

Take Action: I Am the Vine Game

Individual game: The goal is for each player to build the longest vine they can before rolling a six and having to finish it.

Group Game: The goal is for the group to build a large vine together from a common root. The shared root demonstrates our common connection in the Lord. We can think of His love and life going out through each person. If your branch ends, help someone else make theirs longer!

Supplies Needed

- 6-sided dice - For a large-sized class, divide the children into groups of 4-6. Each group will need a die. When playing individually, each student will need a die. (There is no need to send dice home with the students as most will have one at home.)
- set of playing pieces printed on stiff paper (see following pages) *Optional:* Print game pieces on paper and glue to scrap cardboard, e.g. cereal box. *Hint:* To help re-sort pieces after a group game, print each game set on different colored paper. Alternatively, color code the backs of the game cards by marking uncut pages with three vertical stripes with a different color pen or marker for each set.
- plastic bags or envelopes for the children to take their individual games home
- *Group Game* - hexagonal common root with the picture of the Lord printed on stiff paper
- *Group Game* - page with single leaf vines printed on stiff paper

Preparation Needed Ahead of Time

- Read through all game instructions.
- Glue game pieces to scrap cardboard as needed.
- Cut game pieces apart with paper cutter or scissors.
- Put each set of individual pieces into a bag or an envelope for distribution.

Playing the Game

Distribute a set of game pieces to each child. Have the children arrange their cards face up on the table or floor in front of them. You will need a fairly large open space if you are playing the group game.



Individual Game

Individual Game: Students must roll a 1 to obtain a root piece and start their vine. This may take several tries. Once students have a root piece, they continue rolling to build their vine. If they roll a 2, 3, 4, or 5 they take a vine piece with the number of leaves that matches the number they have rolled. When a six is rolled students take a grape cluster. This ends their vine. If players wish to score the vine (count the total point value), they can add the rolled value of each piece. Students may challenge themselves to see if they can build a bigger vine next time.

Group Game: Place the multi-sided root piece in the center of your playing area. Players will combine the pieces from their individual sets to form a pool (leaving out the individual root pieces). Decide who will go first (lowest dice roll, youngest child, etc.).

Once play starts, players take turns rolling the die. To start playing, students need to roll a 1. They will then pick up a vine piece with one leaf and connect it to the central root structure in front of them.



Group Game

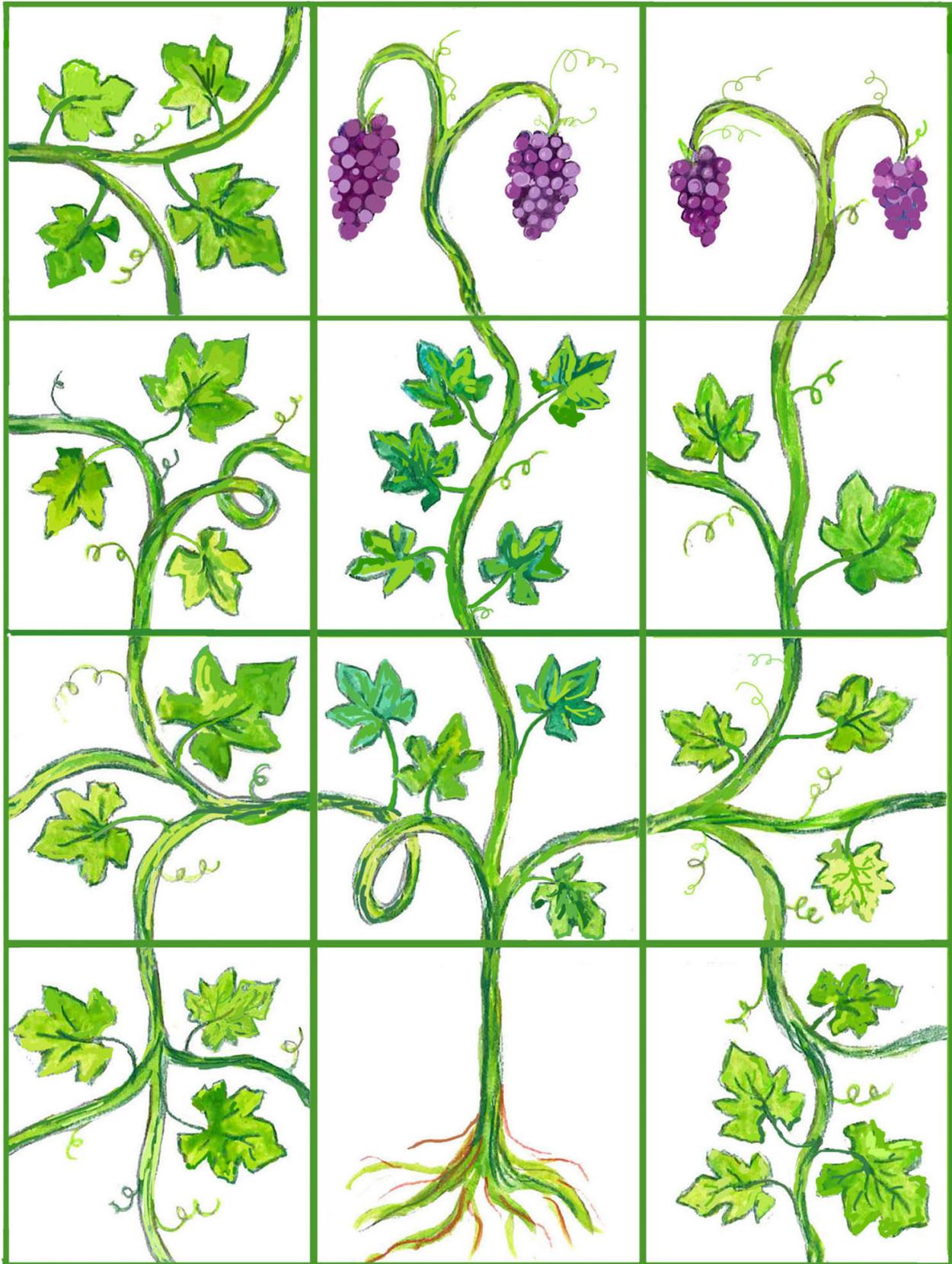
If there are fewer players than root sides, players may start a new vine any time they roll a 1—even if previously started vines are incomplete. New vine growth stops once all root spaces are taken.

Once students have established connections with the root, they may add to their individual vines by rolling a 2, 3, 4 or 5. (The point value of playing pieces is determined by the number of leaves on the vine. For example, rolling a 2 means that the player picks up a vine piece with 2 leaves, etc.) Players do not have to pick up pieces in order of their value, but may take pieces as they come.

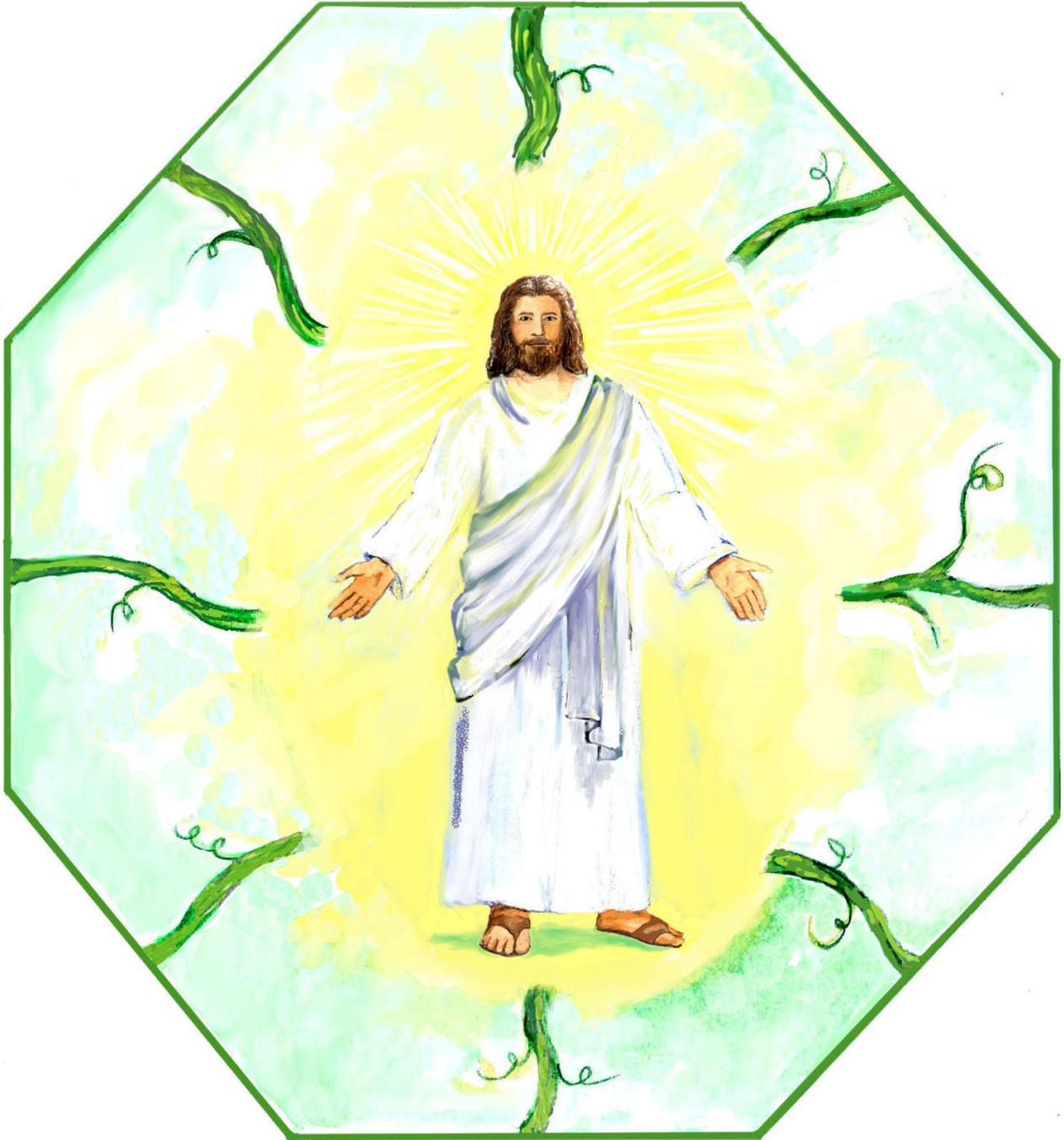
When players roll a 6, they add a grape cluster piece to their vine. This completes that branch. If players wish to score the vine (count the total point value), they can add the rolled value of each piece. Students may challenge themselves to see if they can build a bigger vine next time.

Additional Rules: You may incorporate additional rules as you go so that the children can experience success. For example, if you roll a 6 immediately after rolling a 1, you may roll again. Also, you may limit the number of vines an individual may start, or the number of times someone has to roll before getting a 1. After a certain number of rolls, a child automatically gets a root or starts to build on the shared root structure.

Playing Pieces for Individual and Group Games



Shared Root for Group Game



Single-leaf Vines for Group Game

