

# Ngành Thiếu – Search Division

## I). Choices

- Name: Angel, Evil, Jesus
- Objectives:
  - o Demonstrate the importance of choosing good vs. bad
  - o Sharpen the responsiveness & concentration

## Materials

- A rather quiet environment would be ideal

## Instructions

- Form the players into a circle formation, with the facilitator in the center
- The facilitator randomly points at a player and calls for a certain command, which the players have to respond:
  - o *Angel*: The selected player sits down while forming a halo on his/her head with the hands and makes the sound as the choir humming. Simultaneously, the 2 players on the sides have to blow air kisses (with exaggerated noise: muah muah) at the selected player.
  - o *Evil*: The selected player sits down while forming horns on his/her head with the hands and roars as some wild animals. The 2 players on the sides have to push away with their hands (with an explosive noise: boom boom) at the selected player
  - o *Jesus*: The selected and the side players jump up with their hands over the head and scream
- If either the selected player or the players on the side respond slowly and/or incorrectly, sit that player down and the next players become the players on the side.

## II). Prayer

- Jesus's Prayers: Learning about the different instances where Jesus prays in the Bible according Luke
  - o Success - After healing of a man with lepers he withdraws for prayer
  - o Decisions – Before choosing the 12 apostles, Jesus departs to a mountain to pray
  - o Agony - In the garden before his capture, Jesus asks that it be done according to God's will, even if it means his suffering
  - o Death – At his death Jesus lets himself fall into the hands of God
- Objective:
  - o Students to remember the four reasons/instance that Jesus prayed

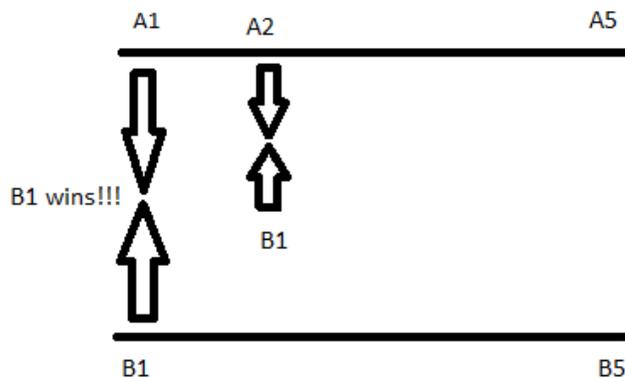
## Materials

- Index cards, two per student
- Choose four simple pictures that represent the four instances of prayer. Draw one on each of the index cards, there will be multiple copies of each. For instance a trophy to represent success, a sad face with tears for agony, etc.
- To be played in a larger room/field with room to run (similar to steal the bacon)
- Require about 10-15 minutes for instructions/play time.

## Instructions

- Have the student split into 2 teams (A and B), and assign each one a number. (A1, A2; B1, B2 etc.)
- Give each student two index cards (they may trade at the end of every round)
- Have the two teams line up facing each other about 20-30 steps apart depending on size (similar to steal the bacon)
- The goal is to have your team reach the other side, this will be done with a series of duels
- To duel: one player from each team will run out to duel, you can start with any number that the HT calls out, after that, the next person to duel will be to the left of the current person. So if HT call number 1, A1 duels first, if he/she loses, A2 runs out to duel
- The duel takes place where the two students from each team meet (running faster is better)
- When the two students from each team meet, they will count to three, on three, they will raise their index card with the picture facing out up to their forehead. First person to name the correct response for the other person's index card wins
- Winner continues running towards the other side till he/she meets the next opponent from the other team then must duel again. Loser goes back. Next person on the losing team may start running once their teammate loses
- First team to get to the other side gets X points. For each new round, HT should call out a different number so everyone can play.

## Notes:



### III). Asking God For Help

- Healing of the blind Mt 9:27
  - o In the bible, when two blind men profess their faith in Jesus and asks for pity, Jesus gives them sight.
  - o Teaches the student about wisdom when asking for God's help (asking the right questions)

### Materials

- Any picture printed out/taped onto a piece of cardboard (the thicker the cardboard the better), and cut into small pieces to make a puzzle.
- Blindfolds

### Instructions

- HT plays the role of God
- Students play the role of the blind man and be blind folded
- **DO NOT READ/TELL** them the bible quote before the game
- Explain that each team will have 5 minutes to piece together the puzzle while blind folded
- Say that you (or any other HT) will play the role of God and can help them. Explain that God will not solve the puzzle for them but can help them. There is only 1 God, so he will be shared amongst all the teams, so ask your questions wisely do not waste his time
- **DO NOT** tell them that God is all powerful and can grant you the gift of sight, if they figure this out on their own, they can ask God for help to have their blind folds removed
- Give them 5 minutes to strategize
- **Grading:** First team to finish gets X points. Teams that figure out you can ask God for gift of sight get X bonus points.

### Notes:

- If after 3-4 minutes and no team has figured out that you can ask God for the gift of sight, the HT can read the bible quote out loud for everyone as a hint.
- **Explanation**  
After the game ends, explain that God is all powerful and can grant you anything. But you need to have faith and ask the right questions.  
If you wait till the day of the test and ask God what the answers are, chances are he will not shout the answers out to you, but if you ask for wisdom and knowledge while studying, chances are he will help you to be calm and focused.  
The two men did not ask for sight, they asked Jesus for pity. Jesus asked them if they believed that he could grant them their wishes, affirmation of this power. Then Jesus did not just say you are now given sight, but rather "let it be done according to your faith", they were only given as much as their faith allowed. This was not a guarantee that they would be cured, but based upon how much faith they had that Jesus would cure them.
- In summary, there are three parts in this passage
  - o Ask according to Gods' will (have pity on us)

- trust in God (can Jesus do this)
- work on their part (as much as their faith allow)

#### **IV). Listening**

- Name: Get It ?
- Objectives:
  - Demonstrate why hearing is a gift

#### **Materials**

- A spacious environment would be ideal (outdoor)

#### **Instructions**

- Divide the players into groups of 5 and more, mixing up boys and girls
- The players have to figure out some sort of information of everyone in the team and rearrange the team members in the order, for example:
  - Birth day
  - Birth month
  - Birth year
  - Last 2 digits of their phone number
  - Last 2 digits of their fathers'/mothers' phone numbers
  - Last 2 digits of the home address
  - First 2 digits of the home address
- The players can communicate in any ways but talking and/or writing. Once the team members figure out the order, the whole team has to sit down and hop in place
- The facilitator verifies the accuracy of the order by asking each team members the information
- The facilitator can explain for the players about the difficulties in communication without verbal language, and how they should appreciate and thank God for such wonderful gift of hearing and listening.