



Blessed Are Who?

**This is the Games Guide for Day Four.
The complete Guide is available online at
bannerblue.org.**



Day Four: Mapping the Minefield

These games are intended to be played at home by a family or with a small group of neighbors or friends. During this time of the Covid-19 Pandemic, these games are not intended for large groups or public spaces. Please remind the kids to wash their hands frequently and to wear masks when needed.

Key Beatitude: Blessed are **the poor in spirit**, for theirs is the kingdom of heaven.

Story Character: Tabitha the Beloved Servant

Game Overview: The kids will try to navigate a difficult “minefield” map and learn how to rely on each other.

Learning Objective: Where can you find help while trying to walk through the world in the right way? You can always look to God for help! How can you be of help to others? There are always ways to help those in need; you just have to be ready and willing. That’s how Tabitha lived her amazing life.

Questions to ask the kids while you’re playing together:

- When you’re out walking someplace new or exploring, do you always know which direction to go?
- How do you figure out the right way to go?
- Do you ever ask for help or rely on other people?
- Has anyone ever asked you for help in knowing which way to go?
- Do you think you can ask for God’s help?

Supplies Needed:

- Map Tiles (provided in a separate printable pdf, two per page)
- Computer Printer
- Sidewalk chalk, string and pegs, cones, carpet squares, foam tiles, large construction paper, or some other way to mark off a grid.



Preparing for the Game (complete these steps first):

1. If you are working on a cement or stone surface, use the sidewalk chalk to draw out a grid that it at least 6 spaces long and 5 spaces tall. The squares of the grid should be about 18 inches per side. The cones or string and pegs are good for playing outside in the grass. The cones or carpet squares are good for playing inside.
2. Print off and organize the map tiles into a map. You can use the recommended grids shown below or make up your own. Be sure that the tiles end up facing down so that they are hidden at first. The compass tile is the starting point and the treasure tile is the goal.



Recommended Grids (with safe in green and dangerous and impassable in red)

Preschool			
Trees	Goat	Monkey	Treasure
House	Mountain	Lake	Rabbit
Panda	Tiger	Mountain	Mountain
Compass	Trees	Trees	Dog



Kindergarten-1 st Grades				
Trees	Panda	Rabbit	Treasure	Grass
Bridge	River	Waterfall	River	Bridge
House	Goat	Trees	Tiger	Grass
Mountain	Dragon	House	Mountain	Monkey
Compass	Trees	Trees	Dog	Horse

2 nd -5 th Grades					
Trees	Panda	Rabbit	Monkey	Trees	Horse
Bridge	River	Waterfall	River	Dragon	Bridge
House	Goat	Trees	Dog	Trees	Trees
Mountain	Mountain	House	Waterfall	Tiger	Monkey
Compass	Panda	Trees	Mountain	Lake	Treasure

Game Instructions:

1. Show the kids the grid of tiles that you have laid out and explain that the grid represents a new and mysterious land that they are about to explore. Somewhere hidden in that grid is a wondrous treasure but there are also many hidden dangers to avoid. Flip over the compass tile so that they know where to start.
2. Line the kids up along one side of the grid with the front of the line closest to the starting compass tile.
3. Explain that the kids will take turns entering the grid and searching for the treasure. Starting from the compass tile the kids can move in any



direction except diagonal. Any tile that a child steps on is “discovered” and flipped over to reveal what’s hidden. If it is a safe (green) tile they can move forward by selecting another tile. If it is a dangerous (red) tile or an impassable (red) tile they must go to the end of the line.

Discovered tiles remain discovered and are not flipped back over.

Taking turns, the kids continue along the expanding safe path until they discover the treasure. (For added difficulty that older kids could be able to handle, do not keep red impassable or dangerous tiles discovered.

Only keep green safe tiles flipped over. This way the kids will have to work together to remember which tiles they have already discovered as impassable or dangerous.)

4. If you have extra time, create another map for the kids to explore. If the kids moved too quickly through the first map, create a larger map or use the hidden red tile method explained in the previous step.

Lesson Reflection: The grid of the map with all of its various tiles is like one of the quilts that Tabitha made. The kids had to explore their way through the map, running into obstacles and into safe places. The kids also had to work together to find their way to the end. If one kid had to go to the end of the line, there was another ready to keep going. Tabitha was a beloved member of her community. The community didn’t love Tabitha because she was the smartest or the wealthiest but because she was the most helpful. Tabitha always helped those who needed her. Everyone in the community knew that there would always be at least one other person ready to step in and help them out—Tabitha.



Extra/Alternative Game: Resurrection Tag

You will need to designate a play area with clear boundaries. One or two kids are chosen to be "it." They are "death" and anyone who they tag dramatically dies on the spot. However, those who are left untagged may gather around a victim in a group of at least two-three and shout "(victim's name) wake up!" The kids are safe while they do this. The victim is then resurrected until tagged again. Tabitha was beloved by her community and resurrected by Peter through God's power because of that. The kids will have to help each other in this game to know that resurrection power.