

IMPACT 2020/21

"YOU ARE THE LIGHT OF THE WORLD. A TOWN BUILT ON A HILL CANNOT BE HIDDEN. NEITHER DO PEOPLE LIGHT A LAMP AND PUT IT UNDER A BOWL. INSTEAD THEY PUT IT ON A STAND, AND IT GIVES LIGHT TO EVERYONE IN THE HOUSE. IN THE SAME WAY, LET YOUR LIGHT SHINE BEFORE OTHERS, THAT THEY MAY SEE YOUR GOOD DEEDS AND GLORIFY YOUR FATHER IN HEAVEN."

IMPACT GAMES – SESSION 3

1. Who Started It? – Indoor (seated)

Who Started It is a variation of the game Wink Murder. Who Started It gets your youth up and moving, while creatively creating actions for the rest of the group to copy.

How to Play:

- Follow the same rules as Wink Murder. This time, instead of choosing a murderer you will choose the starter (action maker). This person will start an action, movement or rhythm before the detective re-enters the room and everyone will copy the action that the starter chose. Once the detective re-enters the room and stands in the middle of the circle the starter can switch actions at any given point. The detective has again, 3 guesses to figure out which youth is the starter!
- The goal is to keep the detective from guessing who your starter is!

2. Flashlight/Laser Limbo – Indoor (moving)

What you need: A flashlight with batteries OR A laser pointer with batteries.

How to play:

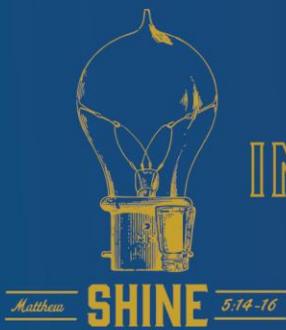
- a. Find an area with some space and turn off a few of the light so that your light can be seen when you turn it on. Hold your flashlight or laser pointer straight out in front of you at any height you choose. Turn it on and then get the youth to do the limbo underneath the light. After everyone has had a turn lower the light and get them to try again, as people fail they are illuminated and can sit on the sidelines and cheer on their friends.

3. Kick the Can - Outdoor

What you need: Can, or bucket.

How to play:

- One person (or a team of people if the group is large) is designated to an empty can that is placed in the open playing field.
- With eyes closed, they then count to an agreed upon number, and the other players run and hide.
- They then try to find and tag each of the players, always keeping a watchful eye on the can.
- Any player who is tagged is sent to the "jail," usually in plain sight of the can.
- The rest of the free players attempt to kick the can before being tagged out.



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- If they can kick the can without being caught, they set all the captured players free.

4. Among Us - Online

What you need: The Among Us App

How to play:

- Get your teens to download the Among Us game on their electronic device (this is a free game on mobile devices)
- Then you can create a private group so that it is safe and secure for your youth only! (Depending on the size of your youth group you may have to make more than one Among Us gaming group)
 - But, HOW DO I DO THAT? Quite simply!
 - To play Among Us online, select Online at the main menu. Enter your name in the field at the top and then select Host. You'll be taken to the lobby once you select Create Game and customize the settings. Then Leave the button at the bottom at the Private setting. Then share the code at the bottom of the screen with your teens. They will need to input the code in the Private section of the Online menu. (if this doesn't make sense ask one of your teens, they will know!!)

Rules

- The basic overview of Among Us is simple. A crew of 4-10 (usually 10) players are at a location doing tasks while 1-3 impostors (usually 2) are doing everything they can to sabotage their efforts and kill them all. The game ends in one of four ways.
- If all impostors die. (Crew Win)
- If all tasks get completed. (Crew Win)
- If there are an equal number of crew and impostors. (Impostor Win)
- If the crew fail to stop a catastrophic sabotage (Impostor Win)
- Games can be longer or shorter based on the number of players, their skills, and the options selected by the play group. When a game starts, you will be assigned a role, either as crew or impostors, and your goals and how you achieve them will change based on that.