



## Go For It Games – Guidelines

Below are some pointers for using the **Go For It** Games within your Project and your Community. The Games can be played consecutively, or used as stand-alone activities.

### Go For It Game 1 – The Journey

**Purpose:** To increase your ability to apply to **Go For It** and other Funders.

**How you might use the Game:**

You might want to use the Game with your Kirk Session, your Project Steering Group or Management Committee, a group of volunteers, or members of your community. It can be used as a discussion tool to help think through where you are on your project or funding “journey”.

**Preparation:**

- Print “**Go For It** Game 1 – The Journey”
- Attach the four sheets together to form one board where the arrows form a continuous loop
- Position the board so that it’s visible to everyone – you’ll also need a counter and a dice
- If there are a large number of people you could divide into two groups with a board for each

**Playing:**

- Place a counter on the “Start” square, throw a dice and move the required number of squares
- Use the square you’ve landed on, and any squares you’ve passed, as discussion starters
- Following discussion, continue to throw the dice and move round the board
- The Game tracks the journey of a project, following the “Need, Plan, Do, Review” cycle
- Consider where your project is on the journey, and the **Go For It** Grant you could apply for

## Go For It Game 2 – Exploring Needs

**Purpose:** To explore the needs in your church/community

### How you might use the Game:

You might want to use the Game with your Kirk Session, your Project Steering Group or Management Committee, a group of volunteers, or members of your community. It can be used as a discussion tool to help think through how to involve people at the development stage of your Project.

### Preparation:

- Print “**Go For It** Game 2 – Exploring Needs”
- Print and cut out the associated “Wild Card Vehicles”
- Place seven cards on each “Wild Card” board space
- Attach the four sheets together to form one board where the arrows form a continuous loop
- Position the board so that it’s visible to everyone – you’ll also need a counter and a dice
- If there are a large number of people you could divide into two groups with a board for each

### Playing:

- Place a counter on the “Start” square, throw a dice and move the required number of squares
- Use the square you’ve landed on, and any squares you’ve passed, as discussion starters
- Following discussion, continue to throw the dice and move round the board
- The Game helps to focus on what local people need, and not on what you think the solution is
- The process will help to clarify your ‘outcomes’ - the difference you want to make and who for
- When someone throws a three or six, pick up and read out one of the “Wild Card Vehicles”
- Discuss whether the activity on the card would meet the need and achieve your outcomes
- Consider other ‘outputs’ (activities) that would help meet the need you have identified

## Go For It Game 3 – Exploring Context

**Purpose:** To explore the context for developing new ecclesial work in your community

### How you might use the Game:

You might want to use the Game with your Kirk Session, your Project Steering Group or Management Committee, a group of volunteers, or members of your community. It can be used as a discussion tool to help think through how to involve people at the development stage of your Project.

### Preparation:

- Print “**Go For It** Game 3 – Exploring Context”
- Print and cut out the associated “Wild Card Vehicles”
- Place half the cards on each “Wild Card” board space
- Attach the four sheets together to form one board where the arrows form a continuous loop
- Position the board so that it’s visible to everyone – you’ll also need a counter and a dice
- If there are a large number of people you could divide into two groups with a board for each

### Playing:

- Place a counter on the “Start” square, throw a dice and move the required number of squares
- Use the square you’ve landed on, and any squares you’ve passed, as discussion starters
- Following discussion, continue to throw the dice and move round the board
- The Game helps to focus on what local people need, and not on what you think the solution is
- The process will help to clarify your ‘outcomes’ - the difference you want to make and who for
- When someone throws a three or six, pick up and read out one of the “Wild Card Vehicles”
- Discuss whether the activity on the card would meet the need and achieve your outcomes
- Consider other ‘outputs’ (activities) that would help meet the need you have identified

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