

Task descriptions

Chapter 2 - Abraham

Task 1 – Remember the colour

Description

This is a mini game that is played on the website. It's about memorising and repeating the colours.

How to play

One of the four colors on the screen lights up. Afterwards, click on the same color which ends the round. Now the next round starts with the same colour, but a new colour lights up in addition. Then you click on the same two colours in the correct order. A new colour is added for each new round. You continue to repeat the colors in the correct order. In level 1 the code is complete after six rounds, whilst level 2 is 8 rounds altogether.



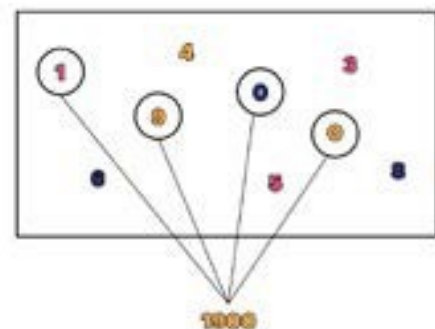
Tip

You can rotate who gets to control the mouse so that several children can have a turn.

Task 2 – Find the year

Description

This is a look and find task where the children are supposed to find elements that do not belong in the time of Abraham.



How to play

1. On the website, the children can see a picture of the city of Haran where there are some objects that did not belong in Abraham's time. Next to each object they will find a number.
2. More numbers appear for level 2 than for level 1.
3. The children start searching the picture.
4. Let the children discuss how this (the numbers?) could turn out for the year they are going to travel to.
5. If you now add the numbers from left to right, it will be 1900 (before Christ).
6. The children enter it on the website and move on.

Task 3 – walk by faith

Description

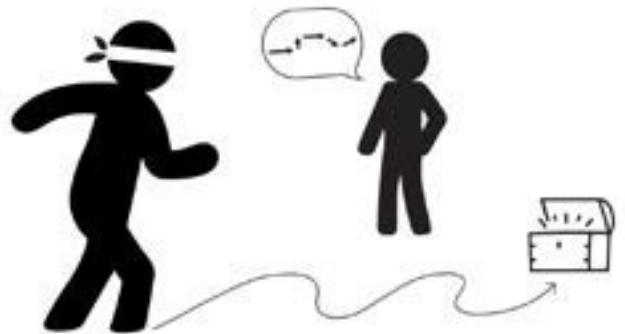
Here, a child needs to find candy that is hidden, by being guided by his mentor. The child is blindfolded and must choose to listen to instructions in order to find the candy. After the task, it is a good idea to reflect a little on this together with the children, so they see the parallel to "walking by faith". God is our father and has a plan for us, and he will guide us. Without him, we are really completely blind, and we cannot find the way to happiness and joy ourselves. We have to choose whether we want to believe or not. As you can see from the task, it is pretty silly not to believe in your mentor, you will end up stumbling and wasting a lot of time. Along with the candy, the children will find the mission from Iris. They must then search the room for the envelope with the code.

Equipment

- Material for blindfold
- Candy for the whole group
- Envelope with printed code
- Printed assignment

Preparation

1. Please read the task thoroughly!
2. Print the assignment and put it with the candy in a bag, chest or similar.
3. Print the code, put it in the envelope and hide it in the room.
4. Make sure there is enough room for this task, plan the route that the child need to walk and where the candy will be placed. You could consider adding some extra challenges and/or obstacles on the route to the candy.



How to play

1. The mentors decide which child will be blindfolded.
2. One of the other children can put the candy where the mentor says
3. The mentor leads the child to the candy by saying where to go.

Attachments

Task 3

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Explorers, I have a special task for you!

I've sent a letter to Explorers across the entire world with something inside that you will need in order to continue.

Can you find it?

4. When the child has found it, they can open their eyes again and everyone gets candy. Here it's a nice idea to reflect a bit with the children.
5. They find a note with a mission on it, together with the candy: They must find a letter that Iris has sent out to the whole world.
6. The children search for the letter and find an envelope with a code inside.
7. The children enter the code on the web page

Tip

Create your own route adapted to the room where you will be based. For example: Take two steps forward, three steps to the right, two steps back, one step to the left, two long steps forward, three tiny steps to the right. Where the child will end up with the candy. To make it extra exciting, you can put some "obstacles" in the way, e.g. some banana peels that you can slip on, a tub of water that you must avoid stepping in, small Lego pieces (which are painful to step on), etc. The child gets to see these obstacles before being blindfolded and then has to blindly trust the directions given by the mentor.

Task 4 - Quiz

Description

Here the children will get to test themselves on whether they remember everything they have learnt in the chapter about Abraham.

How to play

1. On the webpage Iris tells the children that there is now a quiz.
2. The children answer the questions together. You can rotate the person who clicks on the correct answer
3. After the quiz the chapter is finished.

