

GOD'S MASTERPIECE – FRIENDSHIP

The Good Samaritan (Luke 10:25-37)

A Jewish man is attacked on a journey, and no one stops to help him, even people who you think would help. Finally, a Samaritan man stops and helps him, makes him feel better and takes him to an inn and pays for him to stay there. The Jews and Samaritans are supposed to be natural enemies, but the Samaritan man ignored societal norms and helped this man because it was the right thing to do.

In BB we too should follow this example set by the Samaritan man, whether that is playing with someone who doesn't have a friend, or the boy who is sitting by himself and being nice to everyone regardless of who they are.

Below you will find a set of activities that are designed with friendship in mind to run either on their own or as a full night session based on the story of The Good Samaritan with your group.

All the resources below can also be found on the resource area as individual activities. Please also see activities based on David and Goliath (All about me) and The Creation Story (The world around us) to get the full God's Masterpiece experience.

Clusters



Anchors / Juniors



10 minutes



Friendship



Game

WHAT YOU NEED

- A whistle
- A large space

This game relies on quick thinking and teamwork. It will allow the young people to build on their communication and quick counting as they race to try and complete their group before getting put out. It can build up friendships in group quickly as this game is fast paced and is great to burn off some energy. It can be used as an ice breaker for the start of a new session when new young people joining the group to help them feel more comfortable.

INSTRUCTIONS

1. Use the whistle to start the game, the young people will run around the room and start to spread themselves out.
2. When you are ready, blow the whistle and call out a number, the young people will then have to make a group that has that amount of people.
3. Any groups that do not make up the right number are out and come and sit along the side of the hall with the leaders to help them put people out and count the groups.
4. Continue until there is only a small number of young people still playing, finish the game when you are ready or keep playing until there are only two children left.

Collaborative Colouring



Anchors / Juniors / Company / Seniors



20 minutes



Friendship



Craft

WHAT YOU NEED

- Collaborative colouring pages
- Colouring in pens
- Large sheets of card
- Glue
- Tape

A fun colouring in activity for the whole company that can either be done in one evening or can be done over a couple of sessions as an activity between other programme pieces. The main aim of Boys' Brigade is to "advance Christ's Kingdom" and the example that Jesus set while he was here on earth was to love each other and treat others with kindness and respect. This art piece, once completed can be displayed in your BB halls to remind your young people, parents and leaders how to live as Jesus did and to be a friend to all in BB.

INSTRUCTIONS

1. Print out the collaborative colouring worksheets from the resource hub and distribute them out with colouring pens.
2. Encourage the young people to take their time and colour in the A4 page they have been given.
3. Once everyone has completed their colouring in picture then cut around the boarder of the picture.
4. Get large sheets of card and put them together with tape and glue the pictures on to make the full picture.
5. Display at your BB halls during your sessions and send us a picture at BBNI so we can see all your hard work.

MOUNTAINS AND VALLEYS



Anchors / Juniors



10 minutes



Friendship



Game

WHAT YOU NEED

- Plastic cups or cones
- A large space
- A timer

Jesus never worked alone; he had his friends the disciples with him on his journey who learnt from him and supported him. We do better when we have good friends around us. Many hands make light work, and we learn that things are easier when we are supported by those around us. When we face problems, God is always with us and helps us through it and lightens our burdens.

This is an exciting game of teamwork and speed. It encourages the young people to work together to try and complete a task. This will encourage play with other young people in the group they might not regularly play with during BB. The game ensures that everyone in the team gets involved so no one feels left out and this will build on friendships within the group if they are all helping each other.

INSTRUCTIONS

1. Prepare the game by putting the cones or cups out on the floor of the room, some facing the right way up and some facing down.
2. Split the young people into two teams and give one team the responsibility of making sure that all the cups or cones are the right way up and the other team making sure they are facing the other way.
3. On the count of three both teams play at the same time to make sure they try and turn over all the cups or cones and at the end of the time count how many are in each position and the team with the most win.

WHAT MAKES A GOOD FRIEND?



Juniors



20-30 minutes



Friendship



Activity

WHAT YOU NEED

- Large roll of paper
- Colouring pens
- Colourful paper
- Art supplies of your choice
- Scissors

In the story of the Good Samaritan, four people found a man lying on the ground who was hurt and three of them did not help him, only one of them did. This activity will encourage children to think about being kind to others, allowing conversations about what makes a good friend, how can we be kind and how we can use the various parts of our bodies to be like Jesus – kind and caring towards everyone, a friend to all.

INSTRUCTIONS

1. Roll out the large roll of paper on the ground and pick a young person to lie down and pick someone to draw around them, making a large human template.
2. Get the young people to then decorate the outline turning it into a person.
3. Talk about different ways we can be a good friend – allow a new person every time to write it down on the body part it goes along with (e.g., using kind words with our mouths, being gentle with our hands or listening ears to hear what our friends are telling us without interrupting).
4. Display the person on the wall during your sessions to remind the young people how they too can be kind and a good friend to others in the group.

Idea: Split the young people in your group into teams and make two people, then see if there are any differences in what makes a good friend from different perspectives.

Match the duos...



Juniors



10 - 15 minutes



Friendship



Game

WHAT YOU NEED

- Sticky notes
- Pens

A fun icebreaker game to encourage communication between the young people within your company. Leaders could also get involved in this activity to build up relationships, especially at the start of a new session when everyone is getting know each other. To find their partner, you must use yes or no questions, and this can often result in some funny answers. It will remove any awkwardness and can build up a competitive edge to see who can match their couples first.

INSTRUCTIONS

1. Before the sessions, on sticky notes write the names of people from famous duos that the young people are going to recognise such as Ant and Dec, Anna and Elsa, Buzz and Woody.
2. Stick them onto the young people's backs and encourage them to walk around and ask each other questions to find out who they are using yes or no questions.
3. Once they find out who they are, they must try and find their partner, again, asking yes or no questions.
4. The first couple to match up correctly wins. Keep playing until everyone is matched up.

Build a bridge



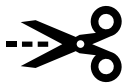
Juniors/Company/Seniors



15 - 30 minutes



Friendship



Activity

WHAT YOU NEED

- Newspaper
- Sellotape
- Scissors
- Chairs
- Items of differing weights

This activity requires teamwork and communication to complete it successfully, without both the bridge will fail. This will be a great way to bring young people out of their comfort zone with each other and get to know each other building new friendships. It is a competitive activity which will encourage working together, listening, trusting, thinking outside the box and explaining ideas clearly to successfully build a sturdy bridge. Feel free to give the teams limited materials to allow for outside of the box thinking, this activity can get competitive and feel free to allow the teams to space out and have their own areas to work in, as the groups can travel around the bridges when they are getting weight checked.

INSTRUCTIONS

1. Put the young people into teams and give them out their materials. You can limit how much tape they get if you want it to be a harder challenge.
2. Tell the young people what their task is: to build a bridge between two chairs that will withstand a heavy weight and give them a time limit.
3. Allow the young people to build their bridge and at the end of the time ask them to put their equipment down and stand back from the bridges.
4. Test the bridges with the weights, seeing which one is strongest.
5. The last one standing wins.

PEOPLE BINGO



Juniors/Company/Seniors



10 – 15 minutes



Friendship / All About Me



Game

WHAT YOU NEED

- Bingo Card template (see below)
- Pens

In the Bible Jesus spoke with everyone, it did not matter if they were rich or poor, young or old, weak or strong. If you met with Jesus, He was interested in who you were, and He made friends with the most unlikely people and was gentle and kind to those around him.

People Bingo is a wonderful way for young people within your group to get to know each other, build new friendships, make conversation, and have discussions over the topics in this game. This will come in useful on the first night of a new session or to break the ice with new members coming in, who may have never been to BB before or those who are moving up from a different section.

INSTRUCTIONS

1. Give out the attached Bingo Card and a pen to each young person.
2. Talk them through the rules of the game.
3. Each young person can only sign a Bingo Card once, if there are smaller numbers you can allow two signatures per card.
4. They cannot sign their own card.
5. The first person to fill all their Bingo Card shouts 'Bingo' and wins.
6. If there is no winner after 15 minutes you can stop the game and whoever has the most signatures wins.
7. If you want to make your own card, please see the blank template.

People Bingo

Favourite colour is red	Has a younger sibling	Plays football	Has camped in a tent	Wears glasses
Like Pepperoni pizza	Has a famous persons autograph	Can touch their nose with their tongue	Likes chocolate ice cream	Is the oldest child
Born in the same month as you	Enjoys reading	Free	Plays PlayStation	Has curly hair
Has a smart watch on	Has 2 or more pets	Plays an instrument	Can ride a bike	Was born in a different country
Can run 5k	Likes going to the cinema	Plays Nintendo Switch	Never flown on an aeroplane	Snores

People Bingo
