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ON
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★ ★ ★ ★ ★
Keine Stimmen

Gottes Licht in die Welt hinaus tragen



Ein ruhiges Geländespiel für alle - Thema:

Gottes Licht in die Welt hinaus tragen

Bei diesem Artikel handelt es sich um einen Forum-Heft-Artikel.

Outdoor Game

Going out has many facets. Children's ministry doesn't just take place "outdoors" in the missionary sense, but also in a very practical way. Summer is a time for outdoor games. This game combines both. The idea was inspired by Philippians 2:15: "Be exemplary children of God in the midst of a crooked and perverse generation, among whom you shine like stars in the world." It's an excellent illustration for a devotional. The devotional can focus on a passage about "light." But the game also works just as well with themes such as "being a role model," "confessing Jesus," or "walking with God."

Game Concept

The goal is to carry as many tea lights (rechaud candles) as possible from a central location into your own city. The winner is the first player to have a certain number of lights in their city. The number is announced in advance by the game leader. A team consists of at least four light bearers and one light hunter. The light bearers have a yellow card, and the hunters have a black card. Each team has a city. The cities are distributed at equal distances around the center.

Light-Bearers...

The task of the torchbearers is to carry a “Liechtli” from the center to their own town. You may also retrieve a light from any other town. The same procedure applies everywhere: The light bearer presents their yellow card and receives a burning flame in return. If the flame goes out, the light must be relit at the center. The Light Bearers must not harm one another—for example, by blowing out candles or chasing each other.

…and Light Hunters

While the Light Bearers’ main task is very peaceful, the Light Hunters bring excitement to the game. They may stop opposing bearers with a handshake. But watch out! All bearers with a lit candle and those located within any city or in the center are protected. The captured carrier must hand over their yellow card and, if applicable, their extinguished candle. They are then taken into captivity—in the hunter’s city. Without their card, they cannot receive a new light.

Freeing Prisoners

The Light Hunters can now use the card they’ve acquired to free their own Light Bearers from captivity in other cities. Upon their release, these Light Bearers may immediately take a burning candle with them out of the city (if any are available).

A Hunter can either turn in unlit candles he has collected directly at the center, or hand them to a Light-Bearer without a candle, who can then have the light relit at the center.

Gameplay

The target number of candles should be one and a half to twice the size of the team. This way, no team can bring all the candles back on the first try.

Example: Four teams of seven players each must reach the target number of 10–12 candles in their city. However, only about 35–40 candles are distributed in the center. This means not every team can collect all 12 from the center. So from the very beginning, everyone has to be prepared to “steal” candles—which can significantly extend the game.

End

When the first team has all 10 of its candles lit, the whistle blows. If the game was very short, a new round can follow. Perhaps the rules need to be changed, the groups need to be reorganized, or the game leader can offer strategy tips.

When teams of equal strength play against each other, the game can last quite a long time right from the start. In that case, either the target number of candles must be reduced, or the game must be interrupted after a certain amount of time.

Tips

For children, the tea lights should be placed in low cups. Even a light breeze can make the task of carrying the lights very difficult. In addition, the aluminum cups of the tea lights get quite hot.

When working with children, there should also be a leader in every city who performs several supervisory functions:

- Are only lit candles being brought?
- Do the “light bearers” who are standing still show their yellow cards?
- Guard the captives
- Notify the game leaders as soon as the target number is reached

If a small fire is also burning in every city, captivity becomes more bearable. The leader can also sing songs with these children—just like Paul and Silas did back then in prison...

The game proceeds calmly. Because of the candle transport, the players have to walk slowly. Excitement arises only when people without candles are on the move and the hunters show up.

Facts

Objective: Have **10** lit candles in your own city.

Number of players: 20 **or more** people divided into 4 groups.

Time: Dusk/night

Location: Forest or area with limited visibility; approximately 200x200m without dangerous spots (if present, cordon off immediately).

Special Note:
Only the game leaders have flashlights.
Caution is advised in the forest during dry conditions!

Materials needed
Depending on the number of players:

- 50 tea lights with aluminum cups
- 50 yogurt cups
- 1 torch per team (or small fire)
- Yellow and black cards (based on the number of players)

For the game leader:

- Lighter
- 500m of barrier tape
- Flashlights
- Whistle

Preparation

- Reconnaissance of the area
- Cut out the cards
- Cordon off dangerous areas (and inform the players)
- Mark off the towns
- Light torches or build a fire (can be done with the children)
- Mark off the center
- Light small candles and place them in cups
- Prepare game instructions (e.g., sketch on a flip chart)

A Quiet Conclusion

The peaceful atmosphere of the game makes it the perfect time for a reflective conclusion. Why not read a Bible passage at the end? Walk home quietly with torches? Sing a few songs around the fire? This evening will be a fond memory for the whole group.

Light for the World

Light for the World_YW

References



- **Content and image: Forum** Kind, Issue 2/02, pages 25–26. © Copyright www.forum-kind.ch
- **Author:**Giancarlo Voellmy

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