



# Adventure Recreation and Games Leadership CERW6345

New Orleans Baptist Theological Seminary  
Christian Education Division

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*The mission of New Orleans Baptist Theological Seminary is to equip leaders to fulfill the Great Commission and the Great Commandments through the local church.*

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## **Purpose of the Course**

The purpose of this course is to instruct students in the fundamentals of adventure recreation and games leadership, particularly as these relate to youth ministry.

## **Core Value Focus**

*Doctrinal Integrity* – Knowing that the Bible is the Word of God, we believe it, teach it, proclaim it, and submit to it. The doctrinal statements used in our evaluations are our Articles of Religious Belief and the Baptist Faith and Message Statement.

*Spiritual Vitality* – We are a worshiping community, with both personal spirituality and gathering together as a Seminary for the praise and adoration of God and instruction in His Word.

*Mission Focus* – We are not here merely to get an education or to give one. We are here to change the world by fulfilling the Great Commission and the Great Commandments through the local church and its ministries.

*Characteristic Excellence* – What we do, we do to the utmost of our abilities and resources as a testimony to the glory of our Lord and Savior Jesus Christ.

*Servant Leadership* – We follow the model of Jesus and exert leadership and influence through the nurture and encouragement of those around us.

Annually, the President will designate a core value that will become the focus of pedagogy for the year. For the 2014-2015 academic year, this Core Value is *Spiritual Vitality*.

## **Curriculum Competencies Addressed**

This course will address the following curriculum competencies: (Include only those competencies address in your course.)

1. *Effective servant leadership*: Demonstrate a competency in games leadership and debriefing as well as provide knowledgeable administration in youth ministry activities, programs, and leadership development.

2. *Interpersonal relationships*: Build relationships with teenagers as well as facilitate relationship-building among them.
3. *Disciple making*: Communicate scriptural truth in creative—and sometimes non-traditional ways—in large or small groups.

### **Course Description**

This course is designed to help church leaders understand the value of using recreation as a part of their ministry paradigm. In this workshop, special attention will be given to the rationale and mechanics of leading games for various groups and settings, as well as exposure to the sequence of adventure recreation, including mixers, games, initiatives, low ropes, and high ropes.

### **Student Learning Outcomes**

By the completion of the course, each student should be able to

- Cognitive*: Articulate the value of using games in ministry settings; Debrief games and/or adventure recreation activities to determine spiritual significance and life-changing potential.
- Psychomotor*: Demonstrate a competency in leading games.
- Affective*: Determine the usefulness of adventure recreation in one's ministry model.

### **Required Readings**

The following texts and resources are required reading for class discussions and are to be read in their entirety unless otherwise specified.

#### **Required Texts**

*The Retreat Notebook 2*, Allen and Judi Jackson. (CD)

*Adventure Recreation: An Adventure in Group-Building*, Sharon Baack et al (CD)

*Adventure Recreation 2*, Sharon Baack and Brad Smith (CD)

Selected Articles from *Youthworker* Volume 19, No. 6 (July/August 2003)

### **Course Teaching Methodology**

#### **Units of Study**

Unit One: Cultural Overview of Recreation; Context of Recreation in Ministry

Unit Two: Game Leadership Principles and Practicum

Unit Three: Legal Issues related to Recreation in Youth Ministry

Unit Four: Introduction to Adventure Recreation and Practicum

**Teaching Method.** This course will utilize lecture and interactive discovery/learning. This course will be team-taught; thus, the student should expect different presentation formats to enhance the learning experience.

## Assignments and Evaluation Criteria

*Pre-Assignments: Prior to the first class of the weekend, each student will:*

1. Chose two games from any recreation resource (recommended *Games With a Purpose; Screammers, Scramblers, and Other Mixers*; any Youth Specialties or Group games book). Bring a typed copy of the games' instructions, including space and equipment requirements as well as other details such as activity level and average length of time the game requires. Be sure to record the source(s). You should memorize the objectives and the instructions of the games in order to lead the class in playing the game. Be ready to explain the purpose of the games after we play it/them.
2. Read the provided articles from *Youthworker Journal* as well as the article "Playing Games or Pursuing God," and write a comparative critique of the authors' stances on the use of games and recreation in youth ministry. Include a section on your personal rationale for using games and recreation in ministry based on scripture and other reading/research (footnotes and bibliography are expected). The critique should be 5-7 pages typed and double-spaced, Turabian format. *A pre-class packet will be provided with necessary resources to complete this assignment.*

*During the Course*

1. Become familiar with the assigned books: *The Retreat Notebook 2; Adventure Recreation: An Adventure in Group Building; and Adventure Recreation 2.*
2. Work within the group to prepare an intentionally-sequenced game session using the games you have come ready to lead.
3. Attend each session of the *Adventure Recreation and Games Leadership* weekend.
4. Participate fully in each of the activities offered.

*Post Assignments*

1. Keeping in mind all you've been exposed to about game leadership, sequencing, and debriefing, plan a 10-activity Adventure Recreation (AR) event. In this presentation, give the name of each activity, briefly describe it, and explain why and how you are using it (the list of AR benefits may come in handy here). Be sure to explain your mixers, initiatives, and so on as modeled in the *Adventure Recreation* books.
2. Submit a game file of 20 games that you know you will use in future ministry settings. Categorize the games by activity level, offering at least 6 in each area. Make sure you include the name of the game, age group it is most appropriate for, equipment needed, detailed explanation, and how long the game typically lasts.
3. Write a one-page, single-spaced evaluation of the in-class recreation experiences, detailing the highlights and lowlights for you.

*Course Evaluation*

1. Preassigned readings and preparation	30%
2. Adventure Recreation Project	20%
3. Game File Assignment	20%
4. Class Participation/Evaluation	30%

## Course Policies

### **Course Due Dates**

All post-assignments must be completed and submitted to Dr. Jackson's office no later than four weeks after the class is complete. Yes, they may be postmarked by that date. No, do not 'overnight' them. You may be paying the big bucks for inconsistent mail service in this area. A letter grade will be issued based on date of submission and your performance in the evaluative percentage areas listed above.

### **Materials Fee**

A \$25.00 materials fee (payable upon arrival to the workshop) will be required in addition to the matriculation fee. This fee will cover all required resources (including CD with PDFs of required textbooks) and other expenses related to the on-site adventure recreation experience during the class. Be sure to make your own arrangements for lodging and food which are not included in the cost for this course.

### **Netiquette: Appropriate Online Behavior**

Each student is expected to demonstrate appropriate Christian behavior when working online on Discussion Boards or whenever interaction occurs through web, digital, or other electronic medium. The student is expected to interact with other students in a fashion that will promote learning and respect for the opinions of others in the course. A spirit of Christian charity is expected at all times in the online environment.

## Course Schedule

See Attached.

## Selected Bibliography

Alsup, Phil, compiler. *Games-in-a-Box Book*. Nashville: Convention Press, 1998.

Baack, Sharon, Hal Hill, and Joe Palmer. *Adventure Recreation: An Adventure in Group Building*. Nashville: Convention Press, 1989.

Baack, Sharon, and Brad Smith. *Adventure Recreation 2*. Nashville: Convention Press, 1994.

Bordessa, Shawn. *Team Challenges: 170+ Group Activities to Build Cooperation, Communication, and Creativity*. Chicago: Chicago Review Press, 2005.

Brown, Stuart. *Play: How It Shapes the Brain, Opens the Imagination, and Invigorates the Soul*. New York: Penguin Group, 2009.

Capps, Michael. *Screamers and Scramblers*. Nashville: Convention Press, 1994.

Case, Steven L. *Road Rules: Hundreds of Ideas, Games, and Devotions for Less-Annoying Youth Group Travel*. El Cajon, CA: Youth Specialties Books, 2003.

- Cavert, Chris. *Affordable Portables: A Working Book of Initiative Activities & Problem Solving Elements*. Bethany, OK: Wood 'N' Barnes, 1999.
- Christie, Les. *Best-Ever Games for Youth Ministry*. Loveland, CO: Group Publishing, 2005.
- Connally, Dale. *Games with a Purpose 2*. Nashville: Convention Press, 2001.
- Dockery, Karen. *Fun Friend-Making Activities for Adult Groups*. Loveland, CO: Vital Ministry, 1997.
- Dunning, Bruce. *God of Adventure*. Ontario, Canada: Essence Publishing, 2012.
- Gass, Michael A. and Simon Priest. *Effective Leadership in Adventure Programming*. Champaign, IL: Human Kinetics, 1997.
- Jackson, Allen, and Judi Jackson. *The Retreat Notebook 2*. Nashville: LifeWay Press, 2000.
- Jones, Alanna. *Team Building Activities for Every Group*. Richland, WA: Rec Room Publishing, 1999.
- Keefer, Mikal, comp. *All-Star Games from All-Star Youth Leaders*. Loveland, CO: Group Publishing, Inc., 1998.
- Losey, John. *Experiential Youth Ministry Handbook: How Intentional Activity Can Make the Spiritual Stuff Stick*. El Cajon, CA: Youth Specialties, 2004.
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- Priest, Simon and Michael A. Gass. *Effective Leadership in Adventure Programming*. Champaign, IL: Human Kinetics, 1997.
- Rice, Wayne and Mike Yaconelli. *Play It!* (1991), *Play It Again!* (1993), and *The Best of Play It* (2000). El Cajon, CA: Youth Specialties.
- Robinson, Greg and Mark Rose. *Lessons of the Way: Using Adventure Activities to Explore the Way of Jesus*. Bethany, OK: Wood 'N' Barnes, 2011.
- Rohnke, Karl. *Cowstails and Cobras II: A Guide to Games, Initiatives, Ropes Course, and Adventure Curriculum*. Dubuque, IA: Kendall/Hunt Publishing Co., 1989.
- \_\_\_\_\_. *Funn Stuff*. Dubuque, IA: Kendall/Hunt Publishing Co., 1996.
- \_\_\_\_\_. *Funn 'N Games*. Dubuque, IA: Kendall/Hunt Publishing Co., 2009.

\_\_\_\_\_. *Silver Bullets: A Guide to Initiative Problems, Adventure Games, and Trust Activities*. Dubuque, IA: Kendall/Hunt Publishing Co., 1984 (revised, 2009).

\_\_\_\_\_ and Steve Butler. *Quicksilver: Adventure Games, Initiative Problems, Trust Activities, and a Guide to Effective Leadership*. Dubuque, IA: Kendall/Hunt Publishing Co., 1995.

\_\_\_\_\_ and Catherine Tait. *The Complete Ropes Course Manual*. Dubuque, IA: Kendall/Hunt Publishing Co., 2007.

Ryan, Bob. *The Guide for Challenge Course Operations*. Beverly, MA: Project Adventure, Inc., 2005.

Siler, George. *Games with a Purpose*. Nashville: Convention Press, 1994.

Simpson, Amy, ed. *JumpStarters: 100 Games to Spark Discussions*. Loveland, CO: Group Publishing, 2001.

Wolfe, Brent D. and Colbey Penton Sparkman. *Team-Building Activities for the Digital Age*. Champaign, IL: Human Kinetics, 2010.

Woods, Len. *Getting Kids to Mix*. Wheaton, IL: Victor Books, 1993. (Out-of-print)

## CERW6345 Adventure Recreation and Games Leadership

### Day One

- 6:00 p.m.                    *Introductory Matter*  
Cultural Overview and Relativity of Recreation  
Review of *Journal* articles
- 9:30 p.m.                    *Adjourn*

### Day Two

- 8:00 a.m.                    *A Brief Word*  
Game Leadership Principles  
'Play with a Purpose' Group Planning Time  
Legal Issues/Discipline\* (*may be moved to Day 3*)
- 11:30 a.m.                    *Lunch Break*
- 12:45 p.m.                    Introduction to Adventure Recreation  
Adventure Recreation: Practicum  
Adventure Recreation Review
- 7:00 p.m.                    *Dismiss*

### Day Three

- 8:00 a.m.                    *A Brief Word*  
Overview of Retreats & Camps in Youth Ministry  
Play with a Purpose: Group Game Time / Evaluations  
Course Wrap-Up / Course Evaluation
- 12:30 p.m.                    *Dismiss*