



ESG Day Hungary 10th November 2012

Hello everyone!

The time came also this year for the ESG Day. It's time for ESG Day. Take your group and have a good time with a typical Hungarian Jungschar programme. This is a one and a half hour programme, best held in a big room. In Hungary Jungschar is called Paw, the programme is their merit. Don't forget to send postcards to Hungary.

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You haven't heard from the ESG? It's a programme group from YMCA Europe and it stands for "European Scouting and Jungschar Group". Every year we have a seminar and leadership training for leaders all over Europe. This year we were in Norway. In 2013 you can meet us within the confines of YMCA Prague Festival.

For more information about the Hungarian YMCA, called KIE (Keresztény Ifjúsági Egyesület): www.kie.hu/tappancs

So enjoy the day and have fun with Moses.

Singing: We start with singing a few songs together. The favourites of the group, and before the devotion Lord I Lift Your Name On High.

Devotion: Moses and the burnig bush (2Mos 3, 1-14)

After reading the Bible part, we can speak about many things with the children.

God has a purpose with you, trusting God, believing God's Miracles

- What miracle is happening in this story? What kind of miracles do we know from our life? (eg.: an exam, for which I had to time to prepare is cancelled; my muther cooks my favourite dish, without my asking her, etc.) God presents himself as a burning bush, that does not burn up
- Why does Moses meet God this way? Because God is wondefull :)
- What does God ask from Moses? To lead his people out of Egypt.
- Is Moses glad about this? Not really. Do we also have tasks in our lives, that we do not do gladly? Of course. Let's say a few examples.
- What is positive in this? God gives us power for these tasks, and we learn from the challenge.

Game for the devotion: Trust game. The children lie down next to each other in 2 parralel lines, so that their heads are next to each others, with arms stretched out. A volunteer lies on the hands of the others. If the line is long enough, you can give her/him toward.



Singing: End of the devotion. Halleluja Prais the Lord

Game: The game is called Murderer.

The players sit in a circle. They are the dwellers of a small village. The quizmaster asks the players to close their eyes, and appoints the different characters. We need 2 murderers, a doctor, a policeman, a couple in love, the others are honourable citizens. Depending on the number of players there can be two policemen and two doctors.

The story (told by the QM): In a small, peaceful village lived many honourable citizens. But evil people came to the village, and murdered someone every night. The doctor tried to save them, the policeman tried to uncover them, with more or less success. So the citizens also started investigating.

1. During the night (the players close their eyes, when the QM says, that it is night) the murderers come out (the appointed murderers open their eyes and silently point someone out, whom they would kill) and murder him /her. When they are done they sleep back (they have to close their eyes).
2. The doctor wakes up (he opens his/her eyes and points on someone and tries to save his/her life. Following he also sleeps back (closes his eyes).
3. The policeman wakes up (opens his eyes) and points on somebody, who he thinks is the murderer. If he points at the murderer, the QM nods, as a sign that he is in right. Following he also sleeps back (closes his eyes).
4. The couple in love wakes up (they open their eyes, they do not have to do anything) and go for an evening walk.

If everybody's turn is over, the small village wakes up (everyone can open their eyes), and the QM tells the story of last night. If the doctor did not

point on the same person, on whom the murderers pointed, then the murdered person dies, and is out of the game. If any of the love couple is murdered, than both of them die. The QM now asks the citizens, whether they suspect anyone. Everyone can say somebody. If the policeman knows, who the murderer is, he can incriminate him, If the players are good, they can find the policeman, and kill the murderer soon. If the murderers find out earlier, who the policeman is, they will probably kill him in the next round. The one with the most suspicions has to hold a plea. Eg.: I can not be the murderer, because I am very honourabl and at night we watched TV with my grandma, etc. After this the citizens vote, whether the suspected player can stay alive or not. If the majority votes, that he should die, than he is out of the game.

If you know the game, here are some more players, who make the game more exciting:
relatives (eg.: aunt and uncle), by whom they point at, they are guests at night, and the murderers dare not go into their house
psychologist: at whom he points at, can not be suspected, because he is at a therapy by him
insane: at whom he points at, can not be suspected, because he got a blow on the head

The game ends, when both murderers are dead.

Cakes: In the same round we open some chocolate and munchies, and drink some juice or tea

Songs:

E A
Hallelu, hallelu, hallelu, hallelujah:

E B7 E
Praise ye the Lord!

E A
Hallelu, hallelu, hallelu, hallelujah:

E B7 E
Praise ye the Lord

E B7
Praise ye the Lord, Hallelujah:

B7 E
Praise ye the Lord, Hallelujah:

E A
Praise ye the Lord, Hallelujah:

B7 E
Praise ye the Lord.

German: Preiset den Herrn

Hungarian: Áldott az Úr

Spanish: Grasia Senior

G C D C
Lord, I lift your name on high

G C D C
Lord, I love to sing your praises

G C D C
I'm so glad you're in my life

G C D C
I'm so glad you came to save us

G C D
You came from heaven to earth

C G
to show the way

C D
From the earth to the cross

C G
by debt to pay

C D
From the cross to the grave

Em Am
From the grave to the sky

D G
Lord, I lift your name on high