

Baseball

1. Set up the room as a baseball diamond, using desks or chairs for the three bases and home plate. Divide the large group into two opposing teams and make one the home team (asks questions first) and the other the visiting team (answers questions first).
2. The team at bat assigns team members to a lineup so that everyone has a chance to answer a question. The team in the field allows its members to take turns being the “pitcher”—the person who asks the “batter” a question.
3. The person “at bat” stands behind home plate, and the pitcher asks the batter a question from one of the cards. Correct answers are awarded a base hit. The batter goes to first base, and any other players on bases move to the next base. An incorrect response is treated as an out. Only the batter may answer the question. If someone else offers an answer or a hint, it is counted as an automatic out and the next batter is up. After three outs, the teams change places.
* Star Cards: For these cards, correct answers are treated as doubles (all base runners move ahead two bases).
4. Runs and innings are scored according to the regular rules of baseball. The leader or an assigned scorekeeper keeps track of the outs and total runs for each inning. End when time is up or when you have finished nine innings.

Dodgeball

1. Divide the group into two teams and ask them to face each other. Distribute an equal number of cards to each person (extra cards can be held by the leader if needed later).
2. Choose someone to “throw” first. That person asks someone on the opposite team a question from his or her card. If the opponent answers correctly, he or she stays in; incorrectly, he or she is out and sits down. If another teammate attempts to help answer the question, both are out.
3. If a question is answered incorrectly, it may then be answered by anyone from the opposing team who is out, beginning with the person who has been sitting out the longest. If the question is answered correctly, that person gets to re-enter the game.
* Star Cards: For these cards, if someone standing answers correctly, that person gets to invite one person from her or his team who is sitting to re-enter the game. If someone sitting answers correctly, that person gets to bring one additional person back into the game with her or him.
4. The game continues until time is up or until all the players on one team are out (sitting). The team with members still standing or with the most people still in play when time is called is the winner.

Identity

This game takes approximately 25 minutes and is played over three rounds.

Round 1

1. Divide the large group into small teams of up to eight players each. Divide the deck of cards evenly among the teams and ask the teams to place the cards facedown and to not look at them.
2. Invite someone from each team to be the first clue giver. The person to his or her right will serve as the timekeeper. Clue givers pick cards from their piles and have 5 minutes to get the other people on their teams to guess as many of the key words or phrases on the cards as possible (key words and phrases are in bold). The clue givers may use other words or phrases in their

clues, but they may not use any form of the key word or phrase. The clue givers cannot skip key words or phrases until 15 seconds of offering clues has passed.

3. After 5 minutes each team counts up the number of key words and phrases guessed correctly and tallies the score.

* Star Cards: For these cards, correct answers score two points each.

Round 2

1. Shuffle only the cards that were correctly answered in round 1 and place them facedown. Have each team select a new clue giver and timekeeper.
2. Using the cards from round 1, each team has 3 minutes to guess as many key words or phrases as possible. However, this time the clue giver is allowed to use only two words as clues for each card. After two clues are given, the clue giver must remain quiet until all the key words or phrases on that card are correctly guessed or until 15 seconds have passed, whichever comes first.
3. After 3 minutes each team counts up the number of key words and phrases guessed correctly, tallies the score, and then adds it to the score from round 1.

* Star Cards: For these cards, correct answers score two points each.

Round 3

1. Shuffle only the cards that were correctly answered in round 1 and place them facedown. Have each team select a new clue giver and timekeeper.
2. Each team has 3 minutes to guess as many words as possible, but this time the clue givers cannot speak at all; they must act out the clues!
3. After 3 minutes each team counts up the number of key words and phrases guessed correctly, tallies the score, and adds it to the scores from rounds 1 and 2 to determine the team’s total score for the game.

* Star Cards: For these cards, correct answers score two points each.

Jeopardy

1. Write the six *GAME ON!* category names at the top of the board. Under each category write the numbers 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000 in a column. Divide the group into four teams (A, B, C, D). Each person on each team must take a turn as the answer person for the team.
2. Each team takes its turn by having the answer person for that round choose a category. The leader reads the question from the card for that category. If the person answers correctly, the team is awarded the number of points that is in play (begin with lowest amount) and that amount is crossed off the board. If the answer is incorrect or if someone other than the answer person answers, the points are subtracted from the team’s total.
* Star Cards: For these cards, the value of points in play doubles.
3. If the person does not answer within 10 seconds, the leader offers the other teams a chance to “steal” the points. Starting with the team to the right, each team has a chance to answer the question and win the points in play. The teams can pass, but if a team chooses to answer and does so incorrectly, the team loses the number of points the question is worth.
4. No matter which team ends up answering a “steal,” it is the team to the original team’s right that goes next. No team loses a turn when a question goes up for a “steal.”
5. The game continues until all the points on the game board have been crossed off or until time is up. The team with the most points is the winner.

**Directions for
GAME ON!
Games for
Catholic Connections**

GAME ON! card games provide a great way to help young people (and even adults) learn about the Catholic faith. The questions on these cards will help them become familiar with the words, phrases, and terminology that are part of the rich teachings of the Church. Each of the fifty cards contains questions for the six topics covered in the Catholic Connections program. Each question is preceded by one of these icons, which indicates the category it is from:

- GRF** God, Revelation, and Faith
- JC** Jesus the Christ
- HS** The Holy Spirit and the Church
- SP** Sacraments and Prayer
- CM** Christian Morality and Justice
- EU** The Eucharist

Each question has a key word or phrase (in bold) that serves as the center of learning for that question, allowing the leader to help focus the learning moment so the young people will be better prepared to articulate their faith to others.

**Want More GAME ON! Games?
Do You Have One to Share?**

Go to the Web address www.smp.org/eSource/CatholicConnections to find additional **GAME ON!** games to play. Or share your **GAME ON!** ideas with others by using the form found on the Web site.

Six Hot Tips for Getting the Most Out of GAME ON! Games

1. **Focus on Learning: It's Not About Winners or Losers**
The object of **GAME ON!** is not to see who knows the most or which team is the best. It is to help teens learn the key words, phrases, and terms that are central to Catholic identity. Use the next five Hot Tips to be sure the focus is, first and foremost, celebrating the Catholic faith, not performing a victory dance!
2. **Involve the Young People: We Learn Best What We Teach**
You probably learned this already (or you would not be reading this as the leader), but participant involvement in leading **GAME ON!** games will be good news to the young people in your group. As soon as possible, invite the participants to take turns leading their group in the different games described here or in making up a brand new game. Even better, invite parents to a **GAME ON!** session the young people have prepared for them. The more you engage the participants in taking a lead role, the sooner they will begin to own, and then pass on, the faith they are learning about.
3. **Limit the Time—It Increases Participation**
The young people will be having so much fun with the **GAME ON!** cards that you may be tempted to use them all the time. Sorry, but that's just bad gamesmanship! The card games serve to introduce and review material, but real faith formation is not just a head game. You must spend time engaging the young people's hearts (beliefs) and hands (practices) as well. Limit your **GAME ON!** time to 15–20 minutes, and you will leave the participants wanting more!
4. **Break the Rules: Keep Everyone in Play**
You will notice that many **GAME ON!** games keep the participants in play as much as possible. It's hard to actively learn if you are sitting out of a game. Hopefully you'll run out of time before you run out of players. If not, create a new rule that allows everyone to get back in the game (after all, you are the leader!).
5. **Use the Blank Cards**
Each **GAME ON!** card deck contains two blank cards at the end (numbers 49 and 50) that can be used to create additional questions and answers that either the leader or the participants find important. The blank cards can also be used as "wild cards" to spice up any of the games listed.
6. **Seize the Moment: Turn Every Question into a Learning Moment**
Right or wrong, an answer to a question is always a first step into learning. Ask the participants to share what else they may know about the key word or phrase listed in bold in each question. Don't rush the young people to answer; turn thinking time into moments of learning for the whole group. Almost every question has a page number that refers to a page in *The Catholic Connections Handbook for Middle Schoolers* (Winona, MN: Saint Mary's Press, 2009) where the answer can be found. Use this information to learn more about the particular word, phrase, or belief that is being reviewed. Even incorrect answers can, and should, be used as learning moments by finding out what the group knows about the incorrect answer. Your motto should be: "It's all good!"
But enough about this. Let's get your **GAME ON!**

The publishing team included Michael Theisen, game developer; Brian Singer-Towns, development editor; Maura Thompson Hagarty, reviewer; prepress and manufacturing coordinated by the production departments of Saint Mary's Press. The questions and answers in this card deck are based on *The Catholic Connections Handbook for Middle Schoolers* (Winona, MN: Saint Mary's Press, 2009).

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