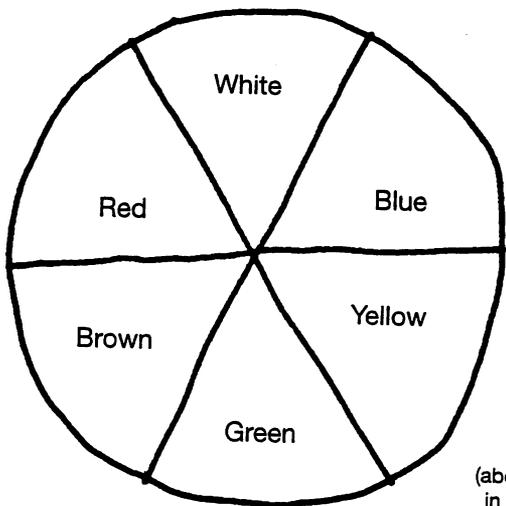


YELLOW BRICK ROAD

This is a simulation game that teaches the balance between competition and cooperation. To play the game, a map must be made on the playing area that looks like this:



Divide the group into six smaller groups and assign each a color (one of the six on the map). Each group gets a paint brush fastened to a three-foot-long stick and some poster paint the same color as the one assigned them. The following instructions are given to the players:

- The job of your group is to build roads to the outside edge of the map. You build roads by painting

them on the map in your color. The group with the most roads when the game ends is the winner.

- You can build roads on your own property. To make points, roads will only count if they start at your property and end at the outside edge of the map in another's property.
- You cannot speak to anyone outside your group. Only your leader can talk to the leader of other groups. Your leader must receive permission from a group to enter its property to build a road. This must be done each time you want to build a road or branch. You must ask permission every time you cross another group's road, even in your own property. Your leader must have approval from everyone in your group before giving permission to another group.
- A leader and painter are elected each round. Leaders cannot paint roads. Painters cannot talk to anyone, only follow directions of the leader.
- There is no time limit. The game can end anytime. You must solve your own problems. The only people allowed on the map are the group leader and the group painter. No one else.

Questions for discussion:

- Give each player the chance to express feelings of their experience during the game.
- Have them compare these feelings to real-life situations.
- Is there anything in the game that is like a neighborhood where the players live?
- What does the game say about the nature of man?
- What decisions did you make in the game?
- What would you now do differently in the game?
- What was the degree of competition and cooperation in the game?
- How could the game be played so there is more cooperation rather than competition?
- What should the church's job be? What does your church do in terms of what Jesus said in Luke 4:18?