

## **APPENDIX B**

### **INDEMNITY GAME**

This is a game to show the process of Restoration by Indemnity. The participants start off the game with numerous handicaps that should make moving forward difficult – (carrying a jug of water, having one hand tied behind their back, wearing sunglasses, having to move forward by hopping - the number of handicaps should equal the number of stations). There are stations that they progress to and at each station; they have to answer a question correctly. The questions can be based on material given in the earlier presentation. If their answer is right, they get to “drop” one of their handicaps and move forward. If not, they have to go back to the prior station and pick up the “lost” handicap. The goal is to get to the last station, lose their last handicap and gain a prize (candy bar and a ribbon or star).

The progress of the game should require that each person advancing has a 5 minute lead time ahead of the following person. There will need to be some participants manning the stations. This can be switched after the first group has finished.