



# Loop



## ACTIVITY GUIDE

*Survival Skills*

Week 1: Carry a Compass

### Prayer Time!

A fun game to help students remember the different ways they can pray navigational prayers.

### Activity Objective

Do the action you're supposed to do as fast as possible.

### You'll Need

- Ways to Pray magnet (1 per student)

## Instructions

1. **Note:** If your experience is small, you can play as one combined group.
2. Students sit in a line in front of you.
3. **Say:** We're going to play a game called "Prayer Time!" It's kind of like Simon Says, but you can only do the motion if it's one of the five ways to pray we're learning about today.
4. **Explain** the motions and **practice** them a couple of times so students know what to do.
  - **Back:** Pat yourself on your back
  - **Up:** Look straight up
  - **In:** Crunch up like a ball
  - **Around:** Turn around in a full circle
  - **Forward:** Point straight ahead
5. **Examples:** If you say "Prayer time: Up!" Students have to look up right away or they're out. If you say, "Prayer Time: Sack!" Students should freeze or they're out.
6. Begin saying direction words, mixed with any other random words, and allow students to respond by either freezing or doing the correct motion.

Need help? See the **Random Words Ideas List** below!
7. If a student doesn't freeze or does the wrong motion, they're out.
8. **Award** the last remaining student a "Ways to Pray" magnet!
9. **Repeat** the game as long as time allows. (You may choose other students to call out directions.)
10. If a student wins more than once, they do not receive an additional magnet.
11. **Give** the rest of the students each a magnet when it's time to finish up.

### Random Word Ideas List

Sack, Mack, Flack, Under, Over, Thin, Out, Ground, Pound, Backpack, Upstairs, Downstairs, Outside, Entrance, Crack, Invisible, Allowed, Aground, Forever, Fortress, Background, Tin, Pin, Uptown, Fort, Fourth, Black, Snack, etc.