

## The Missionary's Clean Water Conundrum

By Kathy Applebee. Can you stop a tragedy in a diseased village in Haiti?

Recommended target audience: Upper elementary and up. Ideal Group Size: 6 or more. Suggested Time: 5-minute introduction (or longer for figuring out water usage), 45-60 minute playing time, 30 or more minutes for reflection.

**STORY:** Former Navy doctor and medical missionary Dr. Barnabas Zaul has been working on a cure for a new disease infecting Haitian villagers. Local witch doctors resent him (and his gospel preaching efforts) as well as his newest venture to help the sick in another village.

You and your team are on a short term mission trip to build a well in his village. Clean water will solve many of the villagers' problems with illness. You arrive to find Dr. Zaul gone and his native assistant frantic to open a locked box in a refrigerator. The assistant hands you a letter and relays a message from Dr. Saul, that should he be delayed, you are to open the box and dispense the meds. The doses of his cure must be given within the hour of your arrival to save lives. Can you crack the codes to get to the cure?

PRIOR to playing and reflecting, you may wish to have each person calculate how much water they use per day <http://www.csgnetwork.com/waterusagecalc.html> or <http://www.swfwmd.state.fl.us/conservation/thepowerof10/>

### Items Needed

Break out box, locks described below, clues PDFs, Dr. Zaul's photos, optional but helpful: flashlight, magnifying glass, refrigerator (with locked box inside), "serum" (vial, test tubes or jar with colored water/syrup)

Lock Combinations: What codes will open the locks on the box?

**5 letter lock** Jesus (maritime signal flags)

**4 direction lock** Right/east to south/down to west/left to south/down (from letter on legal pad "We went from Baie de Henne to Grand Riveiere du Nord to Kenscoff to Miragoane to cotes-de-Fer" determined by tracing the route on one of the posted maps of Haiti)

**4 number** doses 2625 (multiplying doses together)

**3 number** 116 (scripture chapter and verse subtraction and adding - after finding scripture references on "photos" posted in Dr. Zaul's clinic. See chart in answer key to see how it works out)

Setup Instructions: (note options at the end to make the set more realistic)

1. Run off player materials.
2. Place the following where players can access them: diary/medical log, letter on yellow legal pad (this can also be handed to players if leader is playing the role of the Haitian assistant), Graphics of "doses" (one placed in medical log, the other paper clipped to letter)
3. Post the Dr. Zaul scripture graphics, map of Haiti (chose between the two. One increases the difficulty because it has more locations to sort through) and graphic of maritime signal chart.
4. Hang the 5 flags that spell out "Jesus" over the refrigerator or locked box.
5. Run off or have available teacher/leader directions and answer keys.
6. Decide if you will hand out hints as the Haitian assistant OR leader (and if so, how players can earn or access them) OR cut the hints apart and lock in boxes, cabinets, etc. that are locked with keyed locks. Then hide the keys (and possibly the containers) for players to find. The first method lets you give the right clue at the right time; the second method gives people good at seeking but maybe less skilled at puzzling to contribute.
7. Place the "we did it" and "winners" signs (these are so players who succeed in opening the box can take photos with these signs), in the with EITHER the graphic of the serum OR real test tube, vial or container of colored water or syrup labeled "serum". (optional: add prize(s) to the box).
8. Add 4 or 6 lock hasp and lock with 3 and 4 number locks, direction lock and 5 letter lock. (optional: lock with an additional two regular locks to increase rigor and hide the keys to these locks in playing area.)
9. OPTIONAL: Place flashlight and magnifying glass in the playing space or to increase difficulty, place in another box, lock with regular lock and hide key to lock in the room. Players may be able to see the camouflaged, small scripture references on the photos in Dr. Zaul's office/lab with these. Otherwise players must locate the scriptures to discover the chapter and verse.
10. Introduce the scenario to the players.

11. Start the timer set to a minimum of 45 minutes to a maximum of 60 minutes.
12. After allotted time (or sooner if players break in sooner) use reflection questions.

Reflection Questions:

1. Which lock was the hardest to unlock? What made it tough?
2. Which of the scripture verse Dr. Zaul had hanging in his clinic speak to you the most? Share why.
3. The villagers needed clean water. About 663 - 884 million people (estimates vary) live and die without access to safe water. Without this clean drinking water, life is very different from places with indoor plumbing and water from a tap. Imagine you are in charge of getting water for your family. If each person needs a minimum of 1 gallon a day to drink, cook and bathe with, how many gallons would you need to provide? Each gallon weighs 8 pound. How much would you have to carry?
4. How many hours/miles a day would you be willing to walk to get water for your family? (some women and children walk long distances, even 6 hours every day, to retrieve dirty water.)
5. The average American uses about 80-100 gallons of water per day. Using estimates on the chart from the USGS water school, what would you give up if you only got 10 gallons of water a day? 2 gallons?
6. The long walks to get any water to drink in some places, force children, mostly girls, to miss school. How does that impact them?
7. Girls will walk at night because walking in the daytime can be dangerous. Why might this be? (attacked by animals and/or people). How would life be different for these water carriers if they had clean water in their village?
8. Many children cannot fight off water related diseases which is why dirty water is the top killer of children under 5. World-wide, 3.4 million people, mostly children, die annually from water-related diseases. In 2017, 6,939 "dirty water" deaths occurred in America. Share your thoughts about these facts.
9. Dr. Zaul's medical log is fictional but based on actual events. If Dr. Zaul were a real person, what might be his motivation to preach and heal? What

opposition did he face? What difficulties? How do these relate to difficulties and obstacles you face?

10. Read the account of Jesus and the woman at the well in John 4 and consider what we have just discussed. Do you have any new insights? What does living water mean to you?
11. Read Revelation 7:17, 21:6 and 22:17 {He said to me: "It is done. I am the Alpha and the Omega, the Beginning and the End. To the thirsty I will give water without cost from the spring of the water of life. ... For the Lamb at the center of the throne will be their shepherd; he will lead them to springs of living water." 'And God will wipe away every tear from their eyes.'" ... Let the one who is thirsty come; and let the one who wishes take the free gift of the water of life.) and consider these scriptures in light of what we are discussing.

Tags or Keywords: water, missions, Jesus, disease

#### OPTIONS & SUGGESTIONS for Atmosphere

The activity can be also made more "real" by

1. having someone copy the medical log into a real diary and the letter onto actual legal paper in cursive or by printing (a doctors' handwriting can be messy).
2. Using as many real items as you can procure.
3. Several options are included in the directions to control the rigor of the activity. The larger the group, the more rigor and more locks should probably be used. Especially in mixed age or ability groups, have keys and boxes to find gives younger or less puzzling-inclined players a role.

If you wish to make the room look like a medical clinic, try using some of the following as part of the décor:

- 1) Medical supplies such as Band-Aids, mask, gloves, tongue depressors, bandages, Q-tips, cotton balls
- 2) Medical/lab equipment such as microscope, slides, thermometer, blood pressure cuff, stethoscope, clipboard with forms (see .PDF for possibilities), eye chart (see .PDF), scale, two meter sticks stacked for height, tweezers

- 3) Red cross flag, lab coats
- 4) For a tropical feel adding woven mats, etc. can be fun.
- 5) Using an outdoor area, tent, shelter, etc. in the heat adds a tactile realism