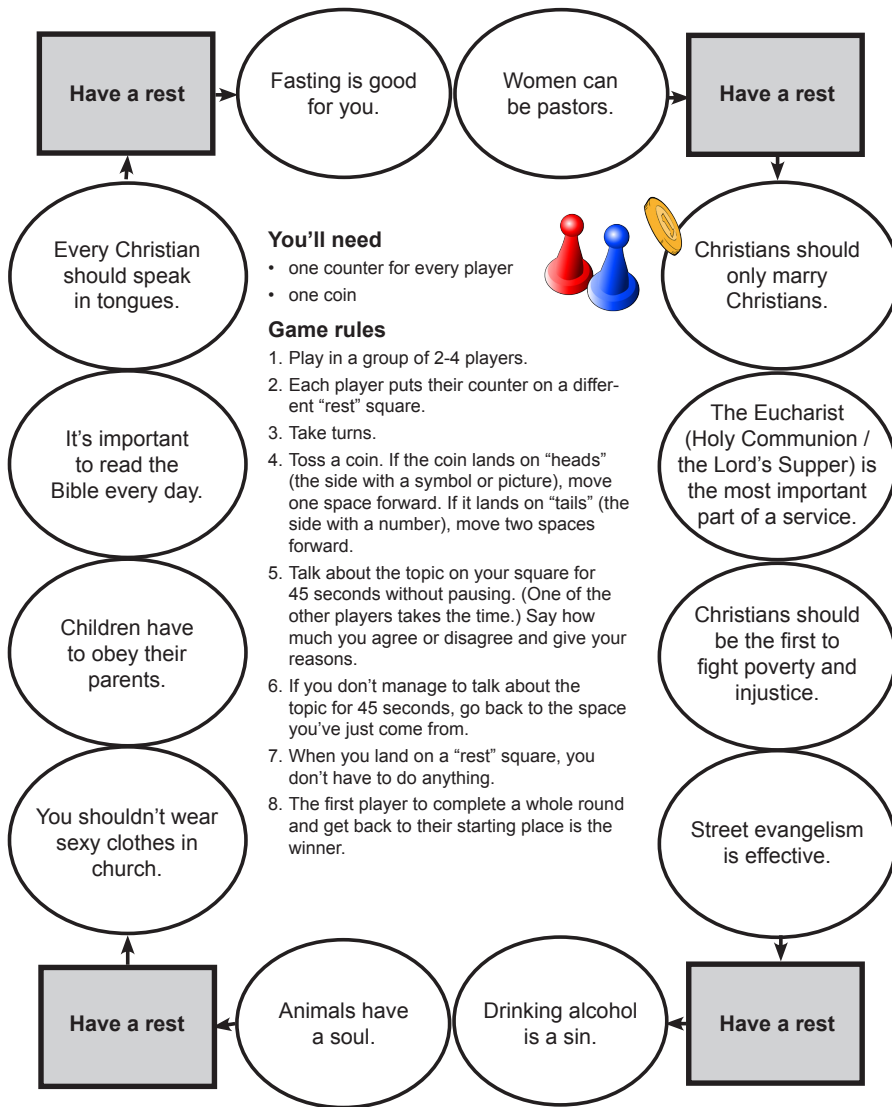


3. Play a board game



3. Play a board game

Pre-teach the words "to fast", "to fight poverty", "injustice", "street evangelism", "effective", "to obey" and "to speak in tongues".

Hold up one copy of p. 3 for the class to see and explain the rules (see centre of the page). Explain that any small object (e.g. a sweet, paper clip or pencil sharpener) could serve as a counter. Encourage students to use the discussion phrases from p. 1 to start off their argument for or against a statement.

Put students into groups of two to four, then **distribute p. 3**. Students play until the first student has completed a whole round. Alternatively, set a time limit.

For less confident classes, reduce the speaking time from 45 seconds to 30 seconds per turn.

Monitor and help where necessary.

Follow-up: After the end of the game, choose the most controversial topic for a whole-class discussion.