



PRECIOUS CARGO

AIM

To be the first team to carry all your teammates safely across the relay course. Discussion afterwards: *How easy was it to transport the whole team across?* Talk about the obstacles that can get in MAF's way in the countries we serve and how difficult a journey would be if you had to carry an injured person through those obstacles to reach the nearest hospital.

YOU WILL NEED

- 2 blankets or sheets strong enough to carry a group member
- 2 obstacle courses (chairs, tables, books, toys, boxes)

TEAM ROLES

- Riders
- Carriers (at least 4 per team)

INSTRUCTIONS

- Split the teams evenly, with equal strength and co-ordination in both teams.
- Each team is given a blanket, and will have at least 4 people carrying the blanket, with 1 person 'riding' (sitting on top).
- Set both teams up with a start and finish line, and tell them the rules.
- Each team member has to have a turn as a 'rider' and complete the course. The team that finishes the course first is the winner. If a team drops the 'rider', it has to go back to the start of the course and begin again.
- Place obstacles in the way throughout the game to make things harder as the game progresses.

USE YOUR VOICE!

AIM

To get the most messages pinned to the wall in 3 minutes – highlighting the difference between those whose voices are heard and those whose voices aren't, and the opportunity we have to help.

YOU WILL NEED

- Pink & Yellow Post-it Notes
- Items to use for obstacles (chairs, tables, boxes)
- Pens
- Timer

INSTRUCTIONS

- Split the group in 2 so the majority are in one half, leaving 1-5 people in a group on their own.
- Give the smaller group a pack of pink Post-it Notes and 1 pen only.
- Give each member of the larger group yellow Post-it Notes and a pen.
- Place both groups at one end of the room, facing a wall on which they can stick their notes.
- Create a series of obstacles which the smaller group has to overcome before reaching the wall.
- Tell both groups to imagine they have all become leaders of a brand new country. (Give each team 30 seconds to come up with a name for their country!)
- Tell each group they have 3 minutes to write and post as many things as possible that they will need to build and create a great community in their newly named country.
- If they are in the large group, they can write whatever they like, and go up as many times as they like.
- If they are in the small group, they can only go up one at a time, sharing a pen and overcoming all the obstacles before posting their message on the wall.
- Let the activity run for 3 minutes, and discuss the outcome

LARGER GROUP QUESTIONS

- What did you decide to write?
- Why?
- How easy was it for you to be heard?
- How many messages are similar?
- If you could do it again, would you use your voice differently?

SMALL GROUP QUESTIONS

- What did you decide to write?
- Why?
- How easy was it for you to be heard?
- What could the obstacles represent?
- Did you hope someone in the large group would speak up for you?

FOR MORE DETAILS AND RESOURCES PLEASE CONTACT REBECCA.WALKER@MAF-UK.ORG



ICE//BREAKERS & ACTIVITIES



🔍 Search 'MAF Youth'
 🌐 www.maf-uk.org/youth
 ✉ youth@maf-uk.org



PAPER PLANES FLIGHT CHALLENGE



AIM

The team that gets the most paper planes successfully through the hoop in 1 minute wins! Discussion afterwards: *Do you think it made a difference what type of plane you made to get them through such a small hoop? Do you think it matters what type of plane we fly into each country and why?*

YOU WILL NEED

- Small hoop
- 2 piles of paper in 2 different colours (enough for at least 3 bits of paper per participant)

INSTRUCTIONS

- Split the group into 2 teams and hand them each a pile of paper (a different colour for each team). Give them 3 minutes to make as many paper planes as possible – remembering that they need to be flightworthy!
- Once time is up, ask the first team to line up with their paper planes.
- Stand a couple of metres away from the line and hold up the hoop.
- Explain that the team that manages to get the most paper planes through the hoop in 1 minute is the winner – keep count!



LOGISTICS//GAME

AIM

To show the kind of cargo MAF carries and to highlight how having obstacles making it harder to reach your destination wastes time and energy and is frustrating! It's a fast paced team game that would be a good introduction to MAF.

YOU WILL NEED

- 10 cargo items (schoolbooks, food, mail, Bibles, glasses, medical supplies, bandages, pens)
- 3 sheets or towels
- 3 tables (2 empty, 1 with the 10 cargo items)
- Obstacles (chairs, tables, boxes)

INSTRUCTIONS

- Place all the 'cargo' items for the game on the central table at the far end of the room – you will probably need about 10 different things. Cover them with a sheet or towel.
- Divide the group into 2 teams, with approximately 6 team members in each, and put them in pairs. Give them a sheet or towel.
- Ask the first pair from each team to come up to the central table, and show them the 10 items. Cover up the table, get them to turn around and remove one of the items, then replace cover.
- Get them to turn back, remove the cover, and ask what's missing. The first team to shout out what's missing gets the cargo item and carries it back to their table on the towel.
- The other team returns to their table, carrying the towel, but an obstacle such as a chair is now put in their way.
- The next pair from each team approaches the table and looks at the items before another one is taken away.
- The whole process continues until all the items have gone. The winner is the team with the most 'cargo'.

PAPER PLANE INFO CHALLENGE



AIM

To work out what people know about aviation and MAF, and challenge their perceptions.

YOU WILL NEED

- Paper
- Pens

INSTRUCTIONS

- Ask everyone to make a paper plane and write down the following: 1 fact they know about planes, 1 item a plane can carry as cargo, and 1 way a plane can help someone.
- On cue, spread the youth around the room and give them 2 minutes to throw their planes to each other.
- After the time is up, everyone must be holding a paper plane.
- Each person opens the plane they're holding and reads out what's written.

AGREE//DISAGREE ACTIVITY

AIM

To work out what people know about aviation and MAF, and challenge their perceptions.

YOU WILL NEED

A list containing the following statements:

- **The first plane invented was actually covered in swan feathers.** (FALSE – Men were fascinated with making flying machines and attempted many different inventions, including strapping wings to themselves. In 1903, the Wright brothers invented the first successful flying plane.)
- **Planes have only been used to carry people, luggage and cargo.** (FALSE – During both World Wars they were used to drop bombs and survey targets.)
- **MAF was founded by three young RAF pilots and engineers after World War II.** (TRUE – Formed in 1945 after the war, all three pilots received God's call and vision to see aircraft used for good, rather than destruction.)
- **On the first ever MAF flight in 1948, when MAF's first plane flew across Africa to survey the areas where airstrips were needed, the aircraft crashed halfway through the survey.** (TRUE – The plane wasn't designed to fly in such challenging conditions and had been pushed to the limit. Miraculously, the two pilots survived. Despite this major setback, through God's grace and the power of prayer, MAF is still around 70 years later, with over 130 aircraft!)
- **MAF employs doctors, nurses, teachers and pastors to support the countries we serve.** (FALSE – MAF partners with over 1,500 organisations to fly their doctors, missionaries and development workers to the places they're needed. The partnerships work well because we all work together.)
- **Every three minutes one of our planes takes off or lands.** (TRUE – MAF does around 146 hours of flying each day.)
- **We are able to use the same type of plane to fly across deserts, mountains, swamps and jungle.** (FALSE – MAF uses light aircraft specifically chosen to deal with each country's varying terrain and weather. In Bangladesh, we use an amphibious Cessna Caravan that has floats on the bottom of the plane. Does anyone know why we use that type of aircraft there?)
- **Children under 18 are not allowed to fly in MAF aircraft.** (FALSE – Anyone and everyone can fly in our planes, although you will be asked your weight as our pilots need to know exactly how heavy the plane will be before flight!)
- **We flew Stephen Fry and Harrison Ford (Han Solo, Indiana Jones) in our planes.** (TRUE – We've flown lots of well-known people and celebrities, including Mother Teresa, Billy Connolly, Shakira and the Most Reverend Justin Welby, Archbishop of Canterbury.)
- **You could survive for one week without using your mobile, Wi-Fi, TV, iPad, laptop, computer, PlayStation, Xbox.** (Probably FALSE! There are communities in the developing world that don't have access to these luxuries, which cuts them off from civilisation as we know it. Without MAF aircraft flying in supplies and medical aid to some of the most remote communities on earth, isolated people wouldn't be reached.)

INSTRUCTIONS

- Ask the group to stand in the middle of the room.
- One side of the room represents 'TRUE' and the other represents 'FALSE'.
- After you read out each statement, ask each person to move to the 'TRUE' or 'FALSE' side of the room, depending on whether they agree or disagree with the statement.
- Encourage feedback and discussion about why people decided to choose 'TRUE' or 'FALSE'.

