YoungstarsWiki.org

ERSTELLT VON
Fuchs45

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★ ★ ★ ★ ★
Keine Stimmen

Dreckiges Geschirr - Geländespiel



So viel "dreckiges" Geschirr aus dem eigenen Speisesaal in die gegnerische Küche zu bringen wie nur möglich, ohne dabei erwischt zu werden!

Game Information

- **Age:** 7–13 years
- **Number of participants:** 10–40 people, 2 groups
- **Area:** approx. 30x50m
- **Facilitators:** 2 people
- **Duration:** approx. 1 hour

The Goal of the Game

To get as many "dirty" dishes as possible from your own dining room into your opponent's kitchen without getting caught!

Preparation

- Divide all participants into two groups of equal size
- Set up two dining areas (as the groups' bases)
- Mark off 2 kitchens (this is where the dirty dishes are taken)
- Mark off 1 dish cabinet (this is where the dishes collected by the waitstaff go)
- Make dish cards (small cards featuring a picture of tableware)
- Make dice boxes (transparent plastic containers with 2 dice inside)

Note
Link to the devotional

This game is a great way to help children understand that “dirty” things often happen in our lives and that these things build up in our hearts. But there is also a “wild card” in our lives to whom we can give our “dirty” things --> Link to Jesus.

How to Play
*Group A takes their dishes to Group B’s kitchen, and vice versa.

*Each player may carry only one dish card at a time (exception: if a player has won a dish card from an opponent).

*Opposing players may slow each other down by tapping each other on the back.

*All players carry a transparent film canister containing two dice.

*When two players are blocking each other (Step 3), both shake their film canisters and read the numbers on the dice.

*The player with the higher number wins.

*The winner receives both cards (their own and their opponent’s).

*The winner may now stop other players, at the risk of losing ALL their cards.

*When tapping, a minimum distance of 2 meters must be maintained!

*The loser goes to get new dishes from their dining room!

*The winner transports their dishes to the opponent’s kitchen!

*Joker (Waiter): The Joker plays without a film canister. He can intercept opponents (who are trying to bring dirty dishes into “his” kitchen) and take the dishes from them without rolling the dice. These dishes go into the dish cabinet. There, it is neutral and is not counted at the end.
There is only one Joker (Waiter) in each group.

End of the Game
Once all the dishes have been cleared from the dining room, the game is over.

Group B counts the dishes from Kitchen A (each group counts what they transported). The group with the most points wins!

Variations
The following tips can be used to control the game if necessary.

- You can temporarily use more wild cards (waiters).
- The dish cards in the kitchen can be counted and brought back to the dining room.

The Dice Film Canisters

We created the dice film canisters because they’re a great way for children of all ages to participate in the game on equal footing. This way, no physical strength is required (an advantage for older children), and there’s no arguing over the best (Uno/Jass) cards. It’s also faster than the rock-paper-scissors game.

Once made, you can use these cube-shaped film canisters over and over again!

Materials

- 1 dice tin per player
- Tile cards with different values (points)
- Bird-scare tape to mark off the kitchens, etc.

Game Summary

Dyrti's sketch

Sources

Image**credits**:

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