

Ngành Nghĩa – Companion Division

I. Resurrection & The Great Commission

- Name: “Go and make disciples of all nations”

Materials

- Grass field with enough space to run

Instructions

- Choose three kids to start out as Jesus’ disciples (More than one set of three can start if playing in a big group)
- These three kids link their arms by holding hands, forming a chain that must remain linked at all times
- These disciples must try to evangelize the players on the field by running and forming a circle around them (with the front end of the chain and the back end linked) and yelling “Father, Son, Holy Spirit!”
- The newly converted disciple grabs the hand of the player on the end
- The game continues until everyone is evangelized
- The last three players to become disciples will start the next round of play.

Conclusion

Christ resurrected so that we could be forgiven of our sins. He came back to his disciples because he wanted them to proclaim the gospel to others so that they may also be eternally saved.

II. Courage To Faith

- Name: Defend Your Faith
- Objectives:
 - Capture the Flag style game. Defend your flag from attackers while grabbing the opponents’ flag. In order to leave prison, prisoners must send out inspiring messages of faith using semaphore.

Materials

- Two sets of semaphore flags, football flags for each player, two items to be used as their “faith” (can be a jacket, backpack, special flag, etc.)

Instructions

- The Point: Be like St. Paul. Send out inspiring messages of faith to strengthen your team
- Groups: Two large teams (8 - 20 people), at least three referees

- Supplies: Two sets of semaphore flags, football flags for each player, two items to be used as their “faith” (can be a jacket, backpack, special flag, etc.)
- Game Summary:
 - o Game field will be split in half
 - o Each team will assigned to one half of the field
 - o At the far end of their own field, they will place their “faith” with defenders no closer than 5ft
 The purpose of the game is to defend their “faith” from the attackers (the opposing team), who are trying to take their “faith” and bring it back to the opposite side. Both teams are simultaneously trying to defend their own “faith” while attacking the opponents’
 - o When on defense, your football flags cannot be pulled. When attacking, the defenders attempt to pull your flag to capture you
 - o Should your flag be pulled, you will go to prison (an assigned corner of the field)
 - o Prison dynamic:
 - In order to escape prison, they must send a faith inspiring message using semaphore to their team
 - If their team can decipher the message while playing at the same time, their team shouts the message to the referee
 - If the message is received correctly, the message sender gets to escape prison and rejoin the game
 - o At least 3 referees will be needed. Two will be checking to make sure the right message is being sent and received, one for each team. Then, at least one referee is needed to umpire the main game.
- Variation: Premade messages for each team will make the game flow faster and easier for the referees
- Scoring: The teams score a point each time they retrieve the opponents’ “faith.” After each score, the game gets reset with “faiths” being restored and prisoners released.

Conclusion:

Be like St. Paul and stay focused on what’s important, faith. Have the courage in face of contention to not just have faith, but to inspire it within others as well.

III). Hope

- Name: When Do We Need Hope?
- Objectives:
 - o Teams work together to come up with the different scenarios in which we need God to infuse us with hope. Teams will call each other out, and if a team responds incorrectly or takes too long, they will be knocked out. The last team standing wins.

Materials: None

Instructions

- In teams of five, each team will designate a person for each of the following roles: H, O, P, E, and a caller
- The game begins with the instructor choosing a group to start the game
- The first group will do the following: the designated H person will call out H, the designated O person will yell out O, the P person will yell out P, and the E person will yell out E. Then, the caller has to say a time that they will need hope in their lives, and they will point to another group to follow them
- In rhythm, the second group will follow suit. H yelling H, O yelling O, P yelling P, E yelling E, and the caller will say another time that they will need hope in their lives while pointing to another group to follow them
- Teams cannot repeat what has already been hoped for. The instructor will determine what counts as a repetition
- If a team makes a mistake in yelling the letters or calling a qualified time for hope, then the team is knocked out of the game. The last team standing wins
- Variations:
 - After a team is called upon and done yelling the letters and calling another team, the entire group has to rotate within their own team and have new roles for when they get called upon the next time
 - The teams can be limited to only selfless things to hope for. If a team hopes for something selfish, they can be knocked out of the game for that
 - After a few rounds, the game can be changed to “How Can We Inspire Hope?” Hope cannot be attained through human hands, but if they can come up with ways to help open up people’s hearts to God’s hope, then it would be worth doing

Conclusion:

We need to open up our hearts and accept the things that we cannot control. When we give God our trust and rely on Him to give us strength, He will “infuse” us with the hope that we need. We can also help to open the hearts of others to God, so that they may be able to trust and rely on Him in the same way.

IV). Personal Discipline

- Name: God’s temple is holy and you are that temple

Materials

- A large trash bin (May also use a Huynh Truong)

Instructions

- Create a circle, alternating boys and girls, and link arms by holding hands. (Another option may be to create two separate circles, one for each gender)
- Place the trash bin (or Huynh Truong) in the center of the circle

- Try to keep yourself from being pulled into the trash bin or breaking your link
- Any player that bumps into the trash bin or breaks their link must sit out
- The winner is the last person standing.

Conclusion

Your body is the holy temple of Christ so have the integrity and discipline to keep away from temptation and sin.