

Instructions for Making Games

Young People's Blending Conference
January 15–17, 2021

Praise the Lord! You have chosen to participate in the Game-Making Activity for the 2021 YP Blending Conference!

We hope this activity would enable you to have a **good review** of each conference message as you **collaborate** in an **engaging** way. Every group member is encouraged to **participate** and **contribute**, so be considerate of others as you learn to fellowship in **mutuality**.

Instructions

1. Appoint Webmaster

Please identify or appoint **one person** (serving one or responsible young person) to be in charge of **modifying/editing** this Google Sheet: <https://tinyurl.com/2021-YPBC-games>

- a. This person should be prepared to **“Share Screen”** with the whole group so that the group can have this Google Sheet in front of them as they work on the game-making together.
- b. The webmaster may need to constantly type, edit, or re-type suggestions during the group discussion, so it should probably be someone with a **computer/keyboard** who can enter/edit data easily.

2. Create Tab

Right-click on the “Sample” tab below and create a **“Duplicate”** sheet for your group (please rename the duplicate tab with your **group ID** (JH-Bros 1, JH-Sis 1, HS-Bros 1, HS-Sis 1, etc.).

- a. You will use this **same tab** for the entire conference (please input your clues/answers for all three messages into the same spreadsheet).
- b. **Do not edit** or make any changes to any **other tabs** belonging to other groups.

3. Clues/Answers

Based on the message outlines and your own notes, work together as a group to come up with five (5) clues & answers that vary in degrees of difficulty.

- a. When writing clues/answers, the **clues** can be **descriptive phrases** or even **complete sentences**, but the **answers** should be in **question form** (usually starting with one of the 5 Ws: “Who is,” “What is,” “Where is,” “When is,” “Why is,” etc.)
- b. **Clues** can be **lengthier** but try to keep the **answers short** (helps when judging close but unexact responses).

4. Rank/Order Them

After you come up with five clues/answers, review them and determine:

- a. How should we **rank** these clues & answers in difficulty? (100 is the **easiest** & 500 is the **hardest**)
- b. Note: Consider **why** one clue/answer may be **more difficult** than others. In other words...
 - Can you spot the answer easily by a quick glance at the outline, or do you have to dig into the subpoints?
 - Was the clue/answer in the outline or was it only something brought up by the ministering brother?
 - Does it relate to a verse that was emphasized over and over in the message, or was it a tangential verse (though referenced in the outline)?

5. Discuss/Identify

Discuss and **identify** which ones of your clues/answers captures the **central point** or **burden** of the message.

6. Prayer

Finish the time by having a **round of prayer** while trying to **incorporate** one or more of the clues/answers into your prayer.

Lord's Day

- a. On Lord's Day, each group should be **ready to play** one or more of their games (which may or may not be their own questions).
- b. If there are a lot of groups, we may need to have a couple of **rounds** "tournament" style.
- c. To play, you need to be on a **device** that enables you to use the "Raise Hand" or "Chat" feature in Zoom (i.e., to hit the "buzzer" to answer the question).
- d. Answers are expected to be given via audible responses (so a working **microphone** is also necessary).

Game Rules

- a. Players must hit the "buzzer" (method to be determined) before answering any questions (unauthorized answering will result in loss of points).
- b. Players must not provide their answer until **first prompted** by the host (the host must first ask which team the first player is from).
- c. If answered **correctly**, points are **added** to the team's total; if **incorrectly**, points are **subtracted**.
- d. If an answer is correct, then the player who **answered correctly selects** the next topic.
- e. If an answer is incorrect, then the player who **initially selected** that clue can select the next topic.