



Facilitators Guide – The Games We Play

This workshop was created by Rachel Stuhr and Eliseo Ramirez from the BYM team. The video presentation has opportunities throughout to pause and work together. At the end of the video is space for people to share and play their games. Try to ensure the earlier discussions don't go overtime so you have enough time for people to share their games.

Resources:

- Download video from website.
- Handout at the end of this document– please print copies for your venue.

Workshop Outline (1 hour) could also be condensed and run for 45 minutes

- **Your intro:** let people know this is a workshop about games and while there is input some of the time is about sharing the games we play. There will be spots where we pause and chat during the video. Everyone will receive a link to the video to watch it again and share with their team. **(max 2minutes)**

Video intro Why games are important and the goal feel confident to plan games and have 1 game planned out

Section 1

Why games Connection / Energy
Preacher of Paris description
Fresh description

- **Pause & talk 10:12** _ Using the handout have people work in pairs to think of a game, a location, a goal for the activity and then write the rules and instructions for the game including any adaptations (the other sections of the handout will be completed later in the workshop)
- Ideally have people in pairs from similar ministry areas but not the same church
- People could use a game they regularly play in their ministry and share it or use the Grow Games app or www.youthgroupgames.com.au to pick a new game **(up to 10 minutes)**

Section 2 - What we need to run the game smoothly and safely - Risk assessments.

- **Pause & talk 13:27** “Make a list of all the supplies and all the safety issues/ risks you can think of **(5-10 minutes)**

Section 3 - Visualise how the game will run what will other leaders be doing

- **Pause & Talk 14:50** Fill in the to do list and how can other leaders support **(up to 5 minutes)**

Section 4 - Final Tips

- **Pause & Play 17:00** Now its your turn – 1 or 2 can run a game for the whole group or break into a couple of groups to multiple the number of games that are shared HAVE FUN. **(up to 10 minutes)**



GAME PLAN

CONNECT 2024

Activity/ Game Name:

[Blank text box for Activity/ Game Name]

Date:

Location:

Goal of activity:

.....

.....

DESCRIPTION & RULES

[Large blank area for Description & Rules]

SUPPLIES

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SAFETY ISSUES

[Blank area for Safety Issues]

What support is needed from other leaders?

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.....

GAME PLAN TO DO / REVIEW

TO DO:

- Create a risk assessment, or send a copy of your planning sheet to the person responsible for risk assessments
- If using food products, double check whether any participants have relevant allergies and ensure a plan is made to keep them safe
- Communicate with other leaders about your needs, including details for setup and pack up
- Ensure you have all necessary supplies
- Pray
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-
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REVIEW

Did everyone understand the instructions? If not how could you make it clearer for next time?

.....

.....

Did the activity achieve its goals? Why or why not?

.....

.....

Changes for next time?

RATE ACTIVITY

__/10

Need more game ideas?

www.youthgroupgames.com.au and the Grow Games App (search your app store)



GAME PLAN

CONNECT 2024

Activity/ Game Name: FRESH

Date:

Location: Soccer field

Goal of activity: High energy fun

Work as a team

DESCRIPTION & RULES

Divide players into 2 teams and set out a field of play (see diagram)

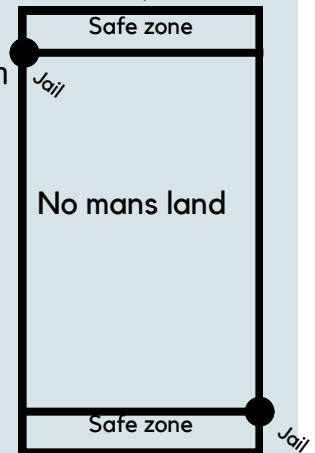
The aim is to tag all of the other players team so none of them are left on the field

Players do this by tagging any opposing player who is not as fresh as themselves (see below)

Once tagged, a player must go to the opposing teams "jail". The first player in jail must stand with one foot on the line. As more players are tagged, they begin to form a line out into the field of play, with the most recently tagged player standing closest to the oppositions safe zone. This player must have one foot on the line and all the other players must be connected via hand holding

Once all players of one team are in jail, the other team has won and the game ends

Freshness: Freshness is measured by time since a player left their safe zone. If player A leaves their safe zone and begins running in no mans land, then player B leaves their safe zone to chase player A, player B is fresher and may tag player A, but player A may not tag player B



SUPPLIES

Tags x 2 colours for the teams

Cones to mark the game area

SAFETY ISSUES

Uneven field of play

Trip hazards

What support is needed from other leaders?

Supervision of safe zones, no mans land and jails

Watch for safety issues and rule following

GAME PLAN TO DO / REVIEW

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This is a guide only. We recommend a thorough review of any risks in your unique environment



ACTIVITY RISK ASSESSMENT

Activity Name and Description:	Fresh. Students run back and forth attempting to tag each other. Once tagged, students line up along the side of the field of play, waiting to be freed		
Activity Location:		Activity Date:	
Ministry / Dept. Responsible:		Person Responsible:	
Assessors:		Assessment date:	

Tasks	Risks/Hazards	Likelihood	Consequence	Risk Rating	Proposed Control Measures	Responsibility
<i>List each of the tasks for the activity</i>	<i>List the risks/hazards associated with each task</i>	<i>(L1-L5)</i>	<i>(C1-C5)</i>	<i>(L/M/H)</i>	<i>Nominate Control Measures</i>	<i>Nominate the person responsible.</i>
Running	Trips, falls, collisions, damage to property	L2	C2	L	Ensure field of play is clear of trip hazards, and any that are not removeable are appropriately signposted/excluded from the field of play. Ensure sufficient space around the field of play is free as well	
Tagging and freeing other players	Collisions, falls	L2	C2	L	Ensure participants are briefed on safety and encouraged to look out for each other Ensure close supervision by leaders	

ACTIVITY RISK ASSESSMENT
RISK LIKELIHOOD & CONSEQUENCE FACTORS AND VALUES

LIKELIHOOD FACTORS

CONSEQUENCE FACTORS

<i>Factors</i>		<i>Values</i>
L5	Almost certain	The hazard / risk is expected to occur in most circumstances.
L4	Likely	The hazard / risk will probably occur in most circumstances (more than 50% of time).
L3	Possible	The hazard / risk should occur at some time (less than 50% of time)
L2	Unlikely	The hazard / risk could occur at some time, usually in exceptional circumstances.
L1	Rare	The hazard / risk is possible but is not expected to occur.

<i>Factors</i>		<i>Values</i>
C5	Extreme	Death; high financial loss; sustained national media coverage
C4	Major	Extreme / permanent Injuries (significant hospitalisation); major financial loss; major negative state media
C3	Moderate	Medical treatment required (may involve hospitalisation); moderate financial loss; some state media, sustained local media
C2	Minor	First Aid treatment on site; minor financial loss; one off digital media, TV or newspaper coverage
C1	Insignificant	No injuries or treatment; low or no financial loss; one off local media coverage

RISK ANALYSIS & ESCALATION

RISK MATRIX

Consequence

Likelihood		C1 Insignificant	C2 Minor	C3 Moderate	C4 Major	C5 Extreme
	L5 Almost certain	Low	Medium	High	High	High
	L4 Likely	Low	Medium	Medium	High	High
	L3 Possible	Low	Medium	Medium	High	High
	L2 Unlikely	Low	Low	Medium	Medium	High
	L1 Rare	Low	Low	Low	Medium	High

RISK ESCALATION & COMMUNICATION OPTIONS

<i>Risk Rating</i>	<i>Escalation and Communication</i>
High	Immediate escalation to church leadership (Board); active remediation activities in place; regular frequent (weekly) monitoring
Medium	Church management team advised; active mitigation plans in place; regular (monthly) monitoring as part of existing meetings
Low	Local management team monitoring; lower priority remediation activities

GAME PLAN

CONNECT 2024

Activity/ Game Name: PREACHER OF PARIS

Date:

Location: Church hall

Goal of activity: Team work fun

Work as a team

DESCRIPTION & RULES

Divide players into equal-sized teams. Teams of 4-6 work best if possible

Each player needs a chair, and the chairs are to be arranged in rows facing the front. Rows need to be in line with each other, with plenty of space around the outside. Chairs need to be very close to each other

Number teams in order so that the front row is number 1, second row number 2, etc.

Players sit in their rows and link arms with their team members

The game leader stand out the front and calls out "The Preacher of Paris has lost his hat. Some say this, some say that. I say <insert row number here> has it!"

Whatever row number is called must stand together in unison and say "No sir, not I sir!" and sit down

The leader responds "Then who sir?"

That same row stands again in unison and says "<insert different row number here> sir!"

That row must then stand and follow the same "No sir, not I sir!" "Then who sir?" pattern, before naming another row

If a team doesn't respond, or has a delayed response, or if they don't sit, stand, or speak in unison, they're sent to the back row.

When this happens, all the rows behind them stand up and move forward one row, and they move to the back.

Other things that can send a team to the back include responding when their number isn't called, calling a number that doesn't exist, calling their own number, or calling the number who called on them.

The winning team is the team in the front row when the game ends, which can happen at the leaders discretion

SUPPLIES

Chairs in rows

SAFETY ISSUES

Players yelling close to other players ears

Players tripping as they move between rows

What support is needed from other leaders?

Supervise play, possibly join in to make up even
numbers

GAME PLAN TO DO / REVIEW

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ACTIVITY RISK ASSESSMENT

Activity Name and Description:	Preacher of Paris. Students sit in rows of chairs, linking arms to stand and sit as required		
Activity Location:		Activity Date:	
Ministry / Dept. Responsible:		Person Responsible:	
Assessors:		Assessment date:	

Tasks	Risks/Hazards	Likelihood	Consequence	Risk Rating	Proposed Control Measures	Responsibility
<i>List each of the tasks for the activity</i>	<i>List the risks/hazards associated with each task</i>	<i>(L1-L5)</i>	<i>(C1-C5)</i>	<i>(L/M/H)</i>	<i>Nominate Control Measures</i>	<i>Nominate the person responsible.</i>
Chair setup	Collisions, falls,	L2	C2	L	Leaders to set up chairs, with the help of 1-2 responsible participants if required. Discuss safety issues prior to setup	
Linking arms to stand and sit	Falls, tripping on chairs,	L2	C2	L	Ensure rows of chairs allow enough space for participants to sit and stand. Remove any hazards near the area of play to allow for empty space around the chairs Ensure participants don't have their belongings with them during play	
Moving between rows of chairs	Collisions, trips,	L1	C2	L	Clearly explain an appropriate direction of travel and ensure it is followed	