

Wandering Evil

TOPIC: *Evil*

SCRIPTURE: *Proverbs 1:10-15*

SUPPLIES: *slips of paper, marker*

Before the game, place a mark on one slip of paper that will be obvious to the person who draws it, then fold the slips of paper so students won't be able to see which paper has the mark on it.

Have teenagers stand in a circle. Explain that you're going to distribute slips of paper. Ask students not to look at their slips until you give the signal. After you've passed out the slips of paper, allow students to look at their slips, but ask them not to look at anyone else's.

Tell the person who got the slip with the mark on it to avoid letting anyone else know. That person is "It". Explain that "It's" job will be to destroy people by touching them as everyone walks around the room in silence.

Have players begin walking around the room, and instruct "It" to touch people inconspicuously. If someone is touched, that person should let out a loud scream and fall to the ground. Other players should try to figure out who "It" is.

Tell players that if they think they know who "It" is, they can raise their hands and ask to take a guess. If the guess is correct, start the game over by redistributing the slips of paper. If the guess is wrong, the person who guessed is out of the game.

DISCUSSION

- How was "It" in this game similar to evil in our world?
- What does evil look like?
- How can you know if something is evil?
- What does God say about evil things?
- What makes something evil?
- How does evil destroy us?
- How should we respond to evil?