

Model and Mime

If the player rolls '**Model**' they must model out of the clay provided an object from the story. If they roll '**Mime**' they must without words act out a section of the story. If the rest of the players are able to guess what the modelled object is or the section of the story mimed the player can throw the dice again. If not the play moves to the next person. Time this for two minutes before the modelling or mime starts and the other players must guess before the two minutes is up.

Finishing the game

- Once all four cards have been collected play finishes if you are playing the short game.

Whether you are playing the short or long game The Actions for the week should then decided on.

Playing in larger Groups

If there is more than eight who are playing, you can divide into teams of up to four, with each member of the team taking on one or more of the cards to answer. This can be good way of introducing new people to the game. It is also suggested that you ensure an individual selects a different card each week.



Contents

A Fast Dice

32 Cards (8 of each)

Modeling Clay

Instruction Leaflet

3 Story Leaflets

For more stories or to share stories
you have created please visit

www.fastgamelite.blogspot.com

Richard or Lori Passmore

26 King Athelstan Drive

Chard

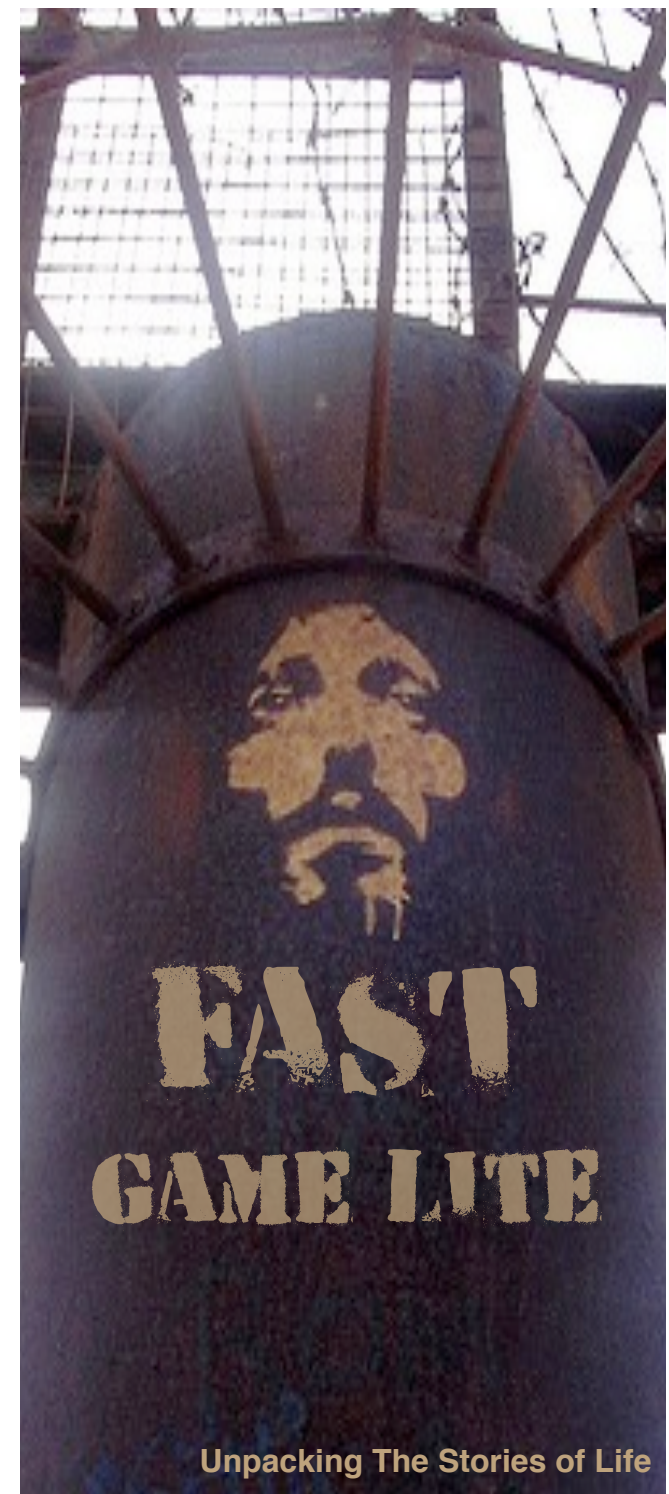
Somerset

TA20 2HY

lori@cpr4youthwork.co.uk

Tel: 07830197160

www.sundaypapers.org.uk



Unpacking The Stories of Life

FaSt Lite builds on the successful FaSt board game and has been developed as a tool to help people explore their faith journey. It is primarily aimed at young people and adults who have little or no understanding of Christianity, and who would not feel comfortable with a linear or book orientated approach. However the game is very adaptable and can be used with other groups, e.g. church youth groups, adult house groups, post alpha groups etc. It can be played by any number of players, though the ideal number would be about 6-8 players.

Ethos

This is not a competitive game; it encourages people to open up their lives, to listen and draw from other people's experience of life and to impact the world around them. It can be played over a number of weeks or as a one-off game.



The game seeks to foster community, openness and accountability. This is done through the group deciding if the answers given have been open and honest enough for the players to collect their

cards. The same accountability applies to the action that is due to be undertaken in the week, as the group ask one another the following week whether they have carried it out or not.

The **Story** cards are to help people interact with the story, learn from it and its meaning. The **Thought** cards help the player talk about people closest to them and the world around them. The **Action** cards then put into practice what has been learnt throughout the game.

As the game is flexible it is down to the leader to facilitate the group playing the game. They can choose stories right for the group, tell them in their language, and provide the right atmosphere and environment to get the most from the game. Time should be taken to understand the players (where they are in their faith journey and how strong the relationships are in the group) in order to gauge the

level of openness and honesty that can be expected. Prompts may need to be given throughout the game. It is surprising how in-depth the game can get with people feeling less inhibited to share information in the game that they may not share at other times. The creative sides of the dice (mime and model) are there for some light relief.

Jesus constantly used parables to communicate. These were lively, entertaining, memorable and drew on the everyday experiences of the listeners helping them feel included in the story. The stories had depth of meaning and were good to listen to; the game is designed with this in mind. Group leaders can use one of Jesus' parables or any Bible story retold in modern form in a way that relates to the group. You can even take a section from Jesus' life and use this as the base story. Some example stories are included.

How the game is played

- An appropriate story is told to the whole group, e.g. the Prodigal Surfer.
- The cards are sorted into piles F, A, S, T placed face down.
- Each player takes a turn to throw the dice. A player must collect an **A=Action** card first by rolling an A before they can get any other cards. This card is kept by the player until the end of the game.
- If a player rolls another Letter before they have collected an A=Action card they do not collect it and play moves to the next player.
- Later in the game if a player rolls a Letter already collected (e.g. an A=Action square) play moves to the next person.
- If a player rolls mime or model (see later) and is successful they can throw again.
- Once a player successfully wins a card or fails to win a card play moves to the next player.
- **Short play** - play stops when with the first person to get all four cards, **Long play** - when all players collect all four cards.

The Cards

On rolling a Letter the player has two minutes to undertake the task on the card/ give an appropriate

answer. As mentioned before the group decides if the answer given is open and honest enough for the player to keep the card. If the group decide the answer is not good enough the card is replaced at the bottom of the pile and play moves on.

- **F=Feelings** The player must read the card and think of a time when they felt like this which is in some way linked to the story. E.g. if the card says "nervous/not looking forward to" and the story is the Prodigal Son there may have been a time when the player felt nervous about telling their parent something.
- **A=Action** This card is held onto until the end of the game when an action is decided on to be carried out during the week. This will have some relevance to the person on the card and the story e.g. the card says "parent/person you live with" and the story is the Prodigal Son, the player may have something s/he wishes to say sorry for to that person, so this is shared with the group who will check the action the following week. Before the actions are decided upon the leader may find it helpful to remind players of some of the key things shared during the game and the point of the story used.
- **S=Story** This is more straightforward, with the player answering the question on the card, e.g. "tell the story in your own words". The group decides if this has been carried out successfully.
- **T=Thought** There is a number of ways to use this card depending on your group. One way is to get the player to imagine the person on the card is one of the characters in the story. How would they behave? E.g. if they had the "parent" card would their dad accept them back with a big party like in the story of the Prodigal Son? Or the player can put themselves into the shoes of the person on the card and tell the group how they think that person would react/relate to the story. E.g. would their parent believe it, understand it, listen to it, or be put off if it was of a Christian nature etc?

N.B If players are taking too long to think and share with each card, introduce a time limit using a mobile phone or similar.