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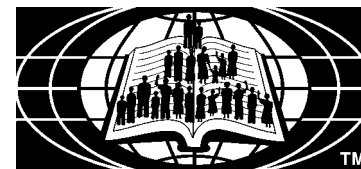
# **Informal Fellowship Activities**



**Pastoral Leader Training Booklet**

# **46**

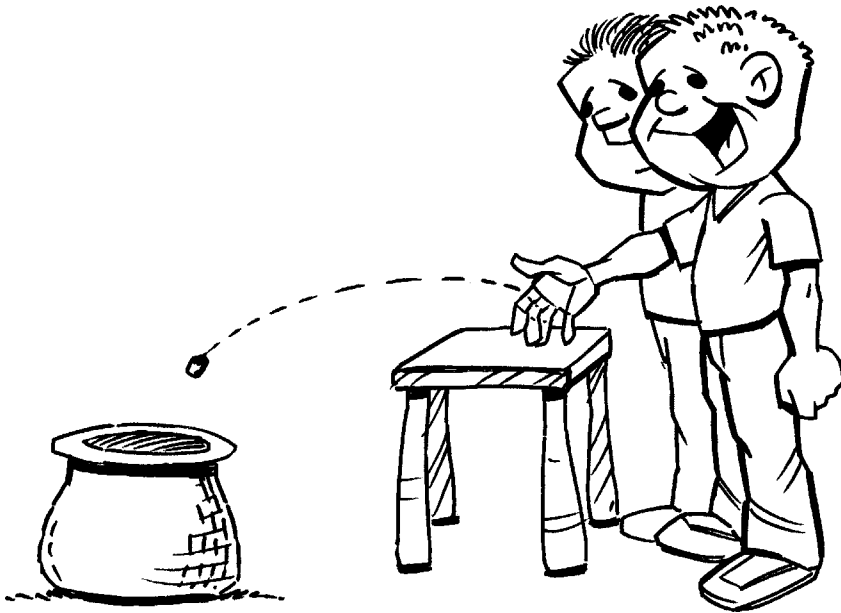
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## SOME PRACTICAL POINTS ABOUT INFORMAL ACTIVITIES FOR THE CONGREGATION

Why do we have times of informal activities and recreation? In Scripture God provided joyful festivals for His people. It is healthy to relax or play with our brothers in Christ. Wholesome recreation helps cultivate loving fellowship. Some people think that a Christian can have no fun. It is also a powerful tool for evangelism; our friends discover the joy we have without alcohol or other worldly pleasures.



## PRACTICAL WORK

- Plan recreation and parties.
- Get members who are good at organizing games to prepare them. Ask volunteers to provide light refreshments. Arrange for a brief devotional message. Invite friends to come. Many receive Christ through this kind of friendship.



- A rich man eats while poor Lazarus sits on the ground begging. Dogs lick his sores. Minimum 4 players. (Luke 16:19-21)
- Two disciples walk to Emmaus. Jesus joins them. They do not recognize Him. They discuss the Bible. They come to a house, where Jesus gives thanks to God for the bread. They recognize Jesus with great joy. 3 players. (Luke 24:13-35)

Other ideas:

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## How can Christians celebrate and enjoy social activities?

The church members can help prepare the food and decorate the room. A Christian celebration can include:

- well-prepared games (Colossians 3:23),
- refreshments (food and beverages),
- a devotional (singing, brief meditation on God's Word).

Relaxing or playing together helps us to get to know one another informally. Such churches ask volunteers to prepare skits, music, poetry or special games.

## Where and how?

We can meet to play or relax in a home, at a beach, in a park or forest. Celebrations can be organized anytime; not just on public holidays. Plan the occasions beforehand. If there is a chance of rain, prepare indoor games as well.

# THE GAMES

We discern between wholesome recreational activities and those that are not. The following are games for children, adolescents and adults. Some are indoor games. Others are for outdoors. Use these ideas, and also invent or add others.

## General advice about games:

- Emphasize cooperative teamwork rather than beating the competition.
- Adapt the games to those who will take part, and to the situation. For example, university students might enjoy a cleverly written quiz, but others might not. Separating into groups according to age or skill often fails to teach the kind of cooperation we want to see. Rather, let the better players spend part of the time helping the less skilled to improve.
- Explain the rules of the games clearly and briefly. Stick to the rules to maintain order, but not so strictly that you take all the fun out of the game.

- The sower sows seeds along the way. Birds come and eat them. Minimum 3 players. (Matthew 13:1-9)
- Jacob's sons plan to kill their brother Joseph through envy. Joseph arrives and they take off his robe and throw him into an empty pit. Midianites come by, on their camels, and Joseph is sold to them as a slave. He is taken to Egypt. Minimum 7 players. (Genesis 37)
- Job sits mourning his losses and pain. His wife discourages him even more. Three friends come and argue with him. They accuse him of being a sinner. Job defends himself. 5 players. (Job 1, 2 etc.)
- The Prophets of Baal shout and dance round their altar. Elijah mocks them. After Elijah prays, fire falls on his altar. Elijah commands that the false prophets be captured. They are beheaded. Minimum 5 players. (1 Kings 18:20-40)
- The Queen of Sheba comes with camels. She admires the greatness of Solomon's palace. She gives him presents and asks questions. Minimum 4 players. (2 Chronicles 9:1-12)
- Parents bring their children to Jesus. The disciples prevent them. Jesus rebukes the disciples. He receives the children, hugging them. Minimum 6 players. (Luke 18:15-17)

### 3. Bible Stories Very Difficult to Mime:

- The Lord casts Adam and Eve out from paradise. An angel guards the door with a sword. 4 players. (Genesis 3:22-24)
- Ruth gleanes wheat in Boaz's fields. He orders the harvesters to leave grain for her. They do this. Minimum 4 players. (Ruth 3)
- Youths mock Elisha. He curses them and two bears come and kill the youths. Minimum 5 players. (2 Kings 2:23-25)
- Adam names the animals. Any number. (Genesis 2:19-20)
- Soldiers of the antichrist put his mark on the foreheads of the people. One believer refuses. They kill him. Minimum 5 players. (Revelation 13:16)
- The Israelites surround Jericho. They sound trumpets and shout; the walls fall. They attack the city. Minimum 4 players. (Joshua 6)
- Pharaoh's daughter bathes in the Nile River with her maidservants. They find the child Moses floating in a basket. They take him with them. Minimum 4 players. (Exodus 2:1-7)

- If there are teams of several people, make sure they are even in number, age and ability.
- When a game needs certain things, get hold of them beforehand. For example, it is too late to start asking for scarves or handkerchiefs to cover player's eyes, when the program has started.
- Change games before people get tired of one. Adapt to the weather; don't expose children to excessive cold or heat.
- Adults should not monopolize a children's game (but a little help for the losing team can renew enthusiasm).
- With large groups, loudspeaker, umpire's whistle or megaphone could be useful, for explaining the rules and controlling the games.

The three rules for making sure everyone will enjoy it are to:

- Prepare carefully.
- Share responsibilities.
- Vary the games.

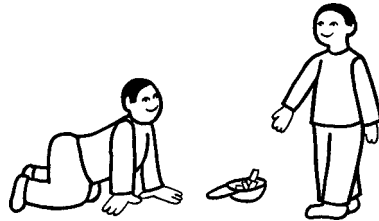
# INDOOR GAMES FOR CHILDREN

## 1. Hot or Cold

One child leaves the room. The others hide something small in the room. The child returns and seeks what has been hidden. The others shout “hot” when he gets nearer, or “cold” when he moves away from the hidden thing. Each child can have a turn.

## 2. What am I?

Preparation: on different pieces of paper, write the names of different animals. Put them in a hat or box.



Each child takes out a piece of paper. Taking turns, each mimes what their animal does in silence. The rest guess which animal. (A frog hops, a dog scratches himself, and acts out barking silently, etc.)

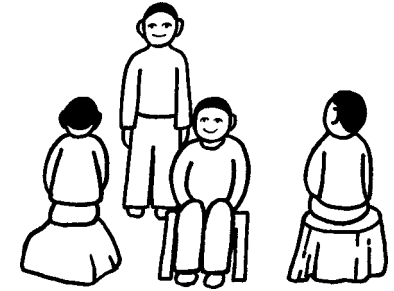
Examples of suitable animals: bird, bull, rabbit, monkey, donkey, dog, cat, lion, owl, fish, bee, elephant, kangaroo, turtle.

- Saul travels to Damascus with companions. He sees a great light and falls. They raise him and lead him by the hand, blind. Minimum 3 players. (Acts 9:1-8)
- A girl accused Peter of being a follower of Jesus. Peter denies this. The cock crows. This is repeated three times. Minimum 3 players. (Matthew 26:69-75)
- Levi is seated collecting taxes. Jesus comes by with His disciples and calls him. Levi leaves his table and follows Him. Minimum 4 players. (Matthew 9:9-13)
- Naomi comes out with her daughters-in-law, Ruth and Orpah. Naomi begs them to go back home. Orpah cries, hugs Naomi and goes back. Ruth promises to go with her always; they walk towards Israel. 3 players. (Ruth 1)
- Moses comes down from Sinai with the law inscribed on two stone tablets. He sees the people drinking and dancing round the golden image of a calf. Moses is angry and breaks the tablets. Minimum 4 players. (Exodus 32)
- Soldiers throw Daniel into the den of Lions. Daniel prays. The lions do not hurt him. Minimum 5 players. (Daniel 6)

- Samson, blind, stands between the two pillars of the temple. The Philistines mock him. Samson pushes down the pillars. The temple falls on all of them and kills them. Minimum 5 players. (Judges 16:23-31)
- Herod, angry, sends soldiers to kill the babies in Bethlehem. Minimum 5 players. (Matthew 2:13-18)
- Jesus and His disciples sit and eat. Mary Magdalene comes and anoints His feet. She weeps and wipes His feet. The disciples criticize her. Minimum 4 players. (John 12:1-8)
- Jesus casts out the (invisible) demons from the Gadarene man. These enter the swine, which go out running madly and fall into the sea. Minimum 4 players. (Luke 8:26-39)
- An Egyptian hits an Israelite slave. Moses sees this, is angry and kills him. Then he runs away. 3 players. (Exodus 2:11-15)
- Two women bring a child to Solomon. Solomon orders a soldier to cut the child in two to share between them, testing them. One woman lets the child go to the other woman, not to the soldier. Solomon applauds her action, and gives the child back to her. 5 players. (1 Kings 3:16-28)

### 3. Musical Chairs

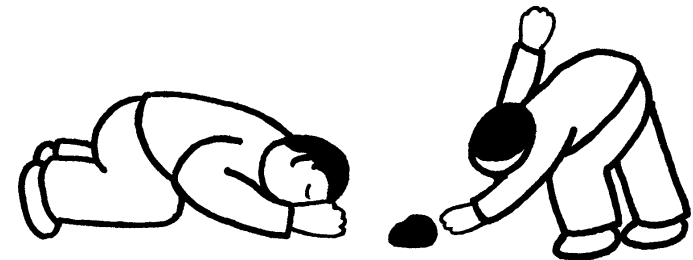
Place chairs in a line, alternately facing opposite ways, one for each child.



The children walk around the line of chairs in a circle while the music plays. Remove one chair. The music stops suddenly and the children sit down. The child without a chair is out of the game. The music plays again, and another chair is removed. The game continues till only one child is left.

### 4. The Sleeping Dragon (for small children)

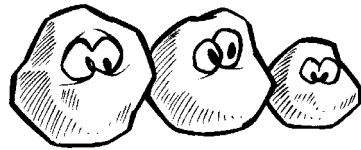
Explain that you are a fierce dragon, guarding a treasure. Put small objects near your chair, as “treasure.” The children take away this treasure while you, the dragon, sleep. But if you wake up and see a child moving, you put the child in your “dinner pot” (another chair).



Pretend to be asleep (snoring). When they try to take the treasure, the dragon wakes, roars and grabs any child that is moving. They are put into the dinner pot. Keep on till all the children are caught, or they have taken the treasure.

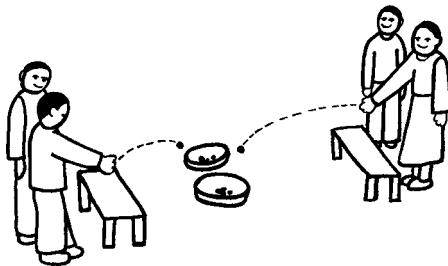
## 5. Precious Stones (a pastime)

Preparations: paint of various bright colors, brushes, newspaper to cover the floor or table, if indoors). Paint eyes or mouth on small rocks, or simply color them. Let the people use their imaginations.



## 6. Treasure Hunt

Hide candies and let the children search for them. Make sure the tiny children find some (show them where you have hidden some in a special place).



## 7. Baskets

Preparations: baskets (or small boxes), and pebbles.

- The people are hungry. A boy offers Jesus his lunch. Jesus gives it to the disciples to share it among everyone. Any number of players. (John 6:1-13)
- The child Jesus answers the Jewish teachers' questions in the temple. Mary and Joseph, worried, look for Him. They find Him and ask Him what He is doing. He explains. Minimum 5 players. (Luke 2:41-52)
- Balaam is riding on a donkey. An angel does not allow them to pass. Balaam hits the animal, and it answers him; Balaam is amazed. 3 players. (Numbers 22 - 24)
- Pilate speaks to the people. They shout against Jesus. Pilate asks Jesus questions; He does not answer. Pilate washes his hands. Minimum 4 players. (Matthew 27:11-26)
- The people complain for lack of water. Moses, angry, hits the rock with his staff. They drink the water that comes out. Minimum 3 players. (Numbers 20:1-13)
- The Pharisees bring to Jesus the woman taken in adultery, to stone her. Jesus writes in the dust. He tells them that whoever among them was without sin should throw the first stone. They go out one by one. The Lord speaks to the woman. Minimum 4 players. (John 8:1-11)



- Stephen preaches. The Jews get angry and take off their coats. Saul, looks after these while the Jews drag Stephen to one side and stone him. He looks up to heaven and dies. Minimum 4 players. (Acts 7)
- Abel gives his offering to the Lord, who accepts it with pleasure. Cain offers his, but is angry because the Lord does not receive it. Cain attacks and kills Abel. 3 players. (Genesis 4:1-16)
- Jonah sleeps on a ship. The sailors fear the storm. They wake Jonah, argue with him and throw him into the sea. Two people are the fish. They hold hands and spread their arms in a large, vertical circle to form the fish's big mouth, then chase Jonah to "swallow" him. 5 or 6 players. (Jonah 1)
- Soldiers throw the three Israelites into the fiery furnace. The soldiers die of the heat, but the three young men are still standing. The Lord comes and is with them in the fire. The king comes and sees, amazed. 7 players. (Daniel 3)
- The disciples sleep in Gethsemane while Jesus prays. He wakes them and returns to pray, but they go back to sleep again. This happens three times. Minimum 4 players. (Matthew 26:36-46)

Have two teams. Place two large baskets or boxes at about three meters from a table. Give each child three pebbles. They take turns to throw a stone into their team's basket, from behind the table. The team that gets the most pebbles in their basket wins. It is more fun if a smaller basket is placed inside the larger one. The pebbles in the smaller container are worth three points.

## 8. The Zoo

Give each child the name of an animal, except one, who is the "zookeeper." Seat all the "animals" on chairs, to represent their cages. The zookeeper tells of his visit of inspection to the zoo. When he says that he has seen some animal, the child who represents that animal imitates it (by making the right noise, jumping, moving, etc.)

If the "zookeeper" says that two animals have changed cages, those two children try to change places. But if the zoo-keeper manages to take one of their chairs, he becomes the animal that lost its chair. The animal becomes the zoo-keeper. If the zoo-keeper calls out "Fire!" all the animals make their appropriate noise and change chairs.

# FOR CHILDREN WHO WANT TO DO HANDCRAFTS

## 1. Dried Flowers

Preparation: varnish, white or colored paper, newspaper.

First session: small flowers, ferns or other leaves are gathered on a country walk or from a garden, and put between sheets of absorbent paper, weighed down, and left at least two weeks, in a well-ventilated place, to dry.

Second session: Indoors, when the prepared material has dried well, cover white or colored paper with a coat of varnish, and place the flowers and leaves flat on the paper in a design. Apply another coat of varnish. Allow the varnish to dry. These can be used as greeting cards, pictures to frame, etc., or if they are well made, they could be sold to raise funds for some church project.

## 2. Decorated Articles

Different objects can be painted, or decorated with seeds glued

- Eve walks in the garden. Satan offers her fruit, tempting her. She takes and eats and gives some to Adam. He eats. They hear God's voice, and hide. Minimum 3 players. (Genesis 3:1-8)
  - A man walks towards Jericho. Thieves attack him. A priest passes him by, also a Levite, but don't help him. The good Samaritan comes and helps him, carrying him away on his donkey. Minimum 7 players. (Luke 10:25-37)
  - The Jews are weeping outside Lazarus' tomb. Jesus comes and talks to Martha and Mary. Jesus calls Lazarus, who comes back to life and leaves his grave. They unwrap him. Minimum 6 players. (John 11:1-44)
- ## 2. Fairly Difficult Bible Stories to Mime:
- The jailer puts Paul and Silas in stocks, and goes off to one side, while they sing. An earthquake frightens the jailer. He takes his sword to kill himself. Paul reassures him. The jailer frees them. Minimum 3 players. (Acts 16:22-34)
  - Three Women go to the grave with spices. They weep. An Angel tells them that Jesus has risen from the dead. They drop the spices and run away. 4 players. (Mark 16:1-8)

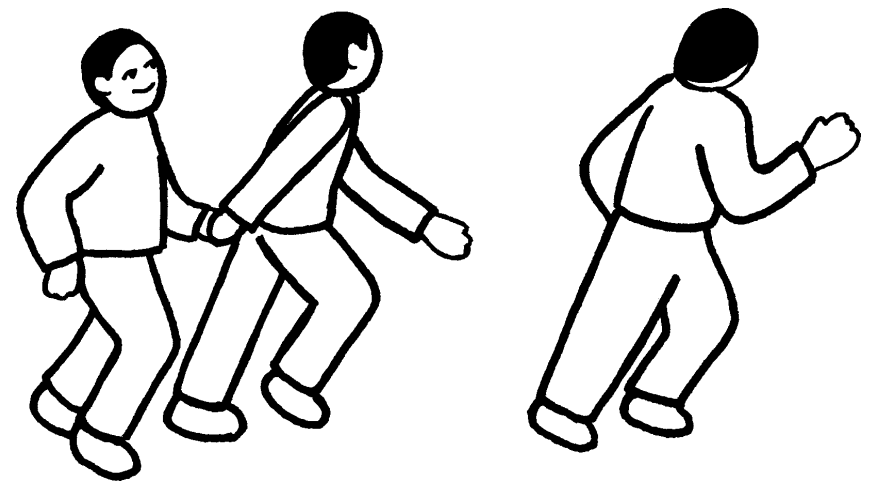
- Goliath comes defying God's army with the Philistine soldiers. David comes out and kills Goliath with his sling. The soldiers flee. Minimum 4 players. (1 Samuel 17:4-58)
- Abraham takes his son Isaac up to the mountain. He ties him up on the altar. A ram is nearby. Abraham lifts his dagger to kill Isaac. He sees the ram, and kills it in place of his son. 3 players. (Genesis 22:1-18)
- The Disciples are rowing a boat. Jesus passes them, walking on the water. They are afraid. Peter starts to walk on the water, and sinks. Jesus raises him. Minimum 5 players. (Matthew 14:22-33)
- Joseph and Mary riding on a donkey arrive at the inn. The owner refuses to let them in. 4 players. (Luke 2:1-7)
- Moses demands that Pharaoh free the people of Israel. Pharaoh refuses. A plague of Frogs comes hopping in. Minimum 4 players. (Exodus 8:1-6)
- Delilah hides the Philistines in the room. Samson comes in. She gives him wine, and he sleeps. She cuts off his hair, and the Philistines tie him up. Minimum 4 players. (Judges 16:16-22)

on and varnished, or covered with decorative paper or material. Suitable objects are tins, plant pots, bottles, small jugs, etc.

## OUTDOOR GAMES FOR CHILDREN

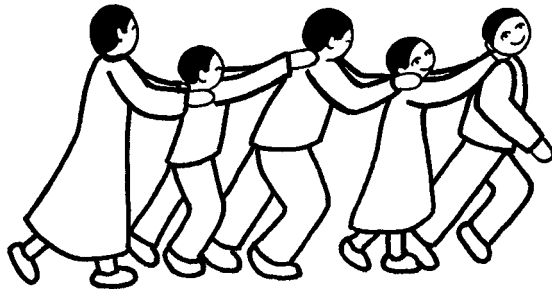
### 1. The Amoeba

The game is played within a restricted area, so that the amoeba can catch people. The amoeba starts with two children, holding hands. The amoeba chases others, till one is touched. They are "absorbed" by the amoeba, and hold hands with the amoeba. The amoeba continues growing, until it has absorbed all the children.



## 2. The Dragon's Tail

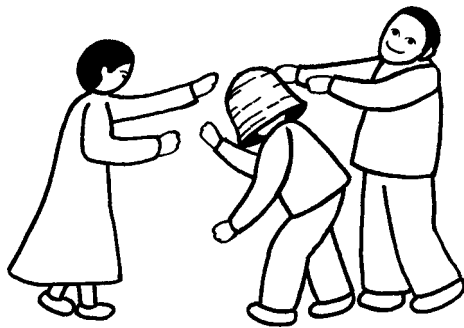
The dragon is formed by standing in a row, each one with their hands on the shoulders of the one in front. The dragon tries to swallow its own tail. The head chases the tail until it touches it. Then the head goes to the end of the line (the tail), and the next person in line becomes the head.



## 3. Bucket Head

Preparations: a large plastic bucket.

One child puts a plastic bucket over his head. The others try to touch the bucket, without the child touching them. If he touches someone, they have to put on the bucket.



The following Bible passages are classified as easy, fairly difficult or very difficult.

### 1. Easy-to-Mime Bible Stories:

- The Prodigal Son feeds the swine. He thinks about his situation, makes a decision, prays, leaves the swine and returns to his father. His father embraces him happily. The elder son is angry. Five players: the prodigal son, two swine, the father, the elder son. (Luke 15:11-32)
- Joseph and Mary watch over the child Jesus in the manger. The three 'magi' come. They kneel and give presents to the child. 5 players. (Matthew 2:1-11)
- Jesus walks with his Disciples. Zacchaeus tries to see, and cannot. He climbs a tree. Jesus calls him. Zacchaeus climbs down and takes Jesus to his home. Minimum 6 players. (Luke 19:2-20)
- Noah nails together the ark. Animals come, two by two. Noah feels it raining and enters the ark with the animals. Any number of players. (Genesis 6:12-22)

## 2. Completing Verses

Say aloud the first words of a well-known Bible verse. The members must say the rest of the verse, and give the text. For example, the leader says: “For God so....” And the members answer: “loved the world, that he gave his one and only Son, that whoever believes in him shall not perish but have eternal life. John 3:16.”

## BIBLE STORIES IN MIME

The leader chooses volunteers to tell a Bible story, but they must do it without speaking. He takes them outside to explain. Then they mime the story, without speaking, using only gestures, grimaces and actions. The rest guess which Bible story is being mimed.

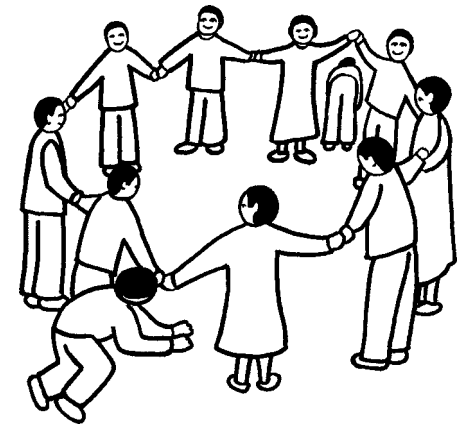
All keep silent while the story is presented. Let new believers guess first. When someone has already guessed right once, they should keep silent, and allow others to guess. Encourage all to take part. Prepare several Bible stories. When the Bible story has been identified by the audience, read the story if it is short; tell it by memory if it is long.

## 4. Cat and Mouse

At least 8 players form a ring, holding hands, except for the cat and the mouse.

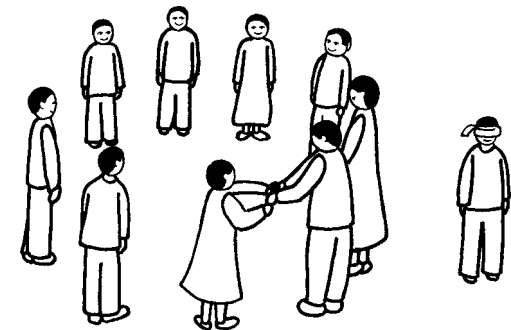
The cat chases the mouse through the ring. Those who make up the circle help the mouse.

They raise their arms for him to enter or leave the ring. They lower their arms to stop the cat following the mouse. When the cat touches the mouse, another mouse is chosen, and another cat. Go on till all have been either cat or mouse.



## 5. Hot Potato

Preparations: a ball or knotted cloth for a “hot potato.”



All form a circle, except the leader, who is outside it with his eyes covered. They pass the “hot potato” round the circle quickly, because it is “hot.”

The leader yells “stop!” They stop passing the hot potato. Whoever has it, or the last person to touch it, has been “burned,” and leaves the circle. Continue till only one is left.

## 6. Midnight

(For outdoors, or in a large room)

One child is the wolf. The rest are sheep. The wolf stays near his “den,” and the sheep have their “fold,” where they are safe. (The den and fold can be an area marked on the floor, a rock or a chair etc.)

The sheep approach the wolf to ask what time it is. They say, “What time is it, Mr. Wolf?” The wolf answers a time, for example “three o’clock,” or “half past five.”

The sheep are safe, so long as the wolf answers with a time of his choosing (except midnight). The wolf leaves his den only at midnight. If he says “midnight” the sheep run to their fold; the wolf tries to touch them before they get there.

The two teams should face each other, about ten meters apart, with the “ham” (the cloth) midway between them. (Mark a line in front of each team, to establish their position.) None of the team members can move towards the ham until their number is called.

The umpire calls out a number. The numbered members of each team run to the center to grab the ham. It can be carried only by hand. It cannot be kicked or thrown. Whoever takes it behind their team’s line, wins a point.

But if the opposing team member touches the one carrying the ham, they get the point, even if they have not got hold of the ham. So the ham must be carried off without the team member being touched. Call out all the numbers several times. The first team to get 21 points, wins.

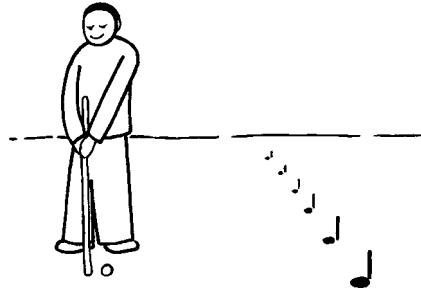
## BIBLE TEXTS

### 1. Sword Drill

Give a Bible text; the members repeat it out loud, and then look for it in their Bibles. The first to find it, reads the verse aloud.

## 5. Golf

Preparations: brooms, potatoes or lemons, empty bottles or tins.



Have two teams. For balls, use potatoes, lemons, etc. For golf clubs, use brooms. To mark the six “holes,” put six bottles or empty tins in a row, spaced 3 meters apart. The broom is used to hit the team’s ball. To start, the ball must hit the first “hole,” etc.

The players take turns hitting with the broom. One from the first team hits once. Then someone from the second team hits the other ball once. So they take turns in hitting the balls, and aim for the one hole after another, when it is their turn. The team whose ball touches all “holes” first, wins.

## 6. Winning the Ham

Preparation: a cloth.

Form two teams with equal numbers. Number each member of the teams one, two, three, etc.

Sheep that have been touched become wolves. They help the first wolf to catch the other sheep, in the same way. They go on till all the sheep have been caught. The last sheep to be caught becomes the new wolf, or they choose someone else.

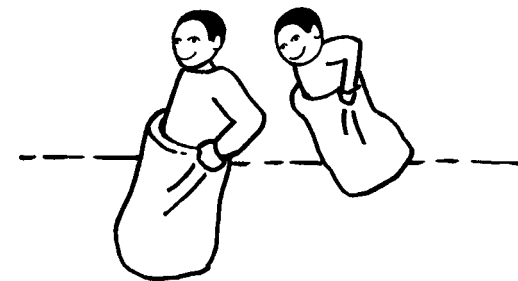
## OUTDOOR GAMES FOR OLDER CHILDREN AND ADOLESCENTS

### 1. Three-legged Football

They play football in a very small field, tied in pairs, by one leg.

### 2. Sack Race

They run a race, with both legs in a sack or bag. They jump along like kangaroos.



# INDOOR GAMES FOR YOUTHS AND ADULTS

## 1. The Wedding

Preparations: old clothes.

Two teams line up, at one end of the room. They are to dress to go to a wedding. At the other end of the room, each team has a chair, on which is a set of clothes (an old dress, cape or jacket, hat, large boots or sandals).

One at a time, a member of each team runs to the team's chair. They put on all the clothes, over their own. Then they take the extra garments all off, and return to the team. Then the next team member does the same.

Whoever is waiting to go and dress, must not move till the previous team member has taken off the old garments and returned to the team. The team which finishes first wins. This game is funnier if you can get hold of an old wedding dress, etc.

## 2. Volley Ball

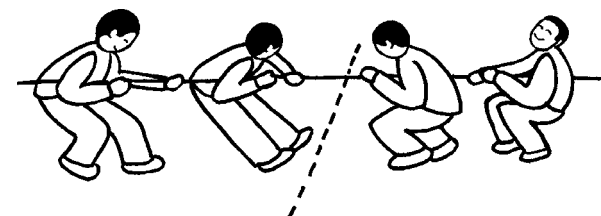
If you lack volleyball equipment use any large, light ball or balloon and a rope for a net.

## 3. Flying Bombs

Preparations: small plastic bags or balloons are filled with water, making "bombs." You can use eggs. Players face each other in teams of two. One team member throws the bag and the other team member catches it. Then they all take a step backwards (away from each other) and throw again. The team that catches the longest throw without breaking the bag wins.

## 4. Tug-of-War

Have two teams, equal in numbers and/or strength. Mark a line on the ground between the teams. They hold opposite ends of a strong rope, and pull against each other. The team that pulls the first person in the opposing team over the line, wins.





# ENTERTAINMENT TO RAISE MONEY FOR SPECIAL EVENTS

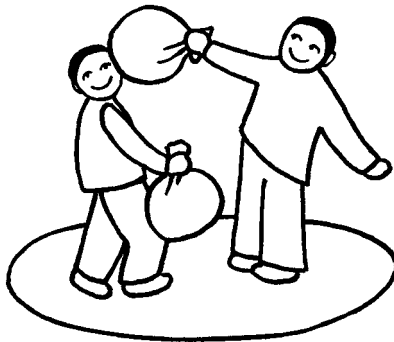
Plan the entertainment well. You can sell entrance tickets, or charge for each game.

For example, ask a brave volunteer to put his head through a hole in a large sheet of cardboard and make faces. Customers pay to throw wet sponges at them, from about five meters away. If the person is a pastor, teacher or leader, people will generally enjoy throwing the wet sponges!

## Outdoor Games for Adolescents or Adults

### 1. Boxing

Draw a circle on the ground. Two people “box” within the circle. They don’t use their fists. They hit each other with bags filled loosely with straw or some other soft filling. They try to force the other person outside the circle.



### 2. Detective

A detective is chosen. He leaves the room. Then a “Secret Leader” is chosen.

The detective comes back. The Secret Leader makes signs, grimaces and movements which all the rest imitate.

The detective has to guess who the Secret Leader is. When he finds out, this Secret Leader is the next detective. Then another Secret Leader is chosen. They can continue till all have been detectives.

### 3. Adverbs

One person leaves the room. The rest choose an adverb (like “slowly,” “sweetly” or “jokingly”).

The chosen person returns and asks questions. Each answers according to the adverb. If the adverb was “lovingly,” the answers must be given lovingly, if the adverb was “quietly,” the answer is in a very quiet voice. The questions go on, about anything, until the adverb has been guessed. All take turns in asking questions.

## 4. Christopher Columbus

Preparations: a scarf as a blind-fold.

Choose a “brave traveler.” As Columbus, he will travel from one side of the room to another, without touching the “obstacles.” Before the journey, place various obstacles across the room (chairs, boxes, tables). Columbus memorizes the positions of the obstacles. Then he is blind-folded so that he cannot see anything, and then turned around three times.

Columbus then walks carefully to the other side of the room, avoiding the obstacles. But, while he is being turned around, all the obstacles are quietly removed. Brave Columbus does not realize this, and tries to avoid bumping into obstacles (which are not there), while he hears shouts of “Careful!”

## 5. Hunt the Pig

Preparations: Make two drawings of pigs on different colored paper. Cut them into large pieces and hide them. Form two teams. They search for their pig, by its color. Each team puts together the portions of their pig. The team that collects all its pig first, wins.

## 6. This is my Ear

A “crazy” person stands in front of someone else. He touches some part of his own body, saying: “This is my ear.” (or finger, stomach, etc.) But he does not say the real name of the part he touches. For example, if he touches his elbow, he doesn’t say “elbow.” He might say: “This is my knee.”

The other person answers to the contrary, touching their knee and saying: “This is my elbow.” Another example: the “crazy” one could touch his foot and say: “This is my hair.” The other person touches their hair and says: “This is my foot.”

The answer must be immediate, before a count of three. Whoever makes a mistake in an answer, becomes the “crazy” one, and so on.

Notes:

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