

BOLDER
It takes a village

All-Age Activity The Generation Game

Aim:

To get different generations working and playing together.

Introduction:

'The Generation Game' was once a popular BBC TV show that spanned the decades, beginning in 1971 with Bruce Forsyth, and was also hosted through the years by Larry Grayson and Jim Davidson up until 2005. Many people will remember this game show and will hopefully want to take part in this activity. The game has four teams with two players each, and the two players need to be from different generations. The original show used family members, but today we are thinking about how we, as the family of God, are a 'village'; so pair up people from different generations, and assure them that even though they are not blood related, they are part of the family of God.

The final part of The Generation Game would be the 'conveyor belt' which held lots of prizes for the winners to remember and then win. This is the part of the game that the all-age activity focuses around.

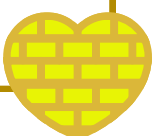
You will need:

- The YouTube video accessible and ready to play on a screen plus speakers: <https://youtu.be/4RpjDnol1Fo?feature=shared>
- Small prizes for the winning team (optional)
- Two chocolate bars for the 'It takes a Village' bonus item (check for any allergies)
- The Leader Sheet with answers
- Printed copies of the Team Answer Sheet, one for each pair
- Pens/pencils

How to play:

Depending on your congregation size and willing volunteers, use between one to four teams of two players. The YouTube video (above) represents the conveyor belt experience from The Generation Game.

1. Play the video asking the teams to watch carefully and try to remember as many items as they can.
2. Tell them that there is a 'It takes a Village' bonus for one of the items (used to be a 'Brucie Bonus' on the show).
3. Once they've watched the video, give all the teams 40 seconds to write down all the items they remember on a piece of paper (see Leader Sheet for answers).
4. Have teams count how many answers they have written on their sheets.



5. The team claiming the most correct answers gets to shout them out and the leader ticks them off their answer sheet. It might be fun to have bags of sweets/chocolate or small prizes for the winning team.

6. If the winning team remembers the 'It takes a Village' bonus item, they each win a large bar of chocolate. (This item is the Bible!)

Thank everyone for participating, then finish the activity with the thought below.

Thought:

They say that two heads are better than one, and the game today reminded us that a team of two is better than going it alone. There may have been some items shown that the younger people may not be at all familiar with, and that's when those who are older can describe what these are and what they were for. Today we are thinking about how it takes a village to be the best church community we can be. That means we need all ages, all abilities, different views, new thoughts, old thoughts, wisdom and understanding, and that can only happen when we respectfully listen to each other as different generations.

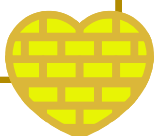
No matter your age, you are part of this community – this village – and we need you.

Ecclesiastes 4:11-12 (NIV) says:

'How can one keep warm alone? Though one may be overpowered, two can defend themselves. A chord of three strands is not quickly broken.'

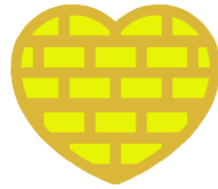
This Scripture text reminds us that together we are stronger. No matter if we are single, part of a family, younger, older, employed, unemployed or retired, we are all part of 'the village'. Our communities of believers will be stronger when we work together, live together, listen to one another, and learn from one another. In fact, when we do all these things, we actually live as a bolder community of believers. It takes real boldness to listen and learn from one another, and it takes boldness to play your part.

The BBC's Generation Game had a theme song which ran, 'Life is the name of the game and I want to play the game with you.' We need to learn to play together, live together, learn together, and – no matter what – never to dismiss another generation, because every generation is needed. Remember, it takes a village!





Older
People's
Ministries



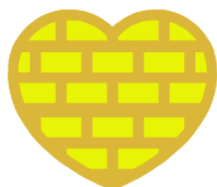
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ALL AGE ACTIVITY: THE GENERATION GAME

LEADER'S TICK SHEET

ITEM	TICK IF YOU HEAR THE ITEM CALLED OUT
1. Loaf of bread	
2. Mobile telephone	
3. Cup of tea	
4. Microphone	
5. Tin of paint	
6. DVD	
7. Candle	
8. Diamond tiara	
9. Shampoo	
10. Camera	
11. Violin	
12. Electric kettle	
13. Bible	
14. Computer	
15. Cuddly toy	
16. Birdhouse	
17. Small rabbit	





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THE GENERATION GAME

You will be given 40 seconds as a pair to remember as many of the items you see on the video. Only after the video ends and when the leader says 'Go' can you start writing your answers below (in no particular order).

Let's see how much you can remember together!

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.
16.
17.

