

# GO IMPACT

## A Gospel Sharing Simulation

### The Great Commission Remains Unfinished



Welcome to a learning simulation\* that uses a series of tag games to illustrate some of the aspects and challenges of sharing the gospel cross-culturally.

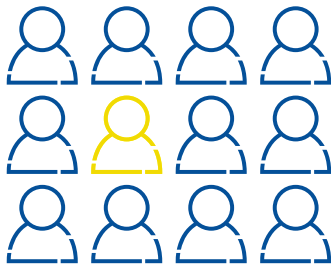
#### Learning objectives

Participants will explore such truths as:

- + Sharing the gospel requires sacrifice, hardship, and perseverance.
- + Some need to hear the gospel multiple times before accepting it.
- + The more kingdom workers involved, the sooner the remaining task is finished.
- + Comparing yourself to other kingdom workers can be discouraging.
- + It takes a full commitment to see the remaining task finished.

#### Preparation

- + This simulation can be used with 30-100 people. Smaller numbers may reduce the effectiveness of the simulation. Is your group too small? Consider teaming up with another group.
- + This simulation involves a series of tag games. You can adjust to make this a high or low physical activity.
- + You will need a large open room or clear outdoor area. Please inspect for safety, set boundaries, and remove obstacles.
- + It may be advisable to eliminate running (participants can walk fast), especially with larger groups to keep things safe.
- + Obtain and distribute color-coded cards to participants in the proportions listed below. (Everyone gets a card.) You can create these from construction paper or use index cards. Write numbers on the cards as shown.



- Red 1 – approx. 10% of participants (ex. 5 out of 50)
- Blue 1 – approx. 40% of participants (ex. 20 out of 50)
- Red 2 – approx. 40% of participants
- Blue 2 – approx. 10% of participants
- White – choose 4-8 people
- Red 1 – approx. 10% of participants (ex. 5 out of 50)

- + Note: Five rounds are offered in this simulation, but not all may be needed or fit in the time you have allotted. End the simulation before it gets “old.”

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## Introduction to the group

**Say:** *Imagine that this room is the world, and we are the people in need of the gospel. In this activity, we are going to play a series of simple tag games as a way of simulating the spread of the gospel. We will play several different rounds. Each round will be timed to see how long it takes to “reach the world for Christ,” that is, for everyone to get tagged. Unless otherwise directed, anyone who is touched with the gospel, that is, by “it,” **sits down**. For most of you, the task is simply to play the game of tag as instructed. Each round of tag is to be conducted in complete silence unless the facilitator asks you a direct question which you may answer. Be prepared for a discussion between rounds.*

## Game 1 play

### + Round A (time – approx. 2:00 minutes)

- Tell everyone what the physical boundaries for the tag game are.
- Select one person with a **white card** as “it.”
- If you need to keep the level of physical activity low, clump everyone together in fairly close proximity and limit movement to fast walking.
- Instruct everyone to sit down when touched by “it.”
- Motivate “it” by creating the scenario of him or her being on mission to present the gospel to the lost. The group is the harvest field. The time is limited.
- Time how long it takes for everyone to be touched and sit down. Share this with the group.

### + Round B (time – 0:15-0:30 minutes)

- Regroup everyone in the middle.
- Play again but make one rule change: when “it” touches someone, that person can touch one other person before sitting down.
- Time how long it takes for everyone to be touched and sit down. Share this with the group.

### + Round C (time – 0:20-0:30 minutes)

- Spread everyone out all over the room or area (still using the same boundaries).
- Play again with another rule change: when “it” touches someone, that person can touch **two other persons** before sitting down.
- Time how long it takes for everyone to be touched and sit down. Share this with the group.

## + Group discussion

Explore these concepts of gospel sharing in a debriefing time: addition vs. multiplication, distance, and difficulty. Add other questions as needed to fit your group and situation.

- What lessons can you learn about gospel sharing from this experience?
- What is the difference between addition and multiplication in missions?
- What made the missionary’s (“it’s”) job easier? Harder? How is this like the reality of missions?
- In the real world of gospel-sharing, what does it take to multiply? Why is it not good enough for a few of us to become missionaries and evangelists?
- (To the person who was “it”) How did it feel to be the only person “sharing?”

## Game 2 play

### + Play only one round this time. (time – 1:30-2:45 minutes)

- Select one person with a white card to be “it” and send him/her outside or out of hearing for a few minutes.

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- Explain these new rules to the group:
  - When “it” touches you, sit down; however...
  - If you have a **red card**, sit down but then immediately get back up. It takes a second touch for you to sit down permanently.
  - If you have a **blue card**, don’t sit down until you have been tapped three times.
- Bring back “it” to start the game. Don’t forget to exhort “it” to work hard as a “missionary”!
- Time how long it takes for everyone to be touched and sit down.

## + Group discussion

Explore these concepts in a debriefing time: challenges to sharing, stubbornness and resistance to the gospel, endurance and falling away, short-term vs long-term efforts, and the need for strategy.

- (To “it”) What do you think was going on? What were your frustrations?
- What lessons can we learn about gospel sharing from this version of the game?
- In gospel sharing, what do you think “multiple touches” mean? Why are they necessary?
- Why might people be resistant to the gospel?
- What are some ways we tend to respond to resistant people?
- What does it take to endure as a missionary?
- How could we “fix” this version of the game to make “it’s” job easier? How would that relate to missions?

## Game 3 play

### + Round A (time – 3:00 minutes)

- Select one person with a **white card** as “it” and send him/her outside or out of hearing.
- Find the person with the **black card** and appoint them to be the “adversary.”
- Explain these new rules to the group:
  - If you have a **red card**, when “it” touches you, sit down, but then immediately get back up. Remain seated after you have been touched twice.
  - If you have a **blue card**, when “it” touches you, sit down, but if the “adversary” comes to you and helps you up, get back up.
- Bring back “it” to start the game. Don’t forget to exhort “it” as a missionary!
- Since it’s an impossible task to finish, call time when ready or when “it” gives up.

### + Round B (time – 1:15-1:30 minutes)

- Replay Round 3. Keep “it” in the room and identify the “adversary.”
- This time, if “it” touches the “adversary,” the adversary is frozen.
- Time how long it takes for most people to be touched and sit down.

## + Group discussion

Explore these concepts in a debriefing time: impossible situations, the unfinished task, the presence and power of Satan, and spiritual warfare.

- What lessons can you learn about gospel sharing from these versions of the game?
- What situations can make gospel sharing almost impossible or incredibly difficult?
- Why is it foolish to be unaware of or indifferent toward the adversary?
- What resources do we have in dealing with the adversary?