



Set up: Whole class as one group.

Materials: A floor space divided into 3 zones (Messenger, Son, Oneness). You can mark them with paper signs or symbols [A dove for messenger, Sun for Son, and Circle for Oneness]

Zone 1: *Messenger of God*

- Players begin in the *Messenger Zone*. Each player must share one way they can serve others (e.g., *help a friend study, share food, teach a skill*). Once everyone has shared, the group moves forward to Zone 2.

Zone 2: *Son of God*

- Players sit quietly in the *Son Zone*. Each player closes their eyes and imagines light inside their heart. Then, they say aloud one positive quality they carry within (e.g., *I am kind, I am patient, I am strong*). This shows recognition of God's light within. The group then advances to Zone 3.

Zone 3: *Oneness*

- Players stand together in the *Oneness Zone*. As a group, they chant: “*I and My Father are One.*” Then, each person shares one way they feel connected to the world (e.g., *We all live under the same sky, We all seek love*). The quest ends with everyone raising their hands together in unity.

Reflection: After completing the game, teacher invites everyone to reflect on Lord Jesus's three stages of transformation.