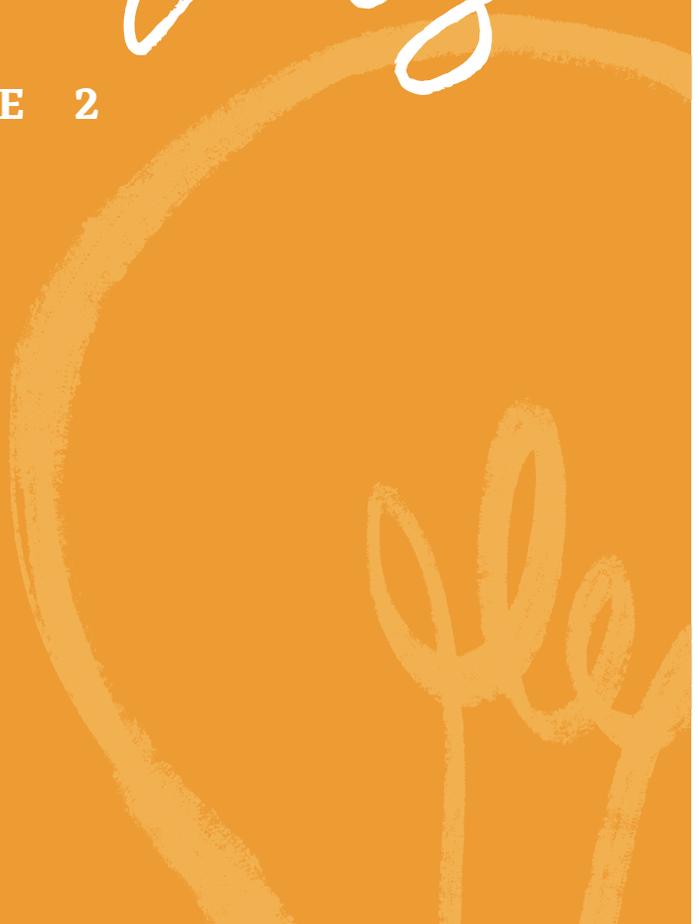




Arrival Activities

CHOOSE 2

...



When Did We See You #1

DESCRIPTION

This can be a leader-directed or self-directed activity. The idea is that people often see different images. In the first round, participants share about themselves and their preferences. In the second round, the theme is introduced, and participants share where they see God.

SUPPLIES

- ❑ Various pairs of images of opposite tastes (Examples: sun/moon, ice cream/cake, beach/mountain, etc.)
- ❑ Various pairs of images related to the theme, "When Did We See You?" (Examples: volunteers rebuilding houses / volunteers teaching classes, scenes of people meditating / scenes of people singing together, people laughing with friends / people standing alone, people reading to others inside / young people interacting with older adults outside, etc.)
- ❑ Sticky Notes (1x1 or 2x2)
- ❑ Pens or markers

When Did We See You #1

INSTRUCTIONS

Before the participants arrive, place the pairs of images in different parts of your space. For the first round participants will only need to see the images of opposite tastes. You can cover up the images related to the theme or set them up in a different area of your space until it is time for round two. If there are no walls in your space, images can be placed on chairs or tables.

When the participants arrive, they will be given a stack of sticky notes and a pen.

First round:

Invite participants to go to one of the photo areas, silently write their name on a sticky note, and add it to the image with which they most identify. In small groups at their image pair, instruct participants to introduce themselves and share which image they chose and why. Example: "Hello, my name is Omayra and I like ice cream because it is my favorite dessert." When you feel that participants are finished sharing, tell them to move to another image with other people. You can continue this a few more times or as works best for your group.

Round two:

Uncover or direct participants to the images related to the theme. Invite them silently to write their name on a sticky note and add it to the image in which they feel they "see God." After a few seconds, instruct them to share why they selected the image. Again, invite them to continue moving through the images around the room and meeting more people.



NOTE:

If you want the game to take place as people arrive, you can invite them to walk around the space with all of the photos in different areas. Write questions next to the images and let people answer these questions with their sticky notes as they walk around the space. This can be even more personal and self-directed.

When Did We See You #2

DESCRIPTION

The purpose of this activity is to introduce the theme through art, allowing participants to express and explore the theme in different ways.

SUPPLIES

- Large paper/poster board
- Colored pencils
- Matthew 25: 31-46 (*printed*)
- Play Dough
- Blocks or Lego type blocks
- Markers

When Did We See You #2

INSTRUCTIONS

Before participants arrive, prepare these areas:

- Large paper with instructions: What comes to mind when you read the theme, "When Did We See You?" Write your answer.
- Play dough table with instructions: What image comes to mind when you think of God/Jesus? Use the play dough and create your answer.
- Large paper with instructions: Draw what you hope to take away from this time together.
- Table with blocks or Legos and instructions: Build what comes to mind when you read the Bible verse Matthew 25-31-46 (have it printed near the space).

Theme Bananagrams

DESCRIPTION

Let's play one of everyone's favorite games, but with a twist connected to the theme and a new level of complexity.

SUPPLIES

- Bananagrams set
OR Scrabble set tiles
- Cards with words

Theme Bananagrams

INSTRUCTIONS

On tables or on the floor, place a set of the Bananagrams game and a set of cards with theme-related words. For example: "pray" "God" "faith" "Jesus" "redemption" (even put the complete theme "When Did We See You?").

Each game round, the words that the participant creates must be related to the word listed on the card.

Create Your Avatar

DESCRIPTION

This activity allows people to create their own mini-me and introduce themselves and their avatar to the group. There is a version for smaller groups and a version for larger groups.

SUPPLIES

- Newspaper
- Play Dough
- Legos
- Pipe cleaners
- Glue
- Tape
- Stickers
- Scissors
- Cardboard
- Lively music

Create Your Avatar

INSTRUCTIONS

As the participants arrive, invite them to go to the table(s) and create their own avatar using the various materials provided. Each person must create a "mini-me." After giving everyone several minutes to create their avatar, tell them to glue or fit it onto a small piece of cardboard.

Option 1 (for groups of 10-20 people):

Once everyone has created their avatar, start the music. While the music plays, the participants carefully exchange avatars. They give theirs to someone else and receive someone else's. Tell them to continue trading until the music stops.

Stop the music, and pick someone to start. This person will stand up with the avatar and, looking at the figure, say something that they think the avatar represents or is unique about the avatar. For example, if the avatar is wearing all red, they might say "this person likes red," or if the avatar is tall, they might say "this person is tall." The creator of the avatar then gets up and says "Hello, that's me!" introducing themselves. This person then repeats the process by saying something about the avatar they got from trading. This will continue until each avatar has been introduced, each person has introduced themselves, and all avatars have been returned to their creators.

Option 2 (for groups larger than 20 people):

Create an avatar and keep it. When the music starts, walk around greeting each other with a hello or a high 5. When the music stops, get together into groups of 4 or 5. Each person takes a turn to introduce themselves using their avatar.

Speed Uno

DESCRIPTION

The idea of this game is that no matter how competitive the players are the focus of the game is to meet people, not to finish the game. Every 3 or 4 minutes everyone has to move, leave the game as it was, meet new people, and pick up playing the game in their new spot. This can be played with Uno or any board game.

SUPPLIES

- ☐ A set of Uno Cards or board game for every 4-6 participants (If you have a large group, you can ask folks to bring sets of cards with them).
- ☐ Long Table and chairs (optional)

Speed Uno

INSTRUCTIONS

This game can be played seated on the floor or at long tables. If on the floor, participants are invited to sit in two circles - one inside circle and one outside circle. The inside circle faces the outside circle, and the outside circle faces the inside circle. If you are playing at long tables, two to three participants should be on each side of the table for a total of 4-6 people per table. Give each group (every 4-6 people) a set of uno cards.

Each participant introduces themselves and the game begins. After 3-4 minutes of playing "SWITCH" is shouted. Each participant leaves their cards on the table at their spot. If you are playing in the circle formation everyone slides one space to their right. The youngest participant in each group starts the round of the game with the cards at their new seat. Continue to play for several rounds until you have mixed the group up.

Modification:

On each table you can put different games. On one table Uno, on another Connect 4, Trouble, Operation, etc. So that in each space, a new game is going to be played. Always give them a few minutes to introduce themselves before starting the game.