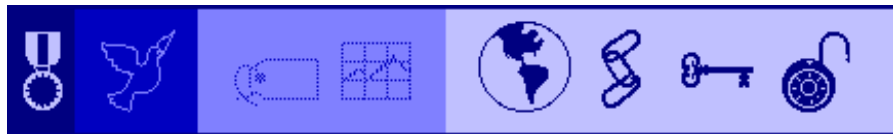


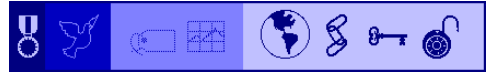
# Episodes



Six Sessions for Young People  
around Stewardship Themes

produced by the  
National Stewardship Committee  
Of the Church of England





# A guide to using EPISODES with young people.

## 1. INTRODUCTION AND OVERVIEW

This pack contains 6 different sessions for use with youth groups and young people to explore a range of stewardship issues. The sessions use an active learning process - where having successfully completed a challenge, teams then reflect on the experience, and finally consider a bible passage in the light of the challenge, and its application to Christian stewardship.

The sessions cover a range of issues including :

- **Talents and spiritual gifts,**
- **Working for the common good rather than individual goals,**
- **Using our resources wisely,**
- **Generosity.**

In addition, these activities also encourage young people to work effectively together as a team, and support building communication skills, and identifying, agreeing and implementing strategies to reach a goal.

## 2. THE MATERIALS

The vast majority of items needed to run these activities are provided within this pdf. However, in addition, you will need to find a pack of playing cards and half a dozen eggs!

## 3. THE ROLE OF THE FACILITATOR

The challenges in each episode are based on experiential learning, so the role of the facilitator is primarily to enable participants to undergo the learning experience in a smooth way, and to enable a debriefing to help participants extract the learning from the experience.

During the bible passage and reflection phase, the facilitator is seeking to help group members make links between

**Before the Event :**

- **Objectives** : The facilitator should have identified clear objectives for the session. However, since the learning during the challenge elements is experiential, and is largely gained from teams and individuals debriefing themselves, there is no guarantee as to what the learning will be. Some groups will focus on other learning points that arose during the activity rather than on the intended outcome!
- **Preparation** : The facilitator should ensure that they have understood how the activity works, and prepared the necessary equipment.

- **Briefing :** Each activity will vary slightly in the level of briefing that is given. This is detailed in the facilitator's sheets. Some challenges have a participants briefing sheet. Facilitators should ensure they have read all preparatory sheets thoroughly ahead of the challenge.
- **Ideal Team Size :** The facilitator will need to determine the optimum size of teams for the challenges selected. All of the challenges have some flexibility in the size of teams, but teams should be of roughly equal size. If the group does not comfortably break into the right size teams, other members can adopt an "observer" role for the challenge. (see below)
- **Observers :** The role of the observers is to watch the team process (rather than how successful they are in completing their challenge.) Observers should be given the opportunity to give some input at the debriefing stage of the challenge.

#### **During the Challenge :**

Some activities will have formal roles for the facilitator to adopt eg auctioneer in "Lots for Words". Other challenges are less structured. Participants will often ask questions of clarification during the event. Responding to these needs careful handling:

- Facilitators should intervene to rule out any strategies which involve safety risks
- The facilitator should not steer teams towards the intended solution. Many of these activities have alternative solutions which teams can discover for themselves.
- Timings are intended to add to the challenge and pressure facing the teams. On the whole facilitators should stick to the timings given, even if teams don't complete the challenges. However, the facilitator's goal is to maximize learning, and so changes may be made at his/her discretion if that will enable greater learning to be gained.
- Where teams break the rules given in the briefing, facilitators have a choice. Either they can adopt a "policeman" role, and reinforce the rules, or they can allow the rule breaking to continue, and tackle this in the debrief - asking whether the team felt that they had successfully completed the challenge. This can lead into some interesting discussions on the values a team will choose to hold.
- Occasionally a facilitator may choose to make an intervention. This is best restricted to a time when the team is going nowhere, and there is a danger that there will be no learning gained from the activity. The intervention is often best phrased with a question, such as "are you agreed on what you are trying to achieve?" or "How well do you believe you are doing at involving everyone's talents in this task?"

#### **After the Challenge :**

The debrief is an integral part of the challenge. By offering the teams the opportunity to reflect on how they performed, there is chance for learning to arise, and for the application of that learning to be explored.

The debrief is not primarily about the "answer" to the task, although some teams may need a moment or two to be comfortable with feasibility of the task that was set. The debrief discussion should focus on the team process, decision making process and working practices.

## **4. THE BIBLE PASSAGES**

The bible passages are an important element to bring back the learning of the challenge to the Christian stewardship message. Stewardship covers a wide variety of topics and this is reflected

# EPISODE ONE



## EPISODE ONE : GIFTS FROM GOD

### Objectives :

- Diversity of Talents and Gifts : understanding that God has created us as different, unique individuals, and has given us gifts through his Holy Spirit.

### Episode Timing :

Thirty Minutes :

- ♦ 10 minutes for group task,
- ♦ 8 minutes for exercise debrief,
- ♦ 12 minutes for scripture passage and discussion.

### Preparation :

None.

### The Challenge :

Dream Team : see attached sheets

### The Bible Passages :

**The disciples : Jesus' dream team : (Luke 5:1-11)** Jesus chose His dream team of disciples to carry the church forward after His death. He didn't choose superstars, the ace footballers of his day, but rather He chose twelve ordinary people - people like you. Not only that, but the twelve that He did choose build a church that has lasted two thousand years, and today has over 1.4 billion members. It just shows what a few people can do if their plans are blessed by God, and He helps them achieve it. You can be used powerfully like God, just like the disciples.

#### Application :

How do you think God might use you?

**Different Gifts from God : (Romans 12:4-8)** : Your dream team probably has a range of different skills and gifts. You are God's dream team to complete the work He is calling you to do ! Do you see differences in skills and experiences between members of your group?

#### Application :

Which gifts has God given you? How might you be able to use these gifts for God?

### CHALLENGE ONE : DREAM TEAM

**Time :** ⌚ 10 minutes  
**Location :** 🏠 (Indoor)  
**Space Required :** small

**Equipment :** Pen and paper  
**Participant Briefing Sheet ? :** yes  
**Ideal Team Size :** Groups of 3 or 4.

#### Objectives :

- Diversity : understanding that different team members have different skills and gifts.
- Team Construction : identifying the ideal team from an infinite range of candidates.
- Reaching Agreement : on team composition.

#### Preparation :

None.

#### The Task :

The task is communicated by giving each team a copy of the participants guide.

#### Facilitators Notes :

- Each team has 10 minutes to develop their dream team. At the end of this time, they should share their team and the rationale for the choices they have made.
- If playing with more than one team, an interesting development for the end of the challenge is to debate which team would win the contest - with some mechanism for ensuring participants cannot vote for their own team.
- The selection process that teams have devised can be a useful topic of discussion. Did they opt for consensus or was there a more democratic voting system? Was it just the “top 5” made it, or did they vote for “positions” in the team.

#### The Debrief :

Some useful points can be drawn out through a short discussion. Relevant questions that can be asked of the team include :

- How quickly did you agree on the candidates? Did you have a longer list of possibles and then select, or did you only manage to come up with five candidates? How did you decide?
- Your dream team probably has a range of different skills and gifts. Do you see differences in skills between members of your team?

#### Application : (If bible passage is not being used)

Your dream team probably has a range of different skills and gifts. You are God’s dream team to complete the work He is calling you to do ! Do you see differences in skills and experiences between members of your team? What skills are you lacking that you may need to complete your tasks?

# DREAM TEAM

## Your Task :

Your team represent a major national charity.

A TV company is producing a reality TV series in which teams compete in a number of team events aiming to score points based on team performance. The team with the highest overall score will raise one million pounds for their charity.

You need to choose your team to compete on behalf of your charity in this TV series. You can choose celebrities, sports stars, well known people, or people known to you. You cannot choose yourselves. Money is no object as they will all donate their services - all you need to do is decide your dream team to raise as much money as possible for charity.

You don't know much about the challenges, other than the whole team will participate in each of a variety of team activities which could include :

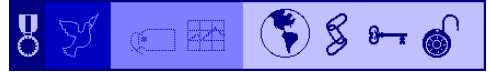
- a 15 mile timed team orienteering event.
- breaking a code to decipher coded messages.
- constructing a raft to cross a river.
- designing and producing an advert for a well known chocolate bar.
- crossing an obstacle course.

Your task is to decide on your dream team of 5 people to undergo these challenges on your behalf. You have 10 minutes to do this.

## Your Equipment :

None.

# EPISODE TWO



## EPISODE TWO :

### Objectives :

- To understand what it means to be a part of the body of Christ - we move from being self-centred to being Christ-centred, from individual to corporate.

### Episode Timing :

#### Fifty Minutes :

- ♦ 30 minutes for group task,
- ♦ 8 minutes for exercise debrief,
- ♦ 12 minutes for scripture passage and discussion.

### Preparation :

You will need to spend 10 minutes preparing the envelopes for the challenge. For this, you will need a pack of playing cards and eight plain envelopes. You will also need to cut up the eight information cards on the following sheet.

You should read through the challenge carefully as it is quite complex to facilitate.

### The Challenge :

What's It Worth : see attached sheets

### The Bible Passage :

#### One big team : (Matthew 20:1-15)

The vineyard owner was extremely generous - he paid all of his workers a full day's wage. Do you think this was fair?

It is so easy to fall into the trap of being competitive, rather than working as one big team. Our world encourages competition, and whilst some of that is healthy and good fun - sports for example, there are other occasions when it can be destructive - people competing unnecessarily against each other, rather than trying to each achieve the best that they can do. Churches too can fall into the trap of competing. But God's church has one purpose and one Father - every Christian is a brother or sister to every other Christian in God's family, whether a Roman Catholic in South America, or a Pentecostal in Korea, or here in the UK.

### Application :

The vineyard owner's generosity gives us an insight into God's generosity. Whenever we come to know him, his gift is the same, the gift of eternal life.

In what ways does this game, and this parable, challenge us about our generosity towards others?

### CHALLENGE TWO : WHAT'S IT WORTH?

**Time :** ⌚⌚⌚ 30 minutes

**Location :** 🏠 (Indoor)

**Space Required :** small / medium

**Equipment :** playing cards, information cards, 6-8 envelopes.

**Participant Briefing Sheet ? :** yes

**Ideal Team Size :** 6 or 8 teams of individuals, pairs or 3's.

#### Objectives :

- Managing differences between shared and individual goals
- Corporate Stewardship - expressing generosity in seeking the best for the whole population, rather than just maximizing our own positions.

#### Preparation :

Remove the Jacks, Queens and Kings from the pack, but include a joker. Shuffle the remaining 41 cards, and place 5 cards in 7 of the envelopes, 6 cards in 1 envelope. Then put the information cards in a correspondingly numbered envelope ie information card no 1 goes in an envelope which you number 1 and so on.

The game can run with either 6 or 8 teams or individuals. Teams do not need to be of equal size. If an event is run with only 6 teams, envelopes 1 to 6 must be used. (Check that the joker is included in one of the first six envelopes)

#### The Task :

The task is communicated by one person reading aloud the participants guide, which is then left for consultation during the course of the challenge if any participant wishes to do so.

#### Facilitators Notes :

- The purpose of this event becomes clear at the end. Participants often assume it is competitive, when the real aim is to collaborate to secure the highest total score.
- At the end of 20 minutes, you will need to use the score sheet on the next page to calculate total scores. (This can be photocopied before use.) After scores have been calculated, individual scores should be announced. You should explain to participants the final individual envelope totals, and how they have been calculated.
- The handling of the final phase will require careful explanation. We suggest using words along the following lines : “ How well do you think you’ve done? If you are celebrating because you think you’ve won, you would be advised to re-read the instructions carefully. Very carefully! **The aim of the game is to hand in envelopes containing the highest possible total score after 20 minutes.**” This is not an individual game - it’s about how well you can collaborate to pool your resources to make a winning combination! If you spotted this and have been working together, then well done! Most groups assume that it is a competitive game and hinder rather than help each other. With 8 envelopes, the highest possible total score is 640. You scored X.”

#### Debrief

Relevant questions that can be asked during a debrief phase include :

- How realistic is it to see life as a shared journey compared to a competition?
- Would it have been easy to do well if you had all been told that it was the overall score that counted? What would have been the difficulties?
- Thinking about your team, is there any conflict between your individual aspirations and the goals of the team?

<b>CHALLENGE TWO</b>
<b>WHAT'S IT WORTH? - SCORE SHEET</b>

<b>Name</b>								
<b>Pip Value</b>								
<b>1 Colour</b>								
<b>Run Bonus</b>								
<b>Pairs Bonus</b>								
<b>Joker</b>								
<b>TOTAL</b>								
<b>GRAND TOTAL</b>								

- Step 1      If any envelopes have more than 5 cards, their score is zero. Write zero in their TOTAL line at the bottom. These envelopes are removed from the game. (Information Card 4)
- Step 2      Add up the “pip” value of each card in the envelope and write the totals in the “step 2” line. (Information Card 1)
- Step 3      If any envelopes have only cards of one colour (all black or all red) then write the PIP Value again in the “1 Colour” line, otherwise leave blank. (Information Card 2)
- Step 4      Calculate the run bonus for each hand as follows :  
Count the longest run in the hand of three or more cards. The bonus is equal to the length of the run, unless the cards in the run are all in one suit, when the bonus is doubled. Write the bonus in the Run Bonus row. (Information Card 5)
- Step 5      Calculate the pairs bonus for envelopes containing two or more of the same card value - The bonus is calculated by the card value x the number of them handed in eg handing in three 4's would score a bonus of 3x4=12. (Information Card 3)
- Step 6      If one envelope contains the joker, put -10 in the joker line for every other player other than the envelope submitted. (Information Card 6)
- Step 7      Calculate a final total by adding up the columns (subtracting the 10 for the joker if applicable)
- Step 8      Add up across the total row to get a Grand Total for the scores in all of the envelopes.

**This sheet may be freely copied for use in subsequent running of this challenge.**

# WHAT'S IT WORTH?

*One person should read this aloud so that everyone can hear, and then leave these instructions so that they can be examined during the course of the challenge.*

**Your Task :**

Each person or team is given one of the envelopes containing 5 cards and a piece of information. After 20 minutes you will need to hand your envelope back in.

The aim of the game is to hand back in envelopes containing the highest possible total score. Before handing your envelope back in you should put your name on it. You may swap cards for cards, information for information or information for cards. At the end of the game, only cards will have a value - the information is only for use during the game.

**Your Equipment :**

One envelope per player, pair or team.



Card 1

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Each card is worth its face “pip” value.  
For example, the 5 of spades  
scores 5 and so on.



Card 2

---

Handing in an envelope with cards of only  
one colour (ie all red, or all black)  
will double the “pip” value.



Card 3

---

Handing in two or more of the same  
value scores a bonus. The bonus is  
the card value multiplied by how  
many are handed in. For example,  
handing in three 4’s would score  
a bonus of  $3 \times 4 = 12$



Card 4

---

Each envelope submitted may not contain  
more than five cards. If more than five  
cards are submitted in one envelope,  
the envelope scores zero!



Card 5

---

Handing in a run of 3,4 or 5 cards scores  
a bonus equal to the length of the run.  
For example, handing in “2,2,3,4,5”  
would be a run of 4 cards. If the cards  
in the run are all in the same suit,  
the bonus is doubled.



Card 6

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If your envelope contains the joker,  
then 10 points are deducted from  
everyone else’s final score.



Card 7

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Handing in only odd cards  
(ace, 3,5,7,9) will score  
a bonus of 20

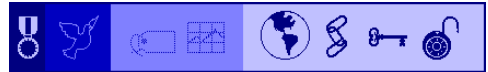


Card 8

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The information on card 7 is false!

# EPISODE THREE



## EPISODE THREE :

### Objectives :

- Stewardship of what we have : God has given us care of resources as stewards - this requires careful thought - if we try and do it “on the go”, we are likely to fall short.

### Episode Timing :

#### Thirty Minutes :

- ◆ 10 minutes for group task,
- ◆ 8 minutes for exercise debrief,
- ◆ 12 minutes for scripture passage and discussion.

### Preparation :

You will need a thin A4 sheet of card for each team.

### The Challenge :

297 : see attached sheets

### The Bible Passages : (Select one of the two)

**Good Stewards : (Matthew: 14-30)** As the master went away, he gave each of his servants some money to look after. Whilst he was away, they did different things with it. Two of the servants doubled the money they had been entrusted with. One just buried it in the ground. In one sense, this is a difficult passage - surely the one who kept his talent safe was prudent, whilst the servants who doubled the money might have lost the lot!

#### Application :

What has God entrusted us with? What is appropriate stewardship of this trust?

**The name of the Lord : (Proverbs 18: 10,11)** Making towers from paper is tricky - they have a tendency to fall down in a slight draught. However, Proverbs tell us that the name of the Lord is a strong tower, and that God’s friends can put their trust in this. On the other hand, many who are rich, tend to put their trust in their riches, imagining it to be sufficient to get them through any difficulty.

#### Application :

In what kind of situation does money not help, and how does God help us in those situations ? Are there ever any situations when we place our trust in money or material possessions?

### CHALLENGE THREE : 297

<b>Time :</b> ⌚ 10 minutes <b>Location :</b> 🏠 (Indoor) <b>Space Required :</b> medium	<b>Equipment :</b> one sheet of A4 card for each team. <b>Participant Briefing Sheet ? :</b> No <b>Ideal Team Size :</b> groups of 2 or 3
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#### Objectives :

- Demonstrating the value of planning.
- Adding value to the resources we have

#### Preparation :

Give each group a sheet of A4 card.

#### The Task :

“You have ten minutes to build the tallest free-standing tower you can with the card. You may cut it, fold it, tear it or manipulate it in any other way. However, for the first six minutes, you cannot touch the card.”

#### Facilitators Notes :

- You should reinforce the rule about them not touching the card for the first six minutes. Giving them two minutes warning before the construction phase begins would also be helpful.
- One of the most difficult aspects of this challenge is the planning time - it can be quite hard for people to communicate what they want to do without touching the card.
- At the end, measure the towers against a sheet of A4 card (297mm). How many of them have towers larger than that (ie they've added some value). How many have towers lower than this?

#### The Debrief :

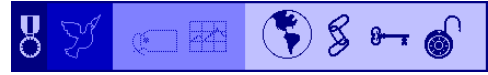
The formal debrief sheet is not intended to be used with the short challenges. However, a short discussion may be useful, and the following questions may help :

- How easy was it to agree what you were going to do? Did you manage to be clear in who was going to do which bits once the three minute building phase started?
- How satisfied are you with your final result? Could you have done better? If so, how?

#### Application :

Success in this challenge requires a clear vision and strategy to be developed during the planning time, and quick construction of this during the building period. How clear is your team's vision. You may find the additional resources on developing vision helpful.

# EPISODE FOUR



## EPISODE FOUR :

### Objectives :

- Practising stewardship : making the most of the resources that we have available to us, and recognizing that stewardship has to be ongoing, as things change as we live out our lives.

### Episode Timing :

#### Fifty Minutes :

- ♦ 30 minutes for group task,
- ♦ 8 minutes for exercise debrief,
- ♦ 12 minutes for scripture passage and discussion.

### Preparation :

You will need some form of currency for the challenge. You could use monopoly money, or even real money! A simple alternative is to use a pack of playing cards with the jack queen and king removed. Each team would then have a suit of cards (1 to 10) with the value of each card being it's "worth".

### The Challenge :

Lots for Words : see attached sheets

### The Bible Passages :

**Being steadfast : (Psalm 57 : 7-11)** During this game you may have needed to change your approach. The word you were originally trying to make might have had to be changed as other letters came up. You might have thought of a better word.

As we seek to exercise stewardship of our money, our time and our gifts, things will change around us - it will be quite hard to remain steadfast - committed to the principles we want to hold onto. Who has not been tempted in a shop to buy something we don't really need, or has found themselves wasting time without realizing it. (Note - time spent relaxing isn't wasted time, but unplanned frittered time might be - we've neither done anything, or relaxed!) Yet God is constant, and in his constant love for us we find inspiration for seeking to be constant in the standards we live to in the way that we make decisions about what we will do with our time, our money and our possessions.

#### Application

When do you find it hardest to be constant in holding onto your principles? What could you do to make it easier to remain true to them?

## FACILITATORS BRIEFING

### CHALLENGE FOUR : LOTS FOR WORDS

**Time :** ⌚⌚⌚ 30 minutes

**Location :** 🏠 (Indoor)

**Space Required :** small / medium

**Equipment :** Money, letter cards.

**Participant Briefing Sheet ? :** One per team

**Ideal Team Size :** 2 or 3 teams of 4 to 6

#### Objectives :

- Goal Setting & adjustment : adjusting plans as the auction unfolds.
- Communication : between the team “back at base” and a delegate in an auction room.
- Strategic Thinking : developing the best possible plan given the constraints.

#### Preparation :

Each team should be given either an amount of monopoly money, or a suit of playing cards (1 to 10) - which will act as money for bidding at the auction.

**The Task :** The task is communicated by giving each team a copy of the participants guide.

#### Facilitators Notes :

- This is quite a complex challenge, and the team will need to read their brief carefully to understand it. However, they should be left to discover this for themselves!! 10 minutes are allocated for a planning phase.
- The facilitator (or an accomplice!) should act as an auctioneer during the middle phase of the game. These lots should be auctioned at roughly one minute intervals, (although if all 36 lots are being auctioned, the pace should be increased quiet significantly.)  
  
How many letters there are to bid for at auction will depend upon how many teams there are. With 2 teams, 15 letters should be available, and with 3 teams, 24 letters are available. With four or more team, all letters are available.
- The winning teams are likely to be those who have thought about words which have a number of high scoring letters (the bonus letters) such as Jazzily or Quizzed (both of which score 13 letters) and use letters which are easily constructed.
- The circle and the wheel are interesting lots - these may go cheaply until teams see a way of using them.
- At the end the pace of the auction is likely to hot up as teams chase certain lots.

#### Debrief and Application:

The debrief sheet can be used for individual reflection prior to a group debrief. Relevant additional questions that can be asked of the team include :

- How well did you all understand the challenge before the auction phase?
- Did you agree a plan in advance, or did it evolve as you went along?
- What would you do differently if you had to do the event again?
- How are you evolving your plan to reach your vision? Is the initial strategy working, or are you modifying it as you go? Is a fresh approach required?

# LOTS FOR WORDS

**Your Task :**

You will bid for letters at an auction. Your team's challenge is to produce the longest word that can be found in a standard English dictionary. (Longest means the greatest number of letters.) The word must be easily readable, and the plastic straws used to make up a letter should be joined appropriately with connectors. You may not cut the straws, and you may not bend them so that they crease. You have been given a couple of sample components.

**Additional information :**

- **Bonus Letters :** Letters B, C, H, K, P, V, W, Y count as two letters and letters J, Q, Z count as three letters.
- **Tiebreaker :** If 2 teams have words of equal length, the team with the most money left will be the winner. (see below)

**Timing :**

You have 10 minutes to prepare for the auction phase of the game.

At that time you should send one member of your team to the auction with your money. If you have been given playing cards as money, then these cards are worth their face value (Ace=1, Five=5 and so on, the Jack is worth 11, the Queen is worth 12 and the King is worth 13.)

Your team member will bid for various letters as they arise. Letters will be sold at roughly 1 minute intervals. A second member of your team is allowed to act as "runner", communicating between the team base and your bidder in the auction. No-one else from your team may attend the auction. With 2 teams, 15 letters should be available, and with 3 teams, 24 letters are available. With four or more team, all 36 letters are available.

After the final lot has been auctioned, there will be 2 minutes before the final whistle, during which time you should complete your word.

**Your Equipment :**

Money to bid for letters (which may be a suit of playing cards)

A

A

B

C

D

E

E

E

F

G

H

I

I

J

K

L

L

M

N

O

O

P

Q

R

R

S

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T

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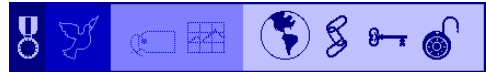
W

X

Y

Z

# EPISODE FIVE



## EPISODE FIVE :

### Objectives :

- Handling risk - thinking through an appropriate approach to risk, and then applying it to money.

### Episode Timing :

Thirty Minutes :

- ◆ 10 minutes for group task,
- ◆ 8 minutes for exercise debrief,
- ◆ 12 minutes for scripture passage and discussion.

### Preparation :

For this challenge you will need half a dozen eggs, and some form of marker for a start point.

### The Challenge :

An Egg-citing Challenge : see attached sheets

### The Bible Passages :

**Zacchaeus : (Luke 19:1-10)** Sometimes we might think that the episode with Zacchaeus is to teach us that short people might need to be creative to get a good view, or that Jesus is willing to come and eat with anyone, even a tax-collector.

But look at the last bit of the story - it teaches us two things about money. What do you think they are?

(i. integrity - we shouldn't cheat anyone, and ii. Generosity is linked with our accepting Jesus as our Lord and Saviour.)

**The poor widow : (Mark 12:41-44)** : Jesus noticed a poor widow, who put two small coins into the offering at the temple. Only Jesus would have known that this was all she had, and because of this he says that she has put in far more than people who put in coins worth many times as much. What Jesus is saying is that it is generosity, rather than worth that is important in our giving.

### Application :

The challenge was all about risk - whether we were going to be risk-averse, and just pass the egg carefully from one person to another. On the other hand, were we going to be reckless and hurl the egg so far that the other person couldn't possibly catch it without it breaking.

The way that we handle our money, and how much we give away, has a parallel. To what extent are we prepared to be generous in giving away our money to the church and to others in need? In what way do you think the risk in giving is different from the egg challenge? What do you think God's perspective on this might be?

### CHALLENGE FIVE : AN EGG-SITING CHALLENGE

<b>Time :</b> ⌚⌚⌚ 25 - 30 minutes	<b>Equipment :</b> half a dozen eggs
<b>Location :</b> 🌳 (Outdoor)	<b>Participant Briefing Sheet ? :</b> no
<b>Space Required :</b> medium / large	<b>Ideal Team Size :</b> 4 - 6 participants

#### Objectives :

- The challenge creates a framework to consider risk.

#### The Task :

Your task is to pass or throw a raw egg between 4 team members to cover the greatest distance possible between the first and last person.

The challenge starts with 8 minutes preparation time during which you will work out where team members will stand.

Then you have 2 minutes to pass or throw the egg between you. Team members must not keep one of their feet in the same place (but may swivel on their “planted” foot to turn around to face the next team member. ) For the challenge to be successful the egg must arrive at the last team member intact, (or at least unholed!)

You then have a further 5 minutes to reassess your strategy and reposition your team members, followed by a further 2 minutes to have a second chance at passing or throwing the egg.

Then the third and final phase : again, 5 minutes to adjust strategy and positioning of team members and then a final 2 minutes to have the third chance at throwing or passing the egg. Your final score will be the longest distance that you successfully passed the egg.

#### Facilitators Notes :

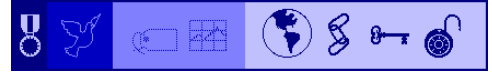
- This challenge should preferably be done with raw eggs - whilst it may be less messy with hardboiled eggs, this would eliminate the element of risk which is an essential part of the challenge.
- With a raw egg, it is likely that participants who throw an egg between team members such that the egg breaks will catch it away from their bodies, and the raw egg will go over their hands, but can be kept away from clothes. However, if this is likely to be an issue, it is probably better that the eggs be hard-boiled!
- Timings should be strictly enforced, and a whistle blown at each stage. A count down could be helpful at the end of re-adjustment phases. Successful distances should be marked with a marker of some form.

#### The Debrief :

Relevant questions that can be asked of the teams during the debrief phase include :

- Did you agree on how ambitious or how cautious to be?
- Did you change your approach during the event, or did you merely adjust how far you tried to get the egg? (ie move the team members, but do the same thing.)
- What would you do differently if you had to do the event again?

# EPISODE SIX



## EPISODE SIX :

### Objectives :

- Giving - how do we decide how much to give, and who to give it too.

### Episode Timing :

Thirty five minutes :

- ♦ 12 minutes for scripture passage and discussion.
- ♦ 15 minutes for group task,
- ♦ 8 minutes for exercise debrief,

note : In this episode, the scripture passage and discussion come first.

### Preparation :

None needed.

### The Bible Passages :

**The generosity of the Macedonian churches : (2 Corinthians 8:1-5)** Paul was amazed at how generously the Christians in Macedonia gave to support the needs of the poor through the church. Trying to decide how much we should give to support others is a difficult decision.

### Application

- i) How might you go about deciding how much of your money you want to give away?
- ii) Do you think that would change if you suddenly came into more money, say that you won £100 in a competition.

### The Challenge :

Long Division

End the session by noting that it is important to establish principles in deciding how much we should give, and to whom we should give, rather than solely what we feel like at the time.

### CHALLENGE SIX : LONG DIVISION

**Time :** ⌚ 10 minutes  
**Location :** 🏠 (Indoor)  
**Space Required :** small

**Equipment :** Pen and paper  
**Participant Briefing Sheet ? :** yes  
**Ideal Team Size :** Groups of 5 or 6

#### Objectives :

- Stewardship - determining how much to give to possible alternative charities.
- Reaching agreement : making common decisions about money are difficult, particularly when its our real money which is at stake!

#### Preparation :

Give each team one copy of the Participants sheet which follows this.

#### The Task :

The task facing the teams is described on the participants task sheet. In brief, they have to divide up money between four alternative possibilities. Determining principles on which they will do this is likely to be the key to success.

#### Facilitators Notes :

- If necessary, you can adjust the pot of money available to the teams to match that which your church gave away to mission and charities last year. They may be surprised at how much (or how little) it is.
- Team members may try to ask additional questions to find out more information about the different possible grantees. You should embellish the details provided to a moderate degree, but you can say that you do not know the answers to particularly detailed questions, and that this information might be available from the charity, but that it would not be available in time for tonights meeting.
- The teams do not need to allocate any or all of the money during the meeting - they may choose to defer for further information.

#### The Debrief :

The debrief will probably want to explore two aspects :

- The principles the teams used in approaching the decision (both how the money was divided eg equally, all to one charity to make more of a difference) and how they selected their cause (favouring humanitarian relief compared with mission or evangelism)
- The degree to which they agreed - that there are no “right answers”, and that decisions like this are about reaching agreement, ideally based on common principles that everyone in the team can buy into.

#### Application :

Do you support charities and other organizations? How do you choose who you will support? Do you just put money into a tin when requested, or have you chosen certain organizations you will support?

# LONG DIVISION

## Your Task :

Your team are the mission committee of your church. You have £5,000 to give away to charities and organizations of your choice. Your meeting tonight is to decide who you will support, and how much money you will give them.

There are four main contenders for the money, but you don't have to stick to them - you could choose to give the money to any other charity that you wanted to support.

- A. **Catherine Towers.** Catherine is a former member of the congregation, who is working as a teacher and houseparent at a primary school in rural Brazil. The Christian Ethos is an integral part of the function of the school, and Catherine feels that God has called her to this work. She receives very little payment from the school for her work.
- B. **Water Projects.** A major Christian relief charity is working in partnership with a number of poor African villages to bring running water into these villages. Each village costs about £3,500 to bring clean water into it. This is vital to combat disease.
- C. **An orphanage in Romania.** An orphanage in Romania needs funds to care for children who have either lost their parents, or whose parents cannot look after them. The money is used for food, for healthcare and to pay staff at the orphanage.
- D. **Local Mission.** You could contribute to a UK based mission agency who are working to bring the good news of Jesus to people in the UK. The money is mainly used for the salaries of people who work on these projects.

## Your Equipment :

None.