

# Ideas on how to use the cards

## Charades

Who (what, where) am I? Players tie a bandana or headband on their forehead. Place one of the cards under the headband of each player so most of the card shows. The player does not know what cards they are wearing. Once everyone has a card, explain the rules to everyone: each person must try to figure out which person, place or thing that they are, only asking "Yes" or "No" questions to gain clues.

Group Guess In smaller groups, team members have to 'guess the person' based on a description (round 1), then a single word (round 2) and finally based on acting (round 3).

Sit down if Pass out cards. Each person prepares an elimination statement that starts with "Sit down if ...." These are put in a bowl to be drawn. Start the game with everyone in the group standing up. The youngest person draws a statement out first, reads it, and all those to whom it applies sit down (e.g. Sit down if you are an Old Testament character). The last one standing is the winner.

Toilet Roll game Pass around a roll of toilet paper and ask people to tear off the amount they normally use. Once everyone has done this, you then announce that for each sheet each person has torn off, he or she must tell the group one thing about his or her card.

Two Truths and a Lie Each person must think of three things about his or her card - two must be true, one must be a lie. As each person shares the three things with the group, the group must guess which one they think is the lie.

Connecting Stories Have everyone divide into small groups of 6-8 people with something to write on and with. Each person in the group has a card. The goal of the game is to create a story that connects the cards in an interesting way. Each person must contribute at least 1 sentence that connects to the other

people's contributions. The longer the chain of items that can be created, the better. After 15-20 minutes, groups share their stories

Silent alphabet Divide into two equal teams. Players each have a card and without speaking, must get into a line in alphabetical order. First team to do so wins.

Crazy Job Interview Each player gets a person and thing card. They must convince a panel of interviewers (who have a place card) why his or her character and object are the best person for a job. Sample biblical jobs are shepherd, farmer, priest, king, royal advisor, potter, carpenter, etc.