CCD Game, in Your Parish?

By SUE CRIBARI

Kittery, Maine -(NC)- If you earn a thousand points, you go to heaven. If you lose all your points, you go to Hell.

These are the rules of a new CCD (Confraternity of Christian Doctrine) game, invented by a priest at St. Ralphael's parish here.

Father Richard Lonsdale, director of a high school CCD program, said, "The participation in a game creates a greater sense of involvement in a subject."

A controversary on religious education reported in The Church World, diocesan weekly for Portland, Maine, spurred Father Lonsdale to publish his game. The controversy involves "those who want a strictly textbook-lecture approach" to religious education and "those who are saying more participation by students, dialogue and discussion are necessary," Father Lonsdale said.

In the game, players proceed around a board of squares bearing descriptions of pre-Vatican

II and post-Vatican II approaches to religious education.

Some samples: "First Communion class is told it's a Sin to Chew Host. LOSE FIVE POINTS." "Parents of First Communion Class are shown how to teach children at home. GAIN FIVE POINTS." "Seventh grade class wants to talk about Sex. GAIN 15 POINTS." "Seventh grade class gets lecture on Guardian Angels. LOSE 20 POINTS."

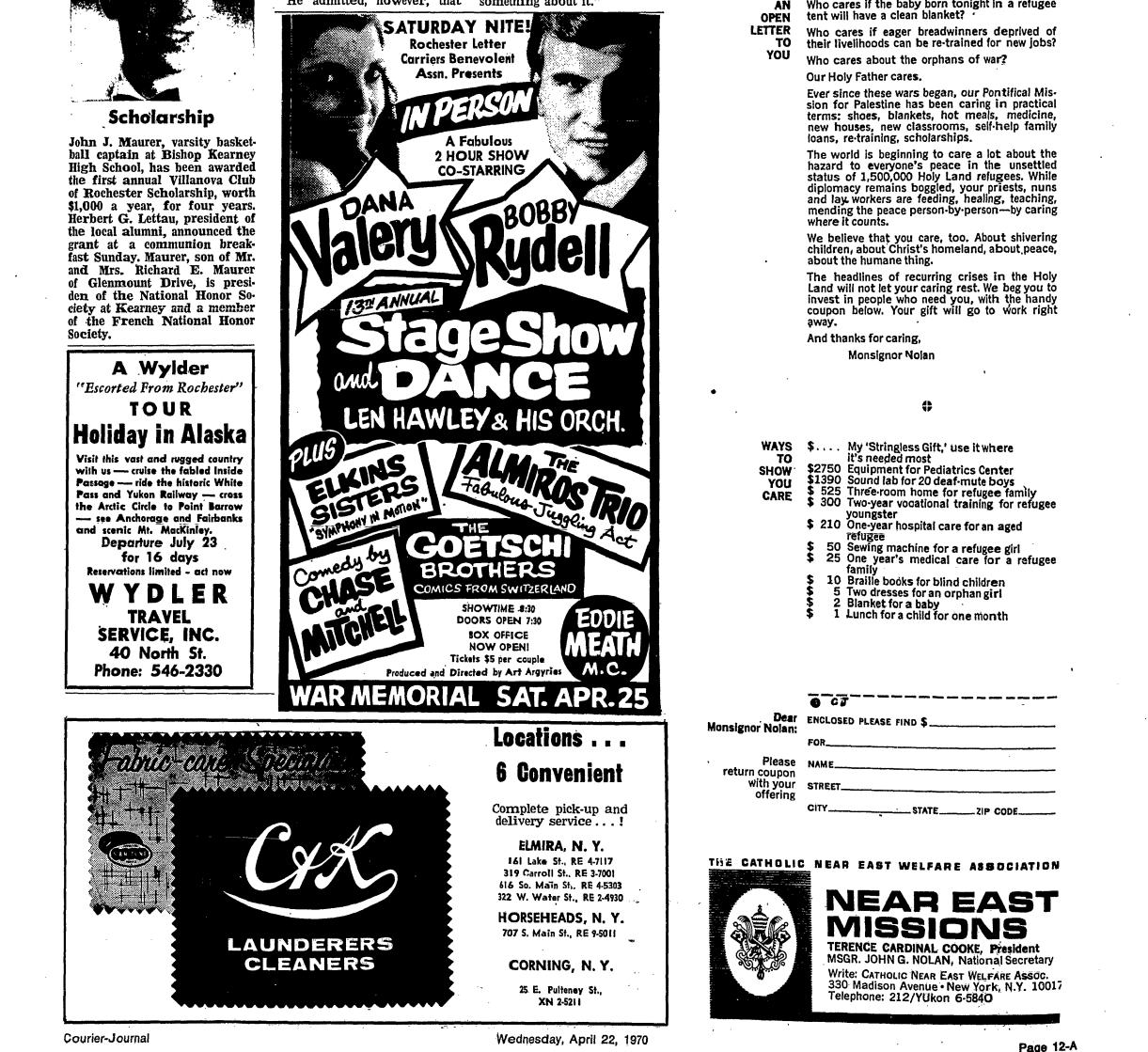
Players who land on "Baltimore Catechism" or "Post Vatican II" card squares draw from the appropriate pile and answer questions read by the player to the right. A typical Baltimore Catechism card would ask: "What are the Theological Virtues? Answer: Faith, Hope and Charity:"

One Post Vatican II card asks: "Why is the Church concerned about politics? Answer: God created man as a social being, and society cannot exist without political authority."

A correct Baltimore Catechism answer gains 50 points, an incorrect answer loses 50, while a Post Vatican II correct answer gains 75 points, and an incorrect one loses only 25.

Father Lonsdale said his intention was "to show that we could draw some good from both and compromise."

He admitted, however, that



	10 A
pre-Vatican II religious	educa-
ion seems to have been	quite
a bit more theoretical" th	ian the
new approach "and a litt	le less
relevant, perhaps." He sa	aid the
'new approach" is to-	begin
with relevant situations	" and
hen "work up to the re	ligious
principles from there.	
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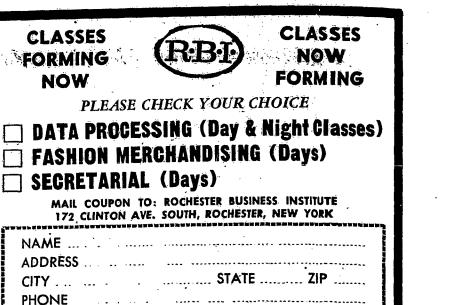
"Understanding is more important than simple memorization," he said.

The set up of the game resembles Monopoly, with Purgatory, Confessional and "Just in Church Praying" squares at the corners. But Father Lonsdale says the object of his game is "the opposite of Monopoly."

"The object is for everyone to win." Father Lonsdale said. "If a player goes around the board enough times, he will evetually earn the thousand points necessary to get to heaven. The rules urge players to "compromise and help each other.'

"If someone were going to Hell, you would give him points to prevent it," Father Lonsdale said. "Tis is where the Christianity comes in."

Father Lonsdale said he had received letters from many people asking for sets of the game. He has told them all to write to the Church World, for copies, since he has "no plans to actually market it But, he said, if there is a "real interest" expressed, "certainly we'll do something about it."





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Who cares if the baby born tonight in a refugee

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