

FUN-CO

Fun-Co (Fun with Community) is a wonderful intergenerational storytelling activity.

A few things to keep in mind about this activity:

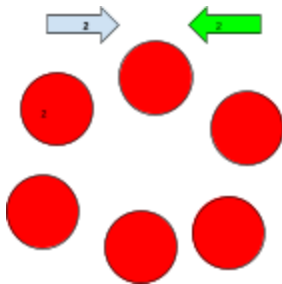
- Most questions can be answered by elementary students and beyond.
- The questions get progressively deeper. The hope is that practicing simple sharing will help participants begin to feel more comfortable with sharing matters of faith.
- Because of the number of permutations of questions and participants, Fun-Co can be played multiple times with the same people.
- If your culture is new to intergenerational storytelling or deeper levels of faith sharing, you might want to ease folks into the activity by only using questions from levels 1-3 and adding other questions as the group becomes more comfortable. .
- Feel free to tweak, add or subtract questions that you think will work better in your context.
- This is a 'challenge by choice' activity which means that *participants should never feel pushed to share beyond their level of comfort*. Before the game begins you will want to ensure that everyone is aware of the question answering options that are available to them.
- Fun-Co is designed for use with a large group and is based on dividing participants into teams of six people each. If your group is smaller, divide participants into groups of three people (with one person staying and two moving) or groups of four (with two staying and two moving.)
- While you may set up tables with chairs for this activity they are not necessary; a circle of chairs or having each group stand in a circle works well too.
- If you are using a tables, a smaller die will work well for each group. If you are throwing the die on the floor while players stand or sit in chairs, we suggest a larger die. Tip: check the dollar store for large foam dice; you may also be able to find patterns online if you wish to make your own.
- During the game you will sub-divide participants into pairs. This is valuable because the pairs will get to know each other well by hearing many small stories from their partner.
- As you form the pairs keep in mind that younger children or those who are newer to the large group may want the comfort of a known travelling companion.

What you need:

- **Stickers in three different colors** to help create pairs and direct movement between rounds. For example if you had 30 participants you would need 10 red, 10 blue, and 10 green stickers. These stickers would then be divided evenly between 5 groups: 2 red, 2 blue and 2 green per group.
- **Storytelling prompts/questions for each group.** Use the attached list of questions to create a different set of questions---valued at 1pt, 2pts, 3pts, 4pts, 5 pts, and 6 pts--for each group. Tip: If you have more than six small groups some groups will have duplicate questions; alternatively you could make your own set(s) of six questions for the extra group(s).
- **Dice, one die per each small group.**
- **Pencils, one per participant.**
- **Paper for personal score keeping, one sheet per participant.**

What you do:

1. Set up your room so that you have tables or gathering areas arranged in a large circle.



2. Place one question card and one die at each table/each group of chairs.
3. Divide the large group into into smaller groups of six people each and distribute the groups among the tables/chairs you have prepared in advance for each group.
4. Use the stickers to designate pairs within each group. For example, if you have thirty participants you would divide them into five groups and within each group each pair of participants would receive a different sticker (ie two red, two blue, two green stickers per group of six.)
5. Assign specific movement instructions to each of the colored sticker pairs as follows:
 - a. Those with “red” stickers will be the *permanent* teams and will not move from their appointed table/circle. Tip: If there are people with mobility issues, assign them the sticker that is allotted to the permanent team members.

- b. Those with “blue” stickers will be the *clockwise* teams and will move in a clockwise direction to the next table/circle after each round of play.
- c. Those with the “green” stickers will be the *counterclockwise* team and will move in a counterclockwise direction to the next table/circle after each round of play.

6. Explain the game as follows:

Round 1. Each participant will get a turn to roll the die. The number that the die lands on indicates which question they are to answer on the card (ie if it lands on “2” they will answer the questions to which “2pts” have been assigned) OR he or she can choose to earn one point and select a question of his or her choice from the list. Once everyone in the small group has had a turn and recorded their points, someone from the group should hold up the die to indicate that the group is ready for Round 2. Once all the dice are held up the facilitator will signal the moving pairs to travel to the next location.

Rounds 2-6. Repeat the actions of Round 1. Note: While the questions or storytelling prompts will be different for the travelling pairs those who are permanent pairs will use the same question card but with different people answering and listening to those questions.

Question card 1

1 Pt: Choose a question from the list that you would like to answer.

**2 Pt: What is your favorite color?
Why?**

**3 Pt: What is Your favorite book?
Why?**

4 Pt: Share a Christmas memory.

5 Pt: Who has been a significant mentor in your life and why?

6 Pt: Share a Bible verse or passage that has been important in your life and tell us why.

Question card 2

1 Pt: Choose a question from the list that you would like to answer.

2 Pt: What is your favorite animal? Why?

3 Pt: What is/was your favorite class in school? Why?

4 Pt: Share an Easter memory.

5 Pt: Who has been an important role model in your life and why?

6 Pt: Tell us about a hymn or praise song that has been important in your life and tell us why.

Question card 3

1 Pt: Choose a question from the list that you would like to answer.

**2 Pt: What is Your favorite sport?
Why?**

3 Pt: What non-church year holiday is your favorite and why?

4 Pt: Share a memory from your school days.

5 Pt: Who has been a significant teacher in your life and why?

6 Pt: Share how we can be praying for you.

Question card 4

1 Pt: Choose a question from the list that you would like to answer.

2 Pt: What is Your favorite food? Why?

3 Pt: Which is Your favorite fictional character? Why?

4 Pt: Share a Good Friday memory.

5 Pt: Who has been a significant coach in your life and why?

6 Pt: Share as important event in your life that impacted your faith and tell us why.

Question card 5

1 Pt: Choose a question from the list that you would like to answer.

2 Pt: Which is Your favorite meal of the day? Why?

3 Pt: What is your favorite movie? Why?

4 Pt: Share a memory from GEMS, Cadets, Girls Club, Boys Club, or a similar group.

5 Pt: Who has been a significant friend in your life and why?

6 Pt: Share a time in your life when your faith was challenged.

Question card 6

1 Pt: Choose a question from the list that you would like to answer.

2 Pt: What is your favorite vacation spot? Why?

3 Pt: If you could have a “superpower” what would it be and why?

4 Pt: Share a memory from a worship service.

5 Pt: Who has been a significant family member in your life & why?

6 Pt: Share how your faith gives you hope.