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 and its ministries.

**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 2013-2014 academic year that Core Value is *Doctrinal Integrity*.

**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.

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

1. Articulate the value of using games in ministry settings.
2. Demonstrate a competency in leading games.
3. Determine the usefulness of adventure recreation in one’s ministry model.
4. Debrief games and/or adventure recreation activities to determine spiritual significance and life-changing potential.

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 Youth 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; Screamers, 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’ stance on the use of games and recreation in youth ministry. 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 November 5, 2010. Yes, they may be postmarked by that date. No, do not ‘overnight’ them. You may be paying the big bucks for nothing due to the still-shaky mail service in this area. A letter grade will be issued based on your performance in the evaluative percentage areas listed below.

Materials Fee
A $50.00 materials fee will be required in addition to the matriculation fee. This fee will cover all required resources and other expenses related to an 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.

Academic Honesty Policy
All graduate and undergraduate NOBTS students, whether on-campus, internet, or extension center students, are expected to adhere to the highest Christian standard of honesty and integrity when completing academic assignments for all courses in every delivery system format. The Bible provides our standard for academic integrity and honesty. This standard applies whether a student is taking tests, quizzes, exams, writing papers, completing Discussion Boards, or any other course requirement.

Course Schedule
See Attached.

Selected Bibliography


**CERW6345 Adventure Recreation and Games Leadership**

*Fall Weekend (Even Years)*

**Day One**

6:00 p.m. *Introductory Matter*
- Cultural Overview and Relativity of Recreation
- Review of *Journal* articles
- Why should the church offer recreation for youth?

9:30 p.m. *Adjoin*

**Day Two**

8:00 a.m. *A Brief Word*
- Game Leadership Principles
- ‘Play with a Purpose’ Group Planning Time
- Legal Issues/Discipline

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 1 / Evaluation  
Play with a Purpose: Group 2 / Evaluation  
Play with a Purpose: Group 3 / Evaluation  
Course Wrap-Up / Course Evaluation  

12:30 p.m.  
Dismiss  