

KATALYST

A KATALYST FOR CHANGE AMONGST THE YOUTH OF THE NEAR EAST

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Stuck in the Mud

Purpose of the Game

This game helps children understand the Gospel message.

Luke 19:10

Players: 10-40

Age Range: Any Age

You will need:

- Nothing

How to play:

كيفية اللعب [أو تعليمات]



- All participants scatter around the play area about the size of a basketball court.
- One person will be the Tagger. The Leader stands in the middle of the play area.
- The Tagger will chase and tag players.
- When a player is tagged, he needs to freeze in his place, open his legs wide, turn to face the Leader and wait for someone to rescue him.
- The other players can go and save the tagged person only if they first pass by the Leader, touch his hand, then go and crawl under the legs of the person they are rescuing.
- The game can stop at any point.



Questions about the Game

- Did you enjoy the game?
- What was it like to be caught?
- What was it like to be rescued?

This game can teach us about Jesus plan to rescue people who are stuck in sin.

Read Luke 19:10 and discuss.

Apply the message

- How was the game like life? (It shows us that we need to be rescued; we cannot do it ourselves)
- If this is about life and death, who's the chaser? (Devil) Who's the one in the middle? (Jesus)
- What things do you need to be rescued from? (Fear, lying, worry, greed, shame, etc)



Variations of the Game

- The game can also be played without having a person in the middle.
- Instead of crawling through legs a rescuer can run around the person twice.
- Older participants can explore how they are also part of the rescue plan. (2 Corinthians 5:20)

Video Link

