

FAITH BASICS

CHIEF'S KIT - BOYS



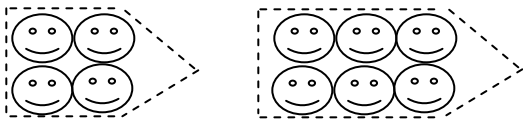
Lesson 1: "Follow Carefully"

Place boys into small teams of 3-5 in each (or let them compete as crews). One boy will be blindfolded and 'guided' by the verbal instructions of his team mates (be sure to have plenty of cloth, t-shirts, or whatever to use as blindfolds.) The 'course' that blindfolded boys will be guided through should have a few objects to walk around (chairs and tables inside, cars or other objects outside.) This is a kind of 'obstacle race' where the one across a 'finish line' first is the winner. But, with blindfolds on, boys are to walk, NOT RUN...and the winning factor will be based on how well instructions are given and followed.

Have blindfolded boys take their places at starting points, far enough apart to avoid collisions. Boys begin their 'journey' when a crew chief says "GO CAREFULLY". Boys begin moving forward cautiously, being verbally guided by their team mates who should begin each new instruction with their team mate's name (such as "Bob...walk forward five steps" or "Bob... turn right – a table is in front of you.") With multiple teams competing this can begin to sound a bit confusing (but that's a part of the fun!) Be sure that blindfolded boys move cautiously! With enough obstacles to pass around and if you have the course begin & end at the same spot. a large area will not be necessary. This will help for those Sites with limited classroom or outdoor space. You decide if you want winners to be those who finish first or those with the fewest "accidents".

Lesson 2: "Bail The Boat"

Divide all the boys who will be playing into "boat crews" of four or six ("crews" must be of same number boys.) Have all the boys sit down on the floor or clean ground (or you can set chairs in rows) in boat shapes like these. Boys will be seated in pairs. Boats, of course, are imaginary!!



Boys will be using as "bailers" their hats (if they have them), songbooks, or anything else of about that size to be imaginary bailing buckets (even their lesson handout rolled up like a funnel will do.)

When ready, Chief calls out "**Your boats are sinking!!**" and each "boat crew" boy will "bail water" using their "bailer" one time, calling out the number of that "bail" they are making (the first boy says "Bucket One", the next says "Bucket Two", and so forth.) Be sure the boys make a motion as though they are scooping up water and throwing it overboard! This calls for some good acting!! A crew wins when they have dumped their 25th bucket. You can play more than once - maybe best of three - and decide how you want to honor (award) the winning "crew".

Lesson 3: "Pass The Basket"

Have boys sit as teams in at least two large circles on the floor (or move chairs to make circles for them to sit on. If you are in the sanctuary have boys sit in columns so teams are lined up from front to back) They are going to be the "crowd on the hillside"! You will need something to represent a "basket" of food (hats, bowls, small trash cans, or something you have enough of for each team.)

When ready to start, the first boy will pass his "basket" to the second boy while saying "Eat in the name of the Lord". The second boy pretends to take a morsel of food from the "basket" and places it his mouth, saying, "Blessed be the Lord". He then turns to the third one, offering for him to also "Eat in the name of the Lord" and so forth. Each boy on a team does one and then other until the "basket" reaches back to the beginning of the circle or the end of a row.

Which ever team finishes first wins. Or, you can let it run a little longer and have the basket start around the circle again (or return back up the row) with each boy now saying, "WOW - there's one new bread in the basket" (second boy says "Two new bread in the basket" and so forth.) Last boy is to say, "WOW - there is more than we started with!!" The team that announces that line before the others is the winner.

Lesson 4: "Take Back Your Burdens"

This is going to be basically a "balancing contest". Line up all crewmen into two teams (more teams are fine but with at least 5-7 in each team, all teams having the same number.) Team members will stand side by side, each one holding their "burden" - an item such as a songbook, a piece of clothing (hat, coat, one shoe), or something else found nearby in this meeting room.

Tell the crew that "**Sometimes we just try to do too much at the same time**". Now, tell the first boy on each team to go along the line of his team mates and they are to place on top of his "burden" (item) their "burden" (item) so that it makes a stack (tower) which becomes more difficult to balance as it gets taller. When the boy reaches the end of the line of his team mates he returns to his beginning position still holding the stack their items have made. IF THE STACK FALLS he needs to try to pick it up again (team mates can help.)

Now, back at the beginning of his team's row, it is time for his team mates to "take back their burdens" (to get their items out from under the stack.) Remember, the second boy in line has to try to "slide out" his item from under the others without causing the stack to fall. Not as easy as it sounds! If the stack falls it must be picked up again before the first boy can continue "returning burdens." When all burdens have been returned he returns to his position at head of line still holding his original one.

Team that completes first is the winner!!

Lesson 5: "For All Have Sinned"

Sort of a "hot potato" game, boys will be seated or standing in fairly large circles (more than one circle if enough boys.) You will have "large stones" made up beforehand such as a shirt or towel knotted up like a ball that can be tossed. One boy is chosen, or can volunteer, to be the "judge". A blindfold is put on him and he sits in the center of the circle.

Game begins when the Chief says "**If you are without sin - THROW THE FIRST STONE!!**" Boys start to toss their "stones" around their circle, either to the one beside them or they can also choose to toss across the circle to someone on the other side. They need to keep the "stones" moving until the "judge" says "**STOP – ARE YOU WITHOUT SIN?**" At that moment the boy holding a "stone" stands up and says, "No, for all have sinned!"

There is no score - just a lot of fun, as "stones" will get dropped or go over heads, and some boys will stumble over their words. Laughter is encouraged and everyone should enjoy themselves (especially chiefs!!) Keep going until time runs out and meeting dismisses.

Lesson 6: "The YES - NO - Wait Awhile Race"

This is going to be a walking race (No running, Please!!) which could use the space of outdoor your building but may also work in a room with furniture moved to the center so the "track" goes around the perimeter. Outside boys go in a straight line, inside around a circle. If your site is large consider dividing the boys into two or more groups.

Boys will be lined up in a bunch to start (doesn't matter who's in front - not that kind of race.) When ready, Chief says "**YES**" and boys begin walking along the track you have designated. When he chooses to the Chief calls out unexpectedly "**NO!**" Boys are to halt immediately. Anyone who fails to (perhaps takes an extra step) is eliminated and moves out of the "track". Then "**YES**" sounds again and boys continue moving. This continues until the Chief decides to "answer with a **Wait Awhile!**". This time boys must be certain to freeze in whatever position they are in (a leg lifted up? an arm swinging forward? head turned to the side?) and hold that pose like a frozen statue until Chief says "**YES**" again (not easy if he decides to teach them "patience" for a bit!) There are no winners here, just more fun. As with all our closing activities we want our young men to depart with good feelings. Do your best to ensure that!!

Lesson 7:

Because we are bringing together 7 great lessons, the meeting is going to close with the boys reciting their memory verses. You may want to make it a kind-of theatrical performance with the boys taking turns reciting them while the others clap and cheer them on. Let them "volunteer" to do it since some boys may have joined your program late or others not completely learned everything yet (try to never embarrass anyone!) Afterwards, ask the crew:

What do we want everyone to see in us? (JESUS)

You are supposed to keep what on Jesus? (MY EYES)

Little is what when God is in it? (MUCH)