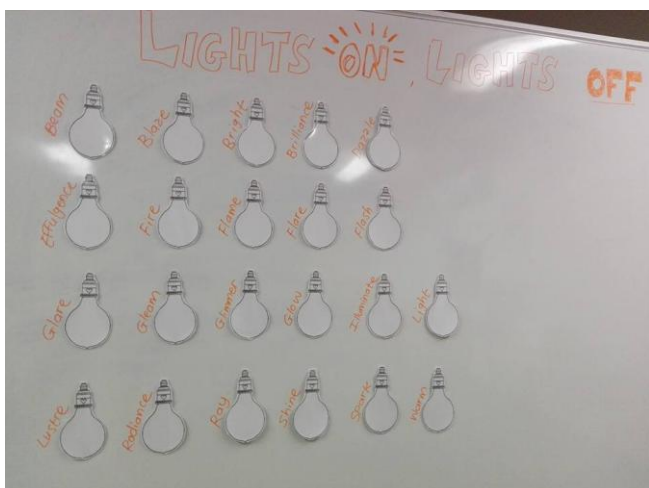


LIGHTS ON LIGHTS OFF - GAME SETUP

All the bulbs are to be stuck white side up on a board. You can label them with the 22 “light” words (as in the other document) or just label them 1-22. This will help when the Youth get an answer correct and can choose which bulb they want the game host to flip. Make sure there is space on your board to tally team score.



Have a table in the middle, visible to the teams and to the score board. There must be a copy of the For Strength of Youth on the table for each player who comes up to find the answer. The question paper strips which were cut up and folded can be in the centre of the table in a bowl which the youth can pick out and have the game host read aloud.



When a team correctly finds the answer first, they can then choose a bulb. Flip it over to reveal if the light is ON (good scoring) or OFF (bad scoring) and tally the scoring accordingly for their team.

