

## **ON THE SPOT**

It is not always easy to initiate an honest dialogue between members on serious, risky topics in a safe, controlled atmosphere. On the Spot will give all participants the full attention of the group, without competition or interruption. Prepare three stacks of cards: a stack of low-risk questions, a stack of high-risk questions, and a stack of pass cards. The three types of cards should be three different colors.

### **Sample low-risk questions:**

- If Jesus visited my school this week, three things he'd want to change immediately are:
- To be popular of my school, you must:
- I think most people spend too much time
- Most people think Christians are too
- Three facts that most people don't know about Jesus are

### **High risk questions:**

- If Jesus had been visibly With me today, I would not have said three things I did. They are:
- The man, woman, or child in the Bible most like me is
- I felt farthest from God when:
- Two details about myself I like most are:
- One thing that God most wants me to change is:

Each player is given the same number of PASS cards-usually one or two, depending on how frank players feel like being with each other. One person is chosen to be on the spot. The next player to the right is the dealer, who in this game deals out questions, not cards.

Whoever is on the spot chooses which pile to answer a question from. The dealer takes the top card from that pile and reads it aloud. The on-the-spot player has 30 seconds to answer the question honestly. The dealer then has the option to ask the same player a question of his own. After this second question, the on-the-spot player can choose to either entertain more questions on that topic from anyone in the group or elect not to, in which case play moves clockwise and a new player is on the spot.

PASS cards are played by at any time in order to escape an especially risky or embarrassing question. Play passes immediately clockwise when a PASS card is used. Encourage students to use their PASS cards rather than to be less than completely honest. On the other hand, PASS cards must be used strategically-if a player uses them too quickly, the player must answer the questions.

Control the flow of the game, and permit no interruptions or speaking out of turn. There are no wrong answers, no points are scored, and everyone wins.