

Alternatives & Variations of the Living-In-Jesus Games & Activities

Introduction

This is a document that's designed to help Leaders/Facilitators using Scripture Union Semenanjung Malaysia's *LIVING IN JESUS: LEADERS GUIDE*. Please have with you the guide either in hardcopy or softcopy in order to refer to the lessons. This is but a supplementary tool for leading the games and activities in order to reach the "Objective of the game/activity" found in every lesson. Therefore, feel free to make changes or adjustments to your own creativity whenever necessary.

Objective:

To lead the games and activities in a more **Flexible & Adaptable** way in virtual/hybrid settings.

Here are definitions of certain terms and short forms used in this document:

Alternatives – Other possibilities for online settings because the original may not be playable online.

*In most cases, the name of the game/activity is also changed.

Variations – Slight changes made to enhance either the original or alternative game/activity with the aim of encouraging greater participation from the students.

(O) – Original Game/Activity that's used in a physical setting.

(X) – *No changes required for this game besides making it replicable in an online setting.*

PPT – PowerPoint.

Lesson 1 - Adjectives Charades (O)

Variation #1

The decks of cards with various adjectives can be replaced with a list with numbers each linked to an adjective. Hence, the students choose by indicating a number like from 1 to 10.

For example, "1 – Huge | 2 – Beautiful | 3 – Tall | 4 – Disgusting | 5 – Heavy"

*Things to consider:

- Those with cameras and stable connections are encouraged to act it out.
- Those without can be tasked with guessing instead.

Variation #2

If cameras/Wi-Fi connections are not available/unstable, the leader can be the one who acts it out on their behalf. Moreover, the students still get to choose the number while they should be the ones guessing.

Lesson 2 - Get Up! (O)

Alternative #1: Pass the Pen

- Students are asked to switch on their cameras and to grab a pen or pencil.
- The leader will be the path reader who determines the direction of the passes.
- Students will then have to communicate on how to pass the pen to one another.
- The goal of the game is to complete a full cycle of passes. (i.e., S1 → S2 → S3... →S1).
- If at any point the path reader sees that it's stuck, the students have to start from the beginning.
- Please ensure that the students not only pass but also receive from the accurate direction (basically, it must make sense from the path reader's point of view).
- Take a look at this YouTube video for reference → <https://youtu.be/TqWyttWCmSY>

Variation #1

Changing the path reader after every round will give new paths.

Variation #2

Challenging the students to complete the cycle within a particular time limit or with as little to no mistakes made adds on pressure and excitement for the students.

Alternative #2: Impossible Creations (Requires annotation)

- Have one curator think of a theme (i.e., animals, insects, fruits, foods, cars, etc).
- Next, randomly appoint two people to give examples of the suggested theme (i.e., 1. Cat, 2. Dog).
- Use your creativity and imagination to draw a combination of both the said examples. (Everyone is involved) = Cat + Dog
- After 3 minutes, present your impossible creation to the audience!

Variation #1

If there are more students, you can first draw two lines in the centre of the whiteboard (vertical & horizontal) to split into 4 sections, choose 4 students to draw the impossible creation (best to put their names/initials in the respective sections and the rest follows the above.

Variation #2

If there is no whiteboard feature on the video call platform, alternatively, you can use a piece of paper and a marker pen as well.

Lesson 3 - Whisper-Down-the-Lane (O)

Alternative #1: Passing the Scenario

- First, arrange the students in sequence from the first person to the very last person.
 - Everyone except the last person in the sequence will have to be “actors” while the last person will be the “Guesser”.
 - Everyone must close their eyes before the game begins.
 - The leader will call out the 1st actor and present the action (please write it on a paper or through direct messaging).
 - The 1st actor will have to read it and think of how to act it out.
 - After a few seconds, the leader should call the 2nd actor to open their eyes while the 1st actor acts out the scenario.
 - This sequence repeats until it reaches the guesser. (1st–2nd, 2nd–3rd, and so forth → Guesser).
- *Note: It is a silent game, so only the leader who calls upon the actors should speak.

Alternative #2: Passing the Grooves

- First, appoint a Groove Master (GM) who will start the grooves (i.e., Moves & Poses).
 - Everyone except the GM must have their eyes closed.
 - The GM then must decide on 4-5 poses in which he/she has to show to the next student.
 - The GM will call out the next student to present the poses.
 - After posing, the GM stops, and the student will have to do their best to remember the 4-5 poses in order to passing it on to the next student.
 - Then, the next student will be called to open their eyes while the 1st actor acts out the scenario.
 - This goes on until the final student. (1st–2nd, 2nd–3rd, and so forth → Final Groover).
 - At the end, the final groover shows what’s been passed down.
 - The GM will show it once more to compare how similar or different it has come to be.
- *Note: Feel free to use songs or music while going through the game.

Lesson 4 - 2 Truths & 1 Lie (O)

Variation #1

Have them type it out on chat [i.e., Statement 1 (L), Statement 2 (T), Statement 3 (T)].

Then, get the students to guess which is the lie (either statement 1, 2, or 3).

Variation #2

The Truth and Lie statements could have a theme to it such as, childhood memories, hobbies, likes/dislikes, dreams, etc...

Lesson 5 - Work-Together-Tasks (O)

Alternative: Counting Limbs Game

- Students are to stand up/be in an upright position in front of the camera.
- The game master shouts out specific number of limbs (i.e., 4 left hands, 2 right legs).
- The game master then shouts out a specific position/direction (i.e., lifted up, touching your nose, crossed together, touching the floor and etc...).
- Essentially, it's "Simon Says" with a twist where they have to work together in order to succeed.
- For example, "4 left index fingers pointed up", "5 heads lifted up & 3 hands on the ground".

Variations:

- Using the number of different emojis.
- Facial expressions (happy, sad, crying, laughing, surprised).
- Using the number of cameras open, mute/muted.
- Items in their home, or apparel they could wear.

Lesson 6 - Follow Me! (O)

Alternative: Find the Leader

- Three main roles are necessary: "Leader", "Guesser", & "Followers".
- The leader's role is to continuously perform actions (i.e., clapping hands, pulling ears) that are visible on screen.
- The followers' role is to continuously follow the actions without compromising who the leader is while trying to confuse the guesser.
- The guesser simply has 2-3 chances to guess who the leader is within a time limit.
- The game can be repeated by changing the leader & guesser.

*Note:

- After choosing the guesser of the group, put him/her out of the room or simply ask them to go somewhere far away as the group decides.
- The actions should already been set in motion before the guesser enters.
- There should be a fair number of changes in the action for the game to be fair against the guesser.

Variation/Alternative

Game Setup:

- This variation/alternative will be played according to rounds.
- By using chat, the leader and the followers first type 1 random word (no specific order required).
- The guesser will then have their eyes closed until the round begins.
- The leader then must show with their finger either 1, 2 or 3 to indicate the category.
- Once indicated, everyone must type out a word which adheres to these categories:
(1) the first alphabet of the word the leader typed (L: snake, F: school, sand, & etc...).
- (2) the last alphabet of the word the leader typed (L: temple, F: here, there, & etc).
- (3) the same category of the word the leader typed (L: mango, F: strawberry, watermelon).
- Then, the guesser is allowed to open their eyes to figure out who the leader is based on the new set of words sent out by each person.
- If the guesser guesses wrong, he/she closes their eyes and a new category will be chosen while everyone (including the leader) has to type out based on the last word the leader typed.
- Here's an example of how it might play out.
CHAT: Snake, Bite, Bottle, Apple (L), Mouse. *Guesser closes his/her eyes*
The leaders then, points out 2.
Then, everyone even the (L) has to type out the last alphabet of his previous word (Apple).
CHAT: Eel, Elephant, Ear (L), Easy, Electric *Guesser opens his/her eyes*
- The game ends after 3-5 rounds or if the guesser succeeds in finding the leader.

Lesson 7 - Shine Like the Stars (O)

**Feel free to follow the original activity if these variations aren't helpful.*

Variation #1: Annotate the Main Star

- Instead of using paper and other stationery items, just create a large star on PPT where all the students can chip in and annotate on it about what they have learnt from the lesson.

Variation #2: Creative Star

- They could either use Canva (canva.com), PPT or other graphic design software/platforms to create their unique star together with their lesson learnt.

Lesson 8 - The Hall of Fame (O)

Alternative: This or That (Famous Individuals Edition)

- Prepare a PPT slide of photos of 2 famous individuals per category who are in the same category (actors, athletes, politicians, or artists).
- Have them choose between one or the other either through chat, annotation or simply speaking up.
- Then, appoint at least 1 person to list out the reasons why they prefer the famous individual based on their characteristics.

Variation #1

- Using colours to represent the options.
*Best to use household objects of the colour.
- The students should have the 2 coloured objects ready and be prepared to hold up only one of it according to their choice.
*For example, "Option 1 – Blue Object", 'Option 2 – Red Object".

Variation #2

- Using emojis to represent the options.
*Best to use the reaction button that's made available on Zoom/Google Meets or any other platforms which are being utilized.

Variation #3

- Using bodily actions to represent the options.
*Best to use this if the students don't mind being physically active.

Lesson 9 - Guess the Value! (O)

Variation

- Instead of using paper and pens while expecting them to list the prices out, provide 3-4 options which they can select to be their answer.
- Encourage them to use either annotation, chat, speaking up or even emojis attached to the option (i.e., 🙋 - option 1, ❤️ - option 2, and etc...).

Lesson 10 - Aim & Shoot! (O)

Alternative: Aim & Click (Requires annotation)

- Create a few small randomly sized & positioned circles (targets) with annotation on the whiteboard.
- Using the annotate function, ask the students to choose a specific stamp and get them to try to stamp by clicking on the targets with their eyes closed.
- The student with the highest number of stamps on the targets wins.
- The game continues with varying targets of different sizes and positions.

Variation #1

- Instead of drawing on the spot, you can either prepare it on a PPT slide or find photos of small targets online.

Variation #2:

- If annotation is not available, ask the students to use their fingers to touch their screen with the hopes of "hitting the target". *Honesty is required for this variation.

Lesson 11 - Country Trivia! (X)

**No changes required for this game besides making it replicable in an online setting.*

**The only suggestion is to perhaps create PPT slides to accompany the game.*

Lesson 12 - Who Laughed First? (O)

Alternative: Last to Laugh Wins

- The game master will present a few funny jokes/scenarios/videos/pictures.
- Then, simply observe who among the students is able to hold in their laughter till the end.

Variation #1

- The students themselves should come up with their own funny jokes/scenarios/videos/pictures.

Variation #2

- Sharing ones most funny/embarrassing moment or encounter in their life.

**Note: Everyone's sense of humour is different, so having a good variety of funny things and relevance might be the key to getting them to laugh. Also, keep in mind that everyone should not make disrespectful, humiliating, indecent or degrading jokes or stories towards any individuals or groups of people.*

Lesson 13 - Mind Games (X)

**No changes required for this game besides making it replicable in an online setting.*

Lesson 14 - The Satisfaction Survey (X)

**No changes required for this game besides making it replicable in an online setting.*

Lesson 15 - Origami Pocket (X)

**No changes required for this game besides making it replicable in an online setting.*