

START

THE OGHS GAME

A hurricane has damaged your island! Play the game to learn how OGHS helps repair what is broken.

01
A

02

03
D

04

05
R

06

07
A

08

09
D

10

11
R

12

13
A

14

15
D

16

17
R

18

19
A

20

FINISH

GAME RULES

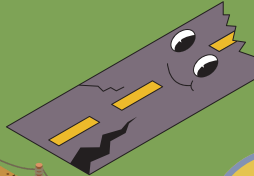
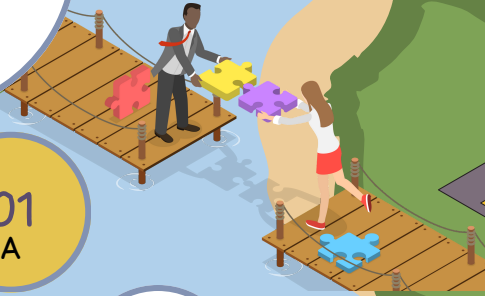
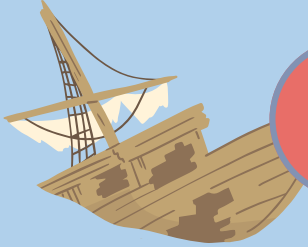
Roll a single die to move ahead.
Play until everyone finishes!

A Draw an Action Card

D Draw a Disaster Card

R Draw a Repair Card

Roll a 6 = Stay where you are but draw a Disaster Card that affects everyone! All move back as directed, but don't draw any new cards.



Disaster Card

The roof of your home is destroyed.

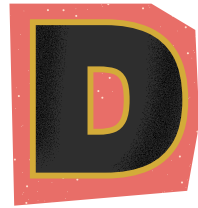
Move back three spaces to look for safe shelter.



Disaster Card

The electricity is out.

Move back three spaces to look for candles.



Disaster Card

The water pipes are damaged.

Go back to the beginning to look for clean water.



Disaster Card

You have no electricity for your refrigerator, and your food spoils.

Move back three spaces to look for canned food.



Disaster Card

Your school building is damaged.

Go back to the beginning because you can't go to school.



Disaster Card

Roads are damaged.

Move back three spaces to take the long way around to check on your family.



Disaster Card

Your business is under water.

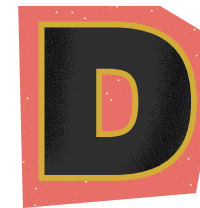
Move back three spaces to look for a way to reopen.



Disaster Card

All internet and cell service is out.

Move back three spaces to find different ways to communicate and get help.



Repair Card

One Great Hour of Sharing helps repair work happen.

Move ahead three spaces because you have safe shelter.



Repair Card

One Great Hour of Sharing helps install solar panels in your community.

Move ahead three spaces because you have electricity.



Repair Card

One Great Hour of Sharing helps dig new wells in your community.

Move ahead three spaces because you have clean water.



Repair Card

One Great Hour of Sharing helps start community gardens.

Move ahead three spaces because you have fresh food.



Repair Card

One Great Hour of Sharing helps repair your damaged school building

Move ahead three spaces because you can learn with your friends.



Repair Card

One Great Hour of Sharing helps repair broken roads.

Move ahead three spaces because the roads are safe.



Repair Card

One Great Hour of Sharing helps provide job skills and opportunities.

Move ahead three spaces because you have a job.



Repair Card

One Great Hour of Sharing helps repair broken communications.

Move ahead three spaces because people who care are there.



Action Card

Find two friends and make a bridge with your bodies.

Then move ahead one space.



Action Card

As a group, build a tiny wall out of materials in your room, in two minutes.

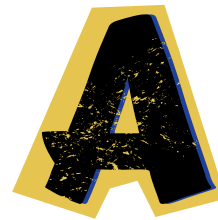
Then move ahead one space.



Action Card

Pass the peace of Christ with three people.

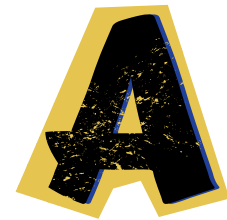
Then move ahead one space.



Action Card

Get your group to spell out the letters OGHS with your bodies.

Then move ahead one space.



Action Card

High five everyone in the room.

Then move ahead one space.



Action Card

Point out something in your room that reminds you of God's love.

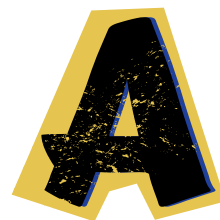
Then move ahead one space.



Action Card

Act out the words "One Great Hour of Sharing" in charades.

Then move ahead one space.



Action Card

As a group, sing Happy (75th) Birthday to One Great Hour of Sharing!

Then move ahead one space.

