YoungstarsWiki.org

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ON
2011.09.19

★ ★ ★ ★ ★
Keine Stimmen

Where is Jesus?



Use a map to help Jesus' parents find Jesus, who is "lost" in the terrain.

Game data

- **Age:** from 7 years
- **Number:** selectable 20-80 (depending on the number of groups)
- **Terrain:** selectable, meadow, forest with prominent paths or forest huts
- **Management:** 2 game leaders look after things and coordinate, Mary and Joseph check parts of the plan
- **Duration:** approx. 1 hour (can be extended / controlled by variations)

Aim of the game

Use a map to help Jesus' parents find Jesus, who is "lost" in the terrain.

Preparation

Prepare the map

- Draw a map of the play area on wrapping paper (or similar). Preferably with prominent points such as forest huts, forks in the path, large stones etc. that the children can easily recognize! (View crocodile)
- The path from the play area to Jesus is drawn in different colors depending on the number of groups. (E.g. 3 groups = 3 colors)
- The map is now cut into (3) parts (depending on the number of groups).
- Each part is now cut apart again at random (puzzle style).

Hint

Caution: If it rains, use paper that is plasticized or direct construction plastic (from Jumbo or Coop), which is somewhat thicker.

The story

Jesus was with his parents in the temple in Jerusalem. The parents go home and don't realize that Jesus is missing. They go back and look for him *everywhere!*

The Bible, Luke 2, 43-46

Challenge:

The temple servants don't want us in the temple and try to chase us away (catcher).

Gameplay

- The pieces of board are randomly distributed in a field.
- Each group has a color. They look for pieces of tarpaulin in a field, regardless of color.
- You return to your base with the plan piece (only 1 piece may be transported at a time). The pieces of the group color can be put together directly. You can swap your "opponent's" plan pieces for one of your own at the dealer.
- If a group has all the map pieces, they must show their map piece to Mary and Joseph at the temple.
- Of course, we need all groups to get the complete map and find Jesus.
- Merchants can influence this.
- Catchers can influence this.
- In the capture zone, you can be stopped by tapping on your back. Who wins is decided by the "rock-paper-scissors" game. This gives young and old equal chances. Whoever loses must give up their piece of card. (If leaders are catchers, they should NOT have a piece of card, otherwise the children will "chase" the leaders instead of concentrating on collecting and transporting)

Closing of the game

When all the groups have their part of the plan together, the "theater art" of the leaders is needed. They have to make the start and admit that we will only find Jesus if we all stick together and put the plan pieces together.

We all set off in search of Jesus.

Version 1

We find Him (leader plays Jesus). Feasible depending on the biblical view.

Version 2

We find a note at our destination saying that Jesus has already gone back home, but has left a "snack" for us. We eat the snack together.

Variants

- Catchers can be leaders or children.
  - Leaders can direct the game better.
  - It can be fun for children to catch each other.
- Depending on the course of the game, the dealer can demand 2 or more of the opponent's tiles for one.
- Mary and Joseph can also be normal leaders.
- Merchants do not have to be fixed, they can also move around the playing field. However, they should be marked with an armband or similar!
- The path to "Jesus" can be longer or shorter.
- A prayer can also be integrated into a "long" path to Jesus. Followed by the last stretch and a snack.

Material

Piece	What
1	Card cut into 3 piecesà 3 pieces cut into small pieces
1-3	Transparent adhesive tape to stick the plan together
div	Bird deterrent tape to mark base, dealer or capture zone
ev	Snack for target from map
ev	Disguises for Mary and Joseph

Source reference

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