

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.

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.

PHOTO SCAVENGER HUNT



Company/Seniors



30 – 45 minutes



Friendship / The World Around Us



Activity / Game

WHAT YOU NEED

- Phones
- Pens
- Scavenger hunt checklist (See below)

This is a fun activity that really brings people together and will give the young people a chance to use their creativity when thinking of photo ideas for the scavenger hunt. It will demonstrate good teamwork, builds on existing friendships within the group and develops communication when discussing ideas that they can use in their photos.

Encourage all the young people to get involved in the team photos and following this activity plan a night where they view the pictures together as a group and have a laugh over the memories that have been made.

These photos show how beautiful God's creation is, and the talent and creativity of the people that He has placed on this earth, in the reveal of the photos this is a good chance to celebrate who we are as individuals for what we have done and the world we live in.

INSTRUCTIONS

1. Put the young people into teams and appoint a leader per team who will use the camera.
2. Agree the amount of time for how long the groups have for taking their photos.
3. Send them out with their leaders, if they are leaving the halls please get the appropriate permission forms and ensure safeguarding is being followed with the appropriate number of leaders. This can also be completed within the church halls and church grounds.
4. At the end of the hunt get the leaders to send you all the photos and arrange a slide show for the following session to show off the photos. Then all the photos must be deleted from the phones that were used during the activity and witnessed by another leader.

PHOTO SCAVENGER HUNT

- How did we all fit in here?
- Make a human pyramid
- Get a picture of the full team in a reflection that is not a mirror
- Recreate a famous movie scene
- Something red
- Spell out a letter of your choice with your bodies
- Photobomb another team's photo successfully
- Get a photo with the minister
- Dance like it is 1999
- Playing a children's game
- Doing gymnastics
- A "normal" night at BB
- With an animal
- With the BB logo
- A massive group photo with all the teams pulling a silly face

CROSS THE RIVER



Company / Seniors



15 - 20 minutes



Friendship



Game

WHAT YOU NEED

- Small mats, benches or chairs
- Cones

We often feel like in life there are times when we are unable to get past something that seems impossible, or everything seems to be moving against us. There are many characters in the Bible who face seemingly impossible tasks, such as David, a young shepherd boy, going up against a giant called Goliath or Moses, a man with a speech impediment needing to bring a whole nation out of Egypt. But during that God was always with them and He provided people to help them. The same can be said for us, when we are put into situations God will provide the people to support us. Just like in this game, when we are faced with tough situations, we do better with people around us to help us.

This game will encourage the young people in each group to work together, this game will be easy in a team, but when you ask them to do it by themselves, they will realise that it is much easier to do this in a team rather than on their own. This will encourage friendship and team work as well as communication to complete the game successfully.

INSTRUCTIONS

1. Split the young people in teams, make this a random selection by pulling names from a hat or a leader places them into teams.
2. The aim of this game is for the entire team to cross the river, which you can mark out with cones.
3. The chairs/mats will act as rocks for them to get across the river and the whole team must cross. The first team across wins.
4. For round 2 there has been a storm and the water is moving faster, and the teams have lost a rock, encourage them to think outside the box to get across with all their team.
5. Now, pick a member of each team to try this game again, but this time they must do it on their own – when finished, discuss how we can't always do everything on our own.