

## Preparation

Up to 4 teams of 2-3 students each

- Print the board on size A3 paper.
- Print the Heading Out Together Gameplay Sheets.
- Print out two copies of each sheet of cards, double-sided.
- If playing with older children, print one copy of the Bible Challenge Cards, double-sided, and keep them in a separate pile on the side.
- one game piece for each team

**For the game, you'll need:** 8 Bible Cards, 8 Joker Cards, 16 Obstacle Cards, 16 Backpack Cards, and 32 Compass Cards. Gather a Bible, a dice, and game pieces.

## Objective

The object of the game is for all the teams to get onto the **Communion Bus** because it cannot leave unless all the teams have boarded.

The children discover that teamwork is necessary. Little by little, they develop a team spirit and work to help each other. At the end of the game, re-reading the suggested cooperation strategies will prepare them to receive the Word of God.

The playing time is **limited to 20 minutes** to allow time for rereading.

**What does each team need to get on the bus?**

- 1 **Bible Card**, which allows a team to use Compass Cards
- 3 different **Compass Cards** with Bible verses that overcome obstacles
- 3 different **Backpack Cards** showing items to bring on the trip

## How do you play?

Form teams of 2-3 players. Give each team a **game piece** and a **Heading Out Together Gameplay Sheet**, which summarizes the object of the game and the purpose of the cards.

Shuffle all the cards together (except for the Bible Challenge cards, if you are using them). Deal 3 cards to each team, and then stack the rest to create a draw pile.

Each team rolls the dice and moves their game piece the number of spaces indicated.

- If the game piece stops on a spot with a card on it, the team draws a card.
- If the card is a **Compass Card**, a **Bible Card**, or a **Backpack Card**, the team members put it face-up in front of them to prepare for the trip. (Note: there cannot be 2 identical cards laid out in front of them.) Alternatively, they can exchange the card with 1 of the 3 that they are already holding, and then discard that card by placing it at the bottom of the draw pile. Each team must always have 3 cards.
- If the card is an **Obstacle Card**, the team must lay it down face-up. An obstacle is blocking the team members from moving on, and they need the help of the other teams to continue. The team to the left is the first to look for a solution to overcome the obstacle.
- If the game piece stops on a spot with 2 cards on it, the team draws 2 cards. If the cards are **Compass Cards**, **Bible Cards**, **Joker Cards**, or **Backpack Cards**, the team members choose one and lay it face up in front of themselves. They



discard the other card. They may also choose to offer the extra card to a team that's facing an obstacle.

- If one of the cards drawn is an **Obstacle Card**, the team must lay it down face-up. If there are 2 **Obstacle Cards**, the team discards one of them.

## How To Overcome an Obstacle

The team looks for a **Compass** or **Backpack Card** that allows them to overcome the obstacle that is blocking their journey. (The catechist may guide the team in choosing the card that is most helpful.) There can be more than one correct solution, as long as the team can explain why. The **Joker Card** can overcome any obstacle and does not require an explanation.

The team to the left of the blocked team will be the first team available to assist; the team members can decide to help the team that's facing the obstacle, or they can skip their turn. If they choose to help, they draw and play one of their cards to overcome the obstacle, or they use one of the **Compass** or **Backpack Cards** that is already face-up in front of them.

- If the team to the left uses a card that overcomes the obstacle, both their neighbor's **Obstacle Card** and the card used to overcome the obstacle are discarded to the bottom of the drawing deck. Then, the helping team must skip its turn. The next team rolls the dice, and the game continues.
- If the second team does not want to or cannot overcome the obstacle, it's up to the third team to choose whether to help. This cycle continues team by team until one of them gets rid of the obstacle.
- If this cycle returns to the stopped team, these team members also draw a card to try to overcome the obstacle.
- Each team discards their ineffective cards to the bottom of the draw pile.
- **Caution:** other obstacles may appear while teams are drawing cards. Each team can only have 1 obstacle to overcome at a time. If a team draws a second obstacle, discard this card to the bottom of the draw pile.

## For Older Children

If a team lands on this spot, they draw a Bible Challenge Card and answer the question. If the team doesn't know the answer, they can use a Bible to help, or ask the other teams or the catechist for clues.



## Ending the Game

The bus can't leave until all the teams have the appropriate number of cards in front of them (at least 1 **Bible Card**, 3 different **Compass Cards**, and 3 different **Backpack Cards**), and until there are no more obstacles face-up on the table. All the teams' game pieces must reach the last spot on the board game.

Once a team is at the end of the path, that team won't roll the dice but continue drawing a card for each of their turns as they wait for the others to reach the end. In this way, the team(s) that have already finished can help the other teams by offering the cards they've drawn or have placed face-up in front of them.





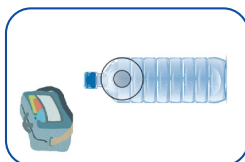
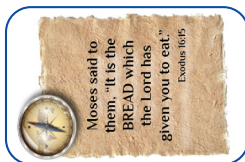


## Heading Out Together Gameplay

### OBJECT OF THE GAME

The object of the game is for all the teams to get onto the **Communion Bus** because it cannot leave unless all the teams have boarded.

To get onto the **BUS**, you need:



**1 Bible Card**  
allows a team to use  
a **Compass Card**

**3 Compass Cards\***  
with Bible verses that  
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**3 Backpack Cards\***  
showing items to  
bring on the trip

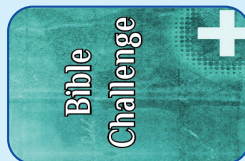
\* The Compass Cards and Backpack Cards must be different.



**Obstacle Card:** Stop the game and read the card out loud to the team. Overcome the obstacle with an item from the backpack (**Backpack Cards**) or a verse from the Bible (**Compass Cards**) that corresponds to the situation.  
Play **one obstacle** per team at a time.



**Joker Card**  
Overcomes  
all obstacles.



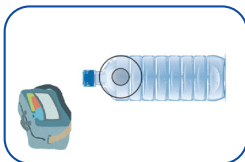
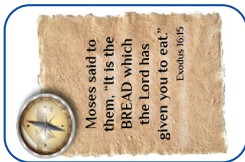
**Bible Challenge Card**  
(for older children) –  
Answer the question,  
using your Bible to help  
you. If you need more  
help, ask the other  
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Heading Out  
Together!



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Together!



Heading Out  
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Heading Out  
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Heading Out  
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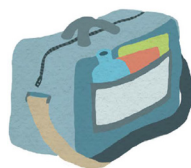
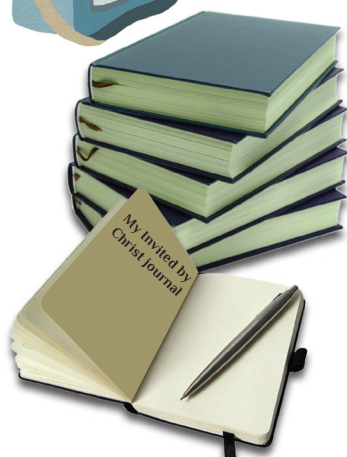
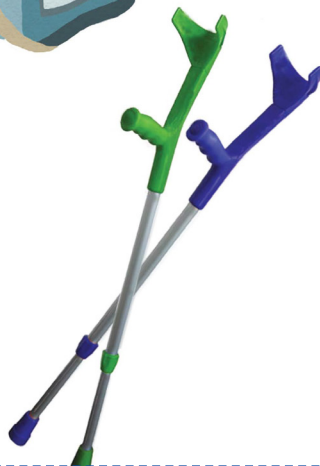






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double-sided.  
Laminate  
cards, if  
desired.





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Be kind to  
one another,  
FORGIVING each  
other just as God  
has also forgiven  
you.

Ephesians 4:32



For if you FORGIVE  
other people for  
their wrongdoings,  
your Heavenly  
Father will also  
forgive you.

Matthew 6:14



You shall strike  
the rock, and  
WATER will come  
out of it, so that  
the people may  
drink.

Exodus 17:6



Whoever drinks  
of the WATER  
that I will give  
him shall never  
be thirsty.

John 4:14



Moses said to  
them, "It is the  
BREAD which  
the Lord has  
given you to eat."

Exodus 16:15



They also had a  
few small FISH;  
and after he had  
blessed them,  
Jesus told the  
disciples to serve  
these, as well.

Mark 8:7



I say to you,  
GET UP, pick up  
your stretcher,  
and go home.

Luke 5:24



If I should say,  
"My foot has  
slipped," your  
faithfulness, Lord,  
will SUPPORT me.

Psalms 94:18



Your word is  
a LAMP to my  
feet and a light  
to my path.

Psalms 119:105







Samuel was  
**SERVING** in the  
presence of the  
Lord.

1 Samuel 3:1



Blessed is anyone  
who meditates  
on **WISDOM** and  
reasons with  
**INTELLIGENCE**.

Sirach 14:20



Then He opened  
their **MINDS** to  
understand the  
Scriptures.

Luke 2:45



Give me your  
heart, my son,  
and let your  
**EYES** delight in  
my ways.

Proverbs 23:26



Behold, I am  
going to send  
an angel before  
you to guard you  
along the **WAY**.

Exodus 23:20



Jesus said to him,  
"I am the **WAY**,  
and the truth,  
and the life."

John 14:6



Whoever wants  
to become the  
greatest among  
you shall be your  
servant.

Matthew 20:2

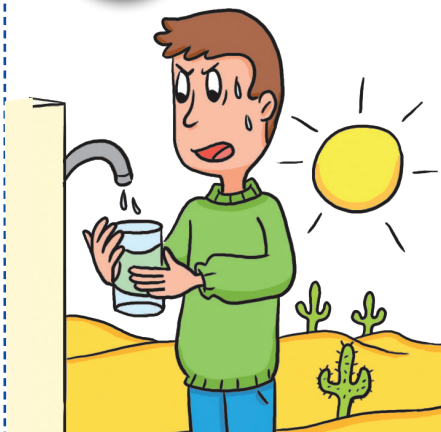
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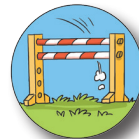




I'm thirsty!



I'm hungry!



I got into an argument!



I'm lost!



I'm the chef!



Why? I don't remember!



I can't see!  
Everything's foggy!



Ow! I hurt myself!



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playing cards  
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Bible  
Challenge



Bible  
Challenge



Bible  
Challenge



Bible  
Challenge



Bible  
Challenge



Bible  
Challenge



Bible  
Challenge



Bible  
Challenge



Bible  
Challenge





Name 3 prophets from the Old Testament.



(Hint: Several Old Testament books are named after prophets!)

What was the name of the high priest in the temple of Shiloh?



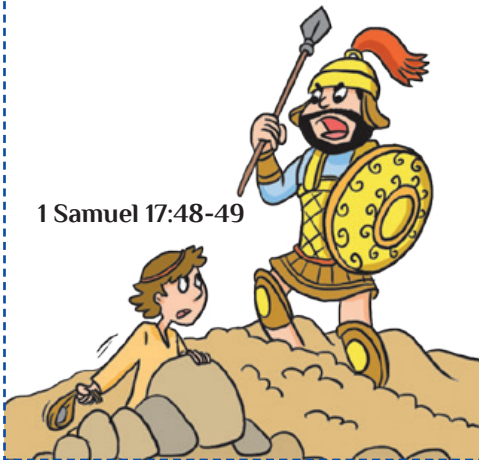
1 Samuel 3:1-10, 19-21

Name two children from the Old Testament.



1 Samuel 3:1 and 17:33

What did David use to defeat Goliath?



What did Jesus do when he was 12 years old?



Luke 2:41-50

What is the name of the angel who appeared to Mary?



Luke 1:26

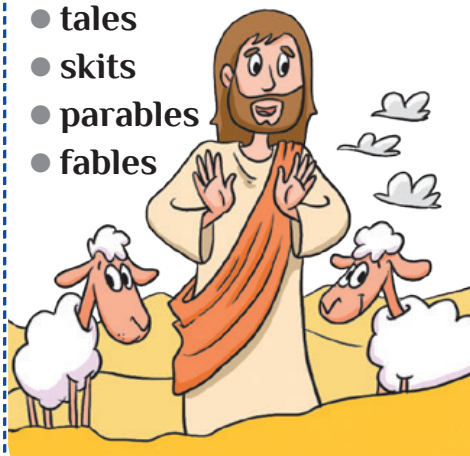
Who built the ark before the big flood?



Genesis 6:8, 14

What is the name of the stories that Jesus told?

- tales
- skits
- parables
- fables



Jesus Christ is often represented by an animal. Which one is it?





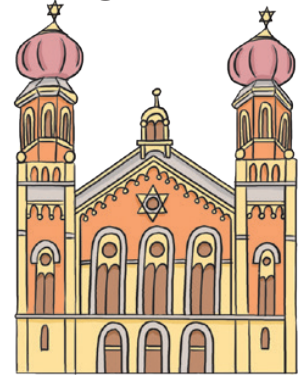
Name 3 fruits that appear in the Bible.

Where was Moses left after his birth?



Exodus 2:1-4

What is the name of the place where Jewish people gather to pray?



Mark 1:21

In the Old Testament, who are God's messengers?

- fortune tellers
- astrologers
- prophets
- charmers



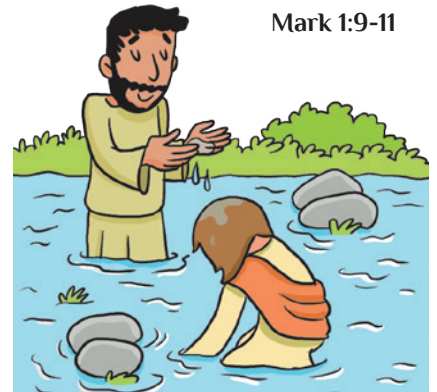
Name at least 3 of Jesus' Apostles.

Mark 3:15-19



At Jesus' baptism, what bird represented the Holy Spirit?

Mark 1:9-11



Who spent 3 days and 3 nights in the belly of a whale?

Jonah 2:1

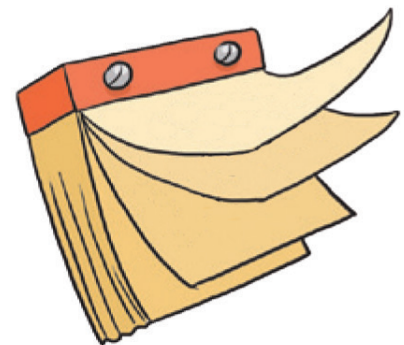


What prayer did Jesus teach his disciples?

Luke 11:1-4



What day of the week did Jesus rise from the dead?



Mark 16:9



Name 3 types of trees from the Bible.



Name 3 women from the Bible.



What instrument did King David play?



1 Samuel 16:23

In the story of Creation, on what day did God create Adam?



Genesis 1:27,31

The people of Israel were dying of thirst in the desert. What did Moses do?

- He dug a well.
- He gathered dew.
- He struck a rock with his staff.

Exodus 17:6



What kind of clothing did John the Baptist wear?

Matthew 3:4



What did Jesus say about children?



Mark 10:13-16

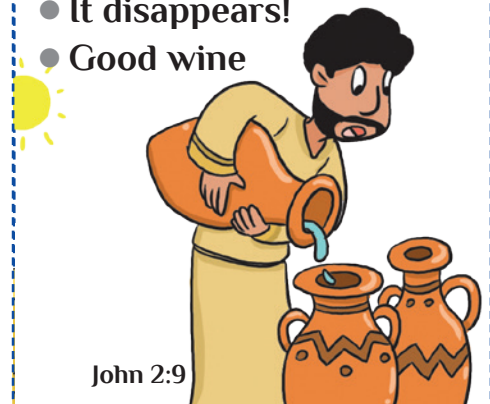
What happened to the seeds thrown by the sower?



Matthew 13:1-9

At Cana, what did the water in the jars become?

- Perfumed oil
- It disappears!
- Good wine



John 2:9

