



Contents

<i>Introduction</i>	How to Use the Toolkit by the Youth Ministries Program	vii
<i>Chapter 1</i>	Building Intergenerational Community by Emily Stewart	1
<i>Chapter 2</i>	Understanding the Needs of Multigenerational Groups by Kri Burkander and Johanna Anderson	4
<i>Chapter 3</i>	Going Deeper as a Community by the Youth Ministries Program	7
<i>Chapter 4</i>	The Importance of Play by Kri Burkander and Johanna Anderson	15
<i>Chapter 5</i>	Growing Together through Intergenerational Work Camps by Greg Woods	19
<i>Chapter 6</i>	Nurturing the Spiritual Gifts of All Friends by Beckey Phipps and Deborah Fisch	25
<i>More Tools 1</i>	The Twelve How-Tos	33
<i>More Tools 2</i>	Activities for Going Deeper	44
	This I Believe 44	
	Ain't Necessarily So 45	
	Four Corners 46	
	Concentric Circles 46	
	Cross the Line 47	
	Fishbowl 49	
	Sculpting Vessels of Light 50	
	Seeing Spirit through Photography 50	
	Exploring Spiritual Journeys through Collage 51	
	Writing about Spirit 51	
	Group Mural Activity 52	

Build It!

<i>More Tools 3</i>	A Short History of Quakerism in 10 Easy Points (Skit)	54
<i>More Tools 4</i>	Descriptions of Games	66
	1. <i>Gathering Games</i>	
	A Big Wind Blows	66
	Human Machine	67
	Ghost	67
	Telephone	68
	Make a Story	69
	Two Truths and a Lie	69
	2. <i>Icebreaker Games</i>	
	Psychologist	70
	Drama Queen	71
	The Adverb Game	71
	Never Have I Ever	72
	Elephant, Airplane, Dog	73
	Charades	74
	3. <i>Name Games</i>	
	Introduce Your Neighbor	75
	Human Bingo	76
	Three Fun Facts	76
	Adjectives	77
	How Much Do You Need?	77
	4. <i>Reflection Games</i>	
	Affirmations	78
	Rose and Thorn	78
	Freeze Improve	78
	5. <i>Landing Games</i>	
	Rain Storm	79
	Changes	80
	Oranges	80
	6. <i>Physically Energizing Games</i>	
	Freeze Tag	81
	Sharks and Minnows	81
	Capture the Flag	82
	Wink	83