGLES

Everyone draws a squiggle on a piece of paper, as simple or complicated as they wish. Swap papers. Give young people 3-4 minutes to turn the squiggle on their paper into a drawing of something. Vote on the best. How easy was it to turn the messy scribble into something new? Explain how God is an expert at this.

hurting favour justice welcome

BALLOON KEEPIE-UPPIES

Challenge young people to keep two balloons in the air for as long as possible using any part of their body. Shout if they need help. Make it more difficult by only being able to use their feet, or changing the balloon for a football. How did they find it? Who needed help? Recognising our need for help can be difficult. It is essential if we are going to receive all that God wants to lavishly give to us – His generous mercy, forgiveness, favour, and so on. It's also essential if we are to receive help from others, and give help toom.

favour mercy compassion kindness justice welcome generosity

PERSUASION

Display a prize the young people can win (e.g. a bar of chocolate or bag of sweets). Young people split into pairs and have 3-4 minutes to plan how they will convince the leader they deserve the prize. Give each pair one minute to persuade. Award the prize to the most convincing pair. Do we sometimes feel like we need to convince God to love us or show us kindness? We do not need to. God loves to lavish His mercy, compassion and kindness on us.

favour friendship mercy compassion kindness generosity welcome

TASTE-BUDDIES

Challenge young people to eat very spicy crisps or very sour sweets. Cheer each other on or watch each other squirm! Did we feel other people's suffering as they ate? Were we moved to help or give them advice while watching them? Why? Why not?

compassion kindness

SHOE SWAP

Everyone puts a shoe in the middle of the room. Race to choose someone else's shoe and put it on. Were some easier to put on than others? How does it feel to wear another person's shoe? Compassion is a bit like putting ourselves in other people's shoes. Challenge the young people to wear the shoe for the rest of the session.

friendship mercy compassion kindness

TRUST GAME

Play the Trust Game (falling backwards and trusting someone to catch). We have a big God with an endless supply. Should our generosity look a bit like this game?

generosity friendship

MATCH THE PORTRAIT

Give everyone 1-2 minutes to draw a self-portrait on a paper plate while it is on the top of their own head. Mix and try to match the portraits. How accurate were the pictures? The Bible says we are made in the image of God. We do not resemble God exactly, but like our pictures, we display, reflect or communicate something of who He is. This means everyone has value regardless of what we look like or what we do.

favour justice friendship welcome

HUMAN KNOT

Standing in a circle, young people reach across to hold hands with someone else (everyone's right hands first, then left). The group then tries to unravel the 'human knot' by unthreading their bodies without letting go of the hands. It is not always possible. Does justice (or anger) sometimes feel like this? Why?

justice anger

RULE-MAKERS

Everyone sits in a circle and there are no rules to begin with. Go around the circle taking it in turns to decide on a new rule, any rule. For example, the first person might say the first rule is everyone has to stand up when saying their rule. The next person might decide the second rule is each person says "thank you" at the end of their rule. The next person might say anyone who says "ummmm" before saying their rule is out. Anyone who doesn't follow the rules is out. Keep making up rules, while keeping the previous rules, until there is one person left. Who should decide what is right or wrong? Who should make the rules?

justice anger