**Games that Illustrate the Virtue of Trustworthiness**

 from the New World Order Games Manual by Linden Qualls,

**Trustworthiness Tag** This is yet another incarnation of *Get Faith*.

Materials:

 Sun sticks (2 or 3 fewer than the number of players)

 A large playing field

 Four "cones" to mark off the prison

 Optional Devil's mask

If there are more than 10 players, there will need to be at least two "bad-guys". After the initial dash of the players to get sun-sticks, one of the bad-guys can guard the prison.

Show the players a devil mask and explain that the mask stands for Deceit, Untrustworthiness, Lying, Cheating, Stealing, etc. Then show them "sun sticks." These are made from wooden sun shapes, double-coated on both sides with yellow paint markers specifically for wood, stuck a sun sticker in the center for extra pizzazz, and glued flat blue craft sticks to the back side -- the side without the sticker. If students have already learned the Verse below, I ask what the sun-stick represents. If they have not, I explain that the sun-sticks represent Trustworthiness.

*... trustworthiness is the sun of the heaven of My commandments ....*

*Bahá'u'lláh, Trustworthiness Compilation, #22, pages 5-6.*

The goal of the game is to get trustworthiness, avoid being jailed in the prison of self (ego)(the prison of the lower nature), and help other players become trustworthy.

To prepare, mark off the prison with four cones (don't make it too big!). Pace off the playing field boundaries with the players, so they understand where 'out of bounds' is. If someone runs out of bounds while being chased, that is cheating (untrustworthy) and that player will go to prison. Place the sun-sticks in the ground at various distances throughout the playing field, some more than half-way up the field, others 2/3 of the way. At one end of the field the players will line up to dash and try to get a sun-stick. At the other end the bad-guys will line up, and at GO! will try to tag the players before they get a sun stick.

If a player has a sun-stick, then "Deceit" cannot imprison him, cannot even chase him. But if the player does not have a sun-stick, then "Deceit" can tag him and he has to go to prison Also, even though a bad-guy cannot chase a player with a sun-stick, if the player gets close enough and is tagged, the player will have to go to prison. Even though the bad-guys cannot chase players with sun-sticks ( = trustworthiness) -- explain to the players that even trustworthy people can become corrupted and dishonest by getting too palsy with, too close to, bad things and immoral people. Bahá'u'lláh alludes to this in several passages such as these:

***Beware! Walk not with the ungodly and seek not fellowship with him, for such companionship turneth the radiance of the heart into infernal fire.***

***Bahá'u'lláh: Persian Hidden Words #57***

To rescue someone in prison, a player with a sun-stick must hand the stick to a prisoner. Once a prisoner receives a sun-stick, that prisoner can run out of prison, but he has to be very fast because if the guard might be close enough to touch him without chasing. AND the sun-stick must be handed by the rescuer, it cannot be tossed. The rescuing player also must try to avoid being tagged by a bad-guy when rescuing a prisoner.

Before the game, when explaining the rules, encourage the players to work as a team -- it is much harder for the guard to prevent rescues if the rescuers are coming at him/her as a group. For dramatic effect, whenever someone escapes, the bad guys can snarl, stomp their feed and have a mini-tantrum. The kids are amused by that.

Also encourage the players to notice that when an untrustworthy person is being closed-in on during pursuit and is getting tired, to run beside that player and give them trustworthiness (i.e., a stick) before the player is tagged. To add interest and make sure that the prison population is constant, I tell players they cannot rescue anyone on the way to prison, only once they have arrived in prison.

(1) You can make a rule that if a player with a sun-stick gets touched, that stick is out of the game for good. I put them in my pocket.

(2) Or you can say the players just have to drop the sun-stick on the spot and others can try to get to it and pick it up off the ground -- which is harder for the bad-guys because there are fewer players to chase because more will have the protection of trustworthiness.

(3) A third way to deal with sun-sticks belonging to those who got touched by a bad guy worked really well. Do not remove them from the game, but don't just drop them on the ground either. Both the stick and the person tagged go to prison. The confiscated sticks were put on the ground, and the prisoners could not pick up the sticks. Only rescuers could retrieve them (while trying to avoid being touched by the bad-guy guard) and hand them to the prisoners. And once a prisoner got one, they had to escape before a bad guy touched them. Chances are they are rather close to a guard, so they would not have to be chased (which is not allowed if one had a stick).

This version allows the rescuer to keep his stick (trustworthiness) while he is trying to rescue another player (by picking up an extra stick from the ground and handing it to a prisoner). I like this version because then rescuers do not have to give up their sticks -- which ruins the metaphor -- because then they become without trustworthiness. If does not make sense that one becomes untrustworthy when trying to help others become trustworthy.

Once the rules are understood, all the children line up at one end of a rectangular playing field. The bad-guy/s (the adults with the masks) stand at the other end, put on the mask and shout "GO!" and run towards the players as they run towards the sun-sticks, frantically trying to get a stick before the bad-guys tag them. The goal is to get trustworthiness (represented by the sun-sticks) before you are caught and imprisoned by Deceit. Once the initial dash is done, the Bad-guy focuses on keeping the prisoners in prison, or if there are two bad-guys, one can guard the prisoners and the other can run about more freely.