

Task descriptions

Chapter 1 - Daniel

Level 1 (6-8 år)

Task 1

Description

This is a mini game which is played on the website. The point is to get the children involved, include them in the game, let them choose where to click, so they feel that they are active participants, and not just passive listeners. When the game is completed, the children can watch the first film.

How to play

In this game you have to find the matching colors and connect the wires in the correct sockets. At first all the sockets look the same, but when you click on them you will see a hidden color. You must then click on a connection point on the opposite side and find the matching color. Pink to pink, blue to blue, etc. It works like in a classic Memory game – you open two points at a time until you have found a match. The wire gets a color after you have found the two sockets it belongs to. There is an electric spark when the wire is connected in the socket of the same color. You are then done with that wire and can move on to the next one. The game is finished when all the wires are connected to the correct sockets.

Task 2

Description

"Draw near to God and He will draw near to you." James 4:8

The task is for the children to help Jack and Gina understand what this verse means. The children will be given eight pictures that symbolize eight things that either help us draw near to God, or not. The first part of the task is to get the pictures by dragging them over a wall, and then talking together about each picture. The children should place the picture in the category "helpful" or "not helpful" depending on whether it helps us to draw near to God or not. When all the pictures have been placed, count how many pictures were "helpful." This number is entered on the website, and the images then appear on the screen. The next part of the task will be to sort the pictures. Once this is done, the journey can continue.

Helpful

- Prayer
- Reading the Bible
- Keeping your heart pure
- Choosing the good

Not helpful

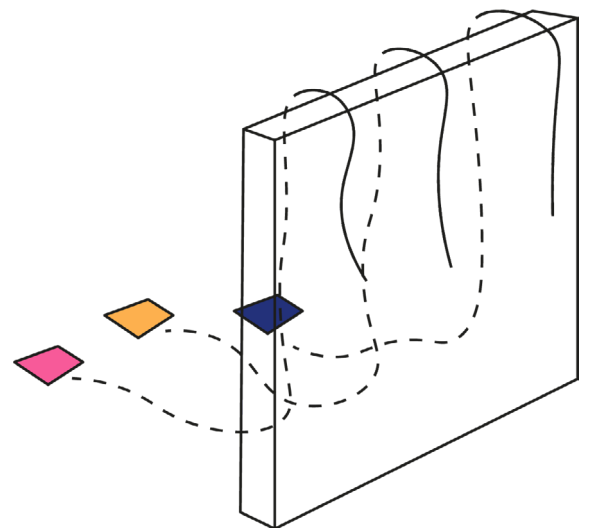
- Quarreling
- Stealing
- Being grumpy
- Backbiting

Equipment:

- 8 pictures (printed and laminated)
- String
- A wall (made of cloth or boards etc.)
- 2 boxes labeled "Helpful" and "Not helpful"

Preparations

1. Print the pictures and laminate them, if possible.
2. Make a hole in each picture and attach a long thread.
3. Make a "wall" by hanging up a sheet or putting up a board or partition.
4. Place the pictures on one side of the wall, which the children can't see.
5. The strings need to hang separately so the children can easily pull one thread to drag one picture over the wall.
6. Take two boxes and label one "Helpful" and the other one "Not helpful".



Implementation:

1. Prepare the wall and pictures in advance and have them ready. When completing the task, you can pull out the wall and read out the Bible verse.
2. Then explain that there are some things that help us draw near to God, and other things that are not helpful. There are many of these things behind the wall, and you need a child to help pull one of the strings. A child comes forward, pulls the string until a picture comes over the wall, and sits down again.
3. Talk with the children about what the picture symbolizes, and if this is helpful for drawing near to God, or not. Together you decide in which box to place the picture, put the picture in the box and ask a new child to come forward.
4. Repeat the process until all eight pictures have been pulled over, talked about and placed in their respective boxes.
5. Ask the children if they can help counting, and together you count the pictures in the "Helpful" box. Enter this number on the website. All eight pictures then appear on the screen and, together with the children, drag those pictures that are "Helpful" down in a row. When this is done, the task is completed.

Task 3

Description

In this task, the children have to collect energy to help Jack and Gina continue on their journey. The energy is collected in the form of bottles of green water to fill the bucket. When the bucket is full of energy, a balloon appears. In the balloon there is a note with the story of Noah. In this story, 14 animal species are mentioned, and the children's task is to count the number of animal species mentioned during the story. Once they have reached the number, enter it and they can continue the journey.

Equipment

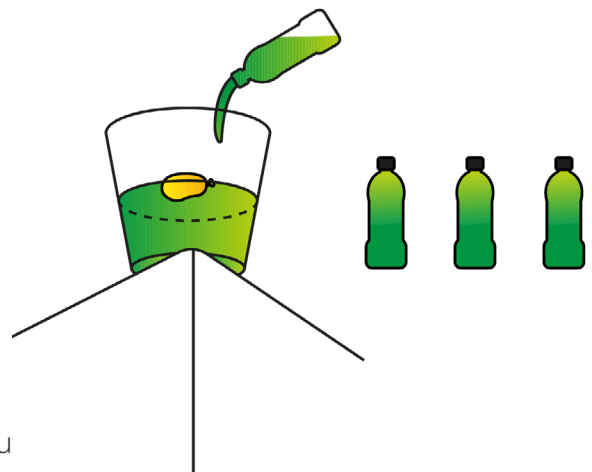
- A large bucket (10 liters, it shouldn't be transparent)
- Empty soft drink bottles (7 large (1,5 liters) or 20 small (0,5 liters))
- Green food coloring or other green dye
- A balloon
- A note with the story of Noah on page 13 (printed)
- A needle
- Sheets of paper
- Pencils

Preparations

1. Fill the bottles with water and add some green food coloring. Hide the bottles around the room. Make sure some of them are partially visible, while others are harder to find.
2. Print and place the note with the story of Noah (Appendix 1) inside the balloon. Inflate the balloon to the size of an orange and place the inflated balloon in the bucket.
3. Place the bucket somewhere above head height, e.g., on a high table. The children should not be able to see that there is a balloon in the bucket.
4. Have sheets of paper and pencils ready. The children can use these to make notes when they are counting the number of animals in the story.

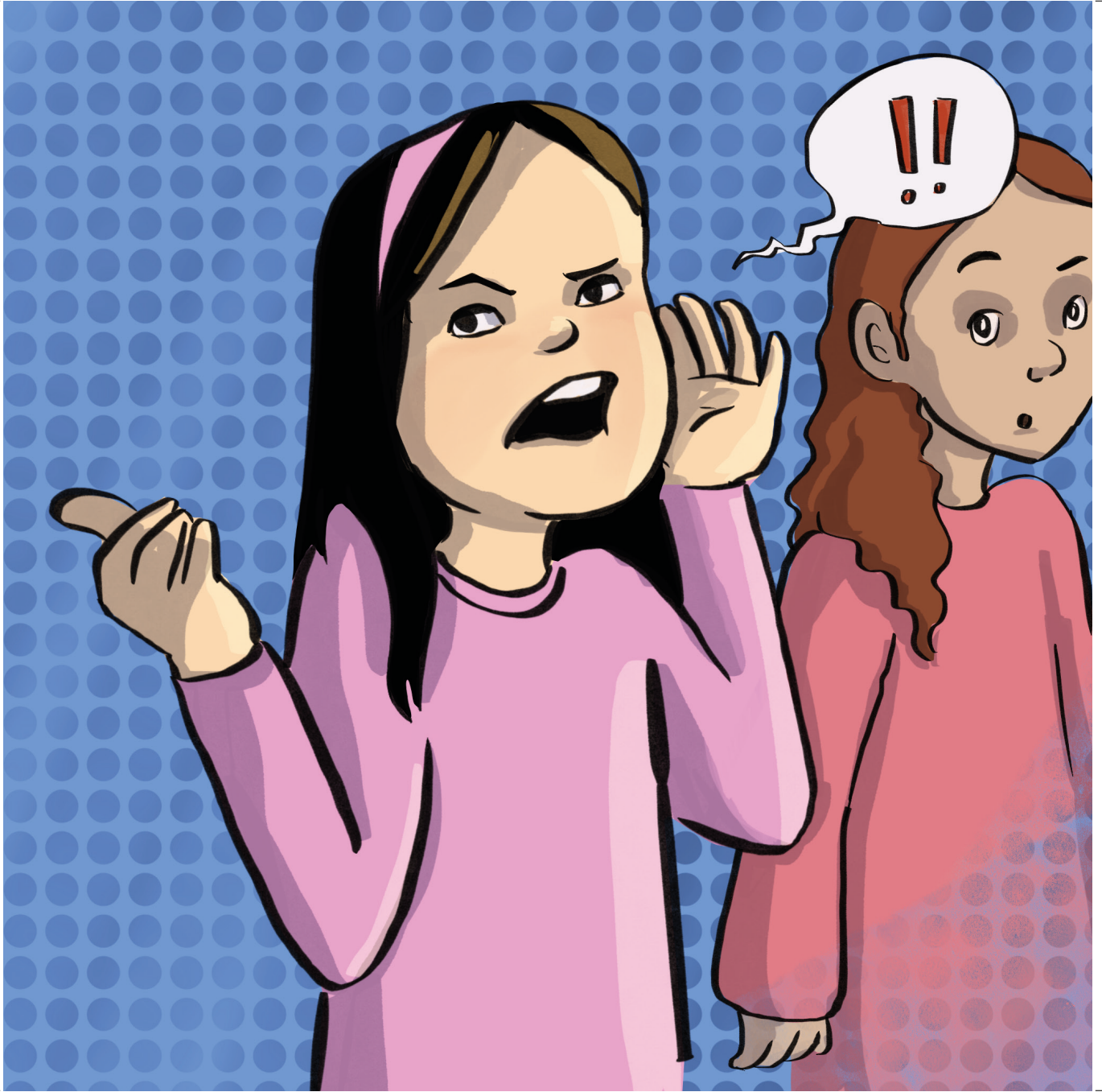
Implementation

1. Gather all the children around the bucket and tell them that they have to fill the whole bucket with energy before they can continue in the game. Ask the children if they see anything in the room that can be used to fill the bucket. Some of the children will probably say that they see some bottles of green water. Tell them that there are x number of bottles of green water hidden in the room (tell them number), and that their task is to collect these. Say ready, set, go! If they are struggling to find any of the bottles, you can give them a hint.
2. When all the bottles have been found, gather around the bucket again. The children line up and each pours a little water into the bucket; you probably have to help, as the bucket should be placed relatively high up. Make sure that all the children pour a little bit each. When the bucket starts to get full, the balloon appears.
3. When the balloon appears, act curious and surprised. Ask one of the children if they can take the balloon out of the bucket. They will probably notice that there is something inside it. Ask them if they have any ideas on how to get it out. Challenge the children to burst it themselves. If they can't do it, you can take out the needle and help them.
4. When you have taken out the note, gather all the children and read the task description on the note.
5. Take out the paper and pencils and tell the children that they can write down the number of animal species during the story. Before you start reading the story of Noah, ask the children what they know about Noah, and why he was an example in believing in God. Ask the children to pay close attention, and read out the story on the note.
6. The number of animals the children should arrive at is 14. If they are unable to do this themselves, you must help them. Once they have arrived at the answer, you can enter the code and the task is completed.



Pictures Task 2 - Level 1

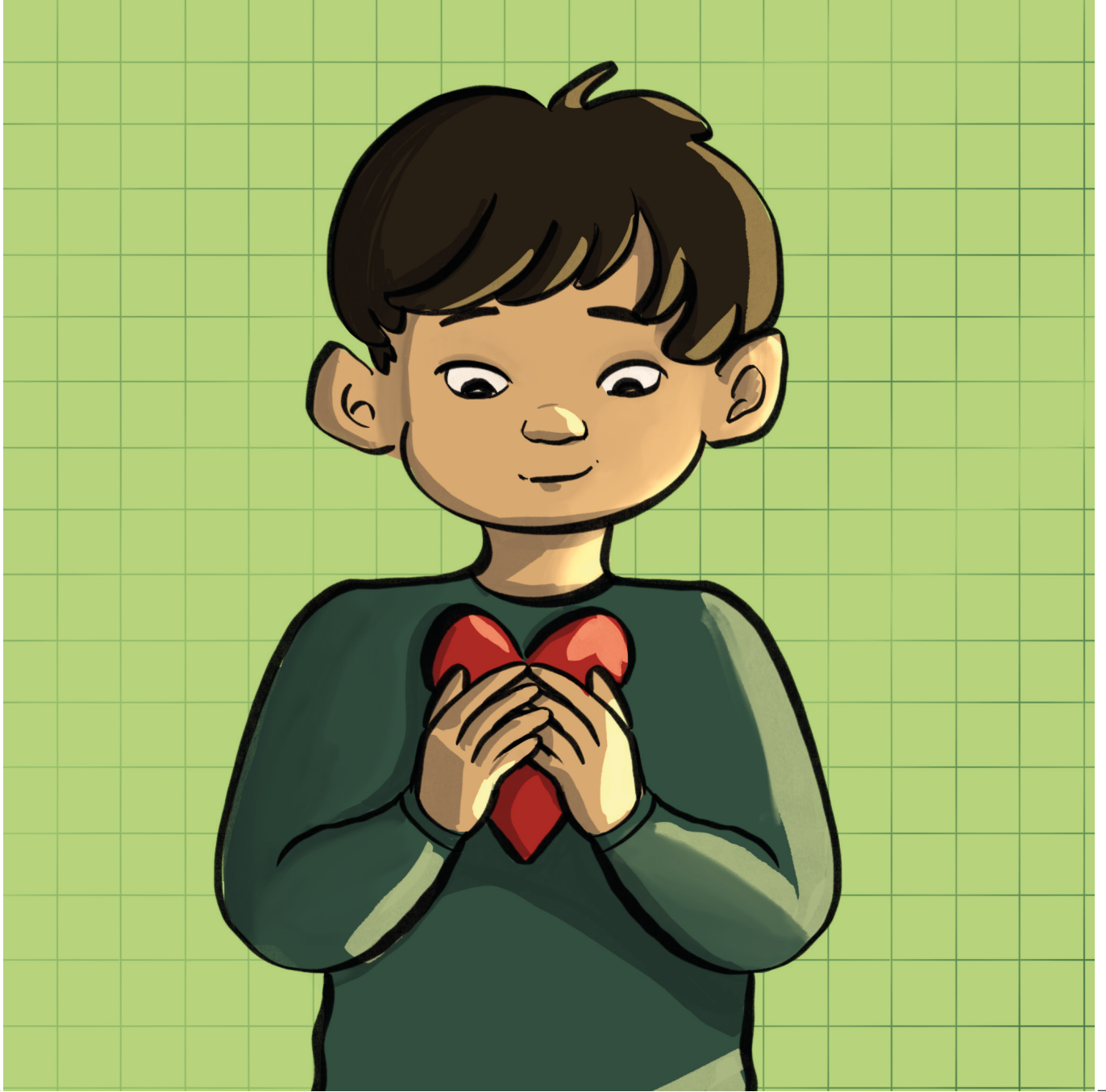
















Appendix

Good job! Now we have gathered lots of energy for the journey ahead. If you take a look at the screen you will see that we also need a code to move forward. Now you will get to hear a bit about Noah, who also had to stand up for what he believed in, just like Daniel. Can you find out how many species of animals are mentioned?

Noah

God wanted to save Noah and his family because he was righteous and faithful. So Noah built an ark, even though everyone else laughed at him and thought that it was really stupid. He collected animals from all corners of the world, including zebras, goats, sheep, lions, giraffes, horses, camels, rhinos, gorillas, tigers, hippos, kangaroos, pandas and many more animals. In the end, it was a dove which showed Noah, that it was now safe to leave the ark.