

# Rip McErkel's Flying and Teaching Tips for Galilee Flyer

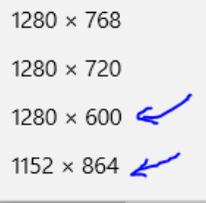
Created by Sunday Software for the Supporting Members of [www.Rotation.org](http://www.Rotation.org)



## Quick Installation Help

Ignore our licensing and system info in the install screen as it is out of date. Supporting Members of Rotation.org have our permission to install Galilee Flyer on as many computers at their church or in their member homes as needed. Please do not publicly post the zip file. Thank you.

Don't worry if you get a Windows security warning about downloading or installing a program from an "unknown publisher." Just keep installing. If you get a "screen resolution" message or error when starting the program, open your Windows Control Panel and adjust your Display resolution lower to something like 1200x depending on your screen's capabilities.



We've created a number of student handouts and lesson resources for Galilee Flyer. Check the rotation.org software download page or the Galilee Flyer page at Sundaysoftware.com for links and tech help.

## Rip's Quick Instructions for Playing Galilee Flyer:

(View more details farther down the guide.)

1. Start the game and pick from one of four subjects: Beatitudes, Kingdom Parables, Lord's Prayer, Sermon on Mount.
2. Select "easy" or "hard" flying controls.
3. Take off by pressing the HOME key to start your engine. Press your END key to slow down and land.
4. Steer with your arrow keys.
5. Go study the verses on Mount Hippius by flying close to the Bible at the top.
6. In each game you'll have to match or "complete" 7 or 8 verses from the passage. Fly into the "V" icons and correctly match all then land. Each verse is found in two places in the landscape to make it a bit easier to find them.
7. As you fly you can also answer questions about the verses to win bonus points.
8. A message will appear when you've matched all your verses to return and land on the airfield to get your score.
9. Get your "pilot ranking" (based on how many tries it took you to match the verses), and enter your name on the scoreboard.
10. Then go fly to the Discussion Area, land and discuss the pop-ups, -or play again to try for a higher score.



## High Flying Tips:

**The Galilee Flyer terrain is a big square game landscape (see illustration).** The inner area is the valley where the Sea is located. A ring of mountains separates the inner Sea area from an "outer" valley where there are things to be found as well. The outer wall of the outer valley is a mountain range which cannot be flown through. In fact, you'll scrape against it and sometimes crash into it because it is the outer boundary of the game landscape. The outer valley forms a complete circle which can be flown around.

**Each VERSE is found in two locations in the terrain.** But you only need to find one of them to collect that particular verse.



## Important Preliminary Stuff to Know

- **There are four subjects** in the game to select from.
- **There are 7 or 8 verses** to be matched for each subject. Once matched players return to the airfield to receive their ranking. Each verse is also accompanied by a short pop-up comment elaborating on the meaning of the verse.  Each verse is located in two locations in Galilee. The number of verses NOT matched is displayed in the upper right corner of the game screen.
- **There are nine questions** about each subject which can be found and answered to receive a time-bonus (each question is found in each game for maximum likelihood they'll encounter them!) They are **optional**. You don't have to answer them to complete your mission, but doing so will increase your ranking. 
- **The complete text of the subject you are playing can be found** by flying closely over the Bible icon located on top of Mount Hippius. Mt. Hippius is the conical shaped mountain directly in front of you as you take-off.
- **Land near Jesus to hear him preach** a kid-friendly version of the scriptures you have selected. His words have been purposely modernized to give a conversational spin on them.
- **In two of the games there is a floating Video Camera.** Flying near it will start a video which will not return you to the game until the video ends.
- **Each subject has three optional "discussion panels"** located in the ruins with the spinning blue letter "D" in the Southeast region. These are intended for "after the game" to facilitate more learning and reflection. They encourage students to ponder and write down responses. Have them visit these areas **AFTER** they have received their player ranking. You can visit as a class if you like or during the game. Discussion text is found below in this document. After reading one, you'll have to turn the plane around and approach the Discussion ruins again to open the second and then the third panels.

**Multiplayer Tip:** If you have more than one student per computer, assign one to the Mouse (to answer questions), one to the Arrow Keys (control), and another to the **HOME/END keys to adjust airspeed** (or alternately the A and Z airspeed keys). You can also hookup a joystick or additional keyboard via USB which would allow several players to work together.

## Prior to Teaching with Galilee Flyer:

**Rip McErkel strongly recommends** that your students become familiar with the keyboard controls, how to fly, and how to land **prior to class time** use. Third graders might require up to 15 minutes of flying time to become adept at flying and landing. Practice landing on the floating island runway. In Rip McErkel's class, students learn how to fly the week before, prior to Galilee Flyer being used as the lesson. Once they have learned the first time around, the other subjects can be 'flown' without much preparation. However, it is always a good idea to plan plenty of extra flying time so that your flyers will be ready for the challenge, and have more fun.

If you are scheduled to teach with Galilee Flyer, **reserve no less than 30 minutes** for your students to complete a mission. Older children will finish it faster. Younger children will need more time and help. The game is designed to cover the verses again and again, so running out of turns while collecting verses and having to start over again isn't necessarily a bad thing!

**The Videos** accessible in Lord's Prayer and Beatitudes each last about 4 minutes long. They contain some great information but younger children may get wiggly. There is **NO WAY** to stop the videos once they get started. So only click "YES" to view a video if you have time and really mean it! You may want to save the videos for **AFTER** the flying game -- and go view them as part of your discussion. **Video Technical Tip:** The videos will open to the full size our your game screen and will **STRETCH** too wide on some "wide aspect" monitors and laptops. See our tech notes below for how to correct this.

Print our free **PILOT BRIEFING POSTER** for your younger flyers to use as a Game Tip Sheet. It's part of the Download.

Rip also recommends you **READ THE TECHNICAL TIPS BELOW**.

## More Important Flying Tips and Game Features from Rip McErkel, Galilee Ace Pilot

**Be ready to resume flying after you have clicked out of each verse/comment panels.** If you have taken the wrong angled approach to a verse, you could be headed straight into a mountain when you resume flying. Watch your approaches! So when you're flying to the top of Mt Hippus to read the entire passage, fly close by the ruins to open them, --not into them! Time stops when reading content.



**Arrow Keys control direction and altitude.** The up/down arrows work like a stick in an airplane. **Up arrow** is the equivalent of pushing the stick forward to dive. Down arrow makes you climb. You will notice that while turning the plane wants to dive lower. Tap your down arrow key to keep your nose up while turning! Steering left/right as you climb will help you gain altitude.

**Home/End Keys control the plane speed.** It is possible to fly slowly (around 120) but you have to get the feel for the adjustments. **A & Z keys** also control the plane speed. We did this so another player could help. A joystick can be used to steer the plane. I recommend that you **NOT** fly at top speed when approaching difficult Verses, or when trying to land. Continually press the END key to kill your engine. **When you decrease speed the plane will lose altitude and if it contacts the ground at low speed it will land and come to a stop.** The Galilee Flyer will sink like a rock, but generally **not** crash land if you bring it down on a flat surface somewhat slowly. On laptops, you may want to attach a full size keyboard (a cheapie \$15 one with a USB plug works), so that you can pass around the controls to various students, rather than having to move the laptop around.

You will not crash when you fly "into" or "through" rotating objects, such as the letters V, Q and D, and people! But you cannot fly through stone objects or boats.

**Q & V icons** appearing in top left of screen will light up red, yellow, green as you fly closer to the icon floating in the terrain. Watch these closely to find hidden V icons! Once you correctly match a verse, the floating V doesn't go away. you get it incorrect, turn the plane around and try again.



**Hard/Easy Game Options...** In the Hard Game Option, you must fly the plane right into the floating V's or Q's to activate them. In the **EASY OPTION**, you merely have to fly near them. For younger students I recommend setting the game to "easy." Click ESC and select **GAME OPTIONS** to access the Easy/Hard Option control. You can do this during a game if you like. \*See notes elsewhere in this document about the Easier Easy Mode version.

## Climbing the Mountains and Hills, and other Flying Tips:

Steep mountains are difficult to climb over. Look for more gentle slopes to fly up. You can GAIN ALTITUDE up a steep hill by quickly steering left and right as you press the 'down' (climb) arrow key. The ground will not cause you to crash, but trees and buildings can be crashed into. **You have 3 turns then game over.** Flying THROUGH some of the ruins and under bridges will give you a **power boost**.



**Beware the Outer Boundary!** Sometimes when you reach the **outer-boundary** of the terrain your plane slows down and you can turn back. Sometimes you crash into this boundary. The circular outer boundary is where the mountains stop and you can't see them in the distance. Look at the map during startup for more clues. Look at the map at the top of this guide for the landscape structure.

**Be careful how you approach a verse next to a mountain.** Your plane will stop to answer the verse, but start up again immediately after the verse is answered, and this could send you straight into a mountain if you're already aimed at it.

**Use Your Compass! ...and Assign a student to help navigate.** The Galilee Flyer is outfitted with a compass. It will help you remember which direction you need to head. If two or more flyers are at the computer, I recommend one of them be responsible for watching what sector of Galilee the plane is in, what it has already covered, and where it might need to go next. A systematic approach to scouring the landscape for verses is best. It also helps to correctly match them when found!

**Scoring and Rankings:** Galilee Flyer has a rather sophisticated ranking system. Fastest time isn't everything! The game calculated rankings using TIME, plus fewer turns/lives used, fewer times you take to correctly match verses, and more points for answering more questions. Answering questions also gives a time bonus. There is no time or point penalty for **pauses** in the game.

**To Pause the Game:** Press your PAUSE button on the keyboard (upper right corner of keyboard). To unpause it, press the Pause key a second time. For some reason... you can also press your **Num Lock** key to pause the triplane. Because it is close to the Home|End keys on the keyboard, it's not uncommon for players to accidentally hit the NumLock key anyway --and wonder "why the plane froze."

**Save/Load:** Press F2 during the game or via ESC-Main Menu to access the Save/Load features. NOTE: Once you crash and lose all your turns, your saved games are gone too!! The save/load feature is only for those games you must exit before completing --and you can later pick up where you left off by loading them. (Note: on some laptop keyboards, you may have to press the "Fn" key while you press F2 as many laptop keys pull double duty for other functions.)

**Location of Verse Scrolls:** These change each time the game is played. In more than half of the games you'll play, you'll discover that most of the scrolls you need to find are located near the sea. In one or two scroll layouts, however, there are several scrolls scattered in the outer regions of Galilee. Which layout of scrolls you play is randomly determined.

**The Videos...** There are two videos in Galilee Flyer which can be activated when discovered (their icons look like old-fashioned cameras). If you select 'YES' the video will show full screen and cannot be quit from until it is over. Each video is about 3 minutes and features scenery from around Galilee along with Professor Hulbert a NT professor explaining the story.

## Lesson Plan Suggestions:

See several lessons we've written for use with Galilee Flyer and posted at [www.rotation.org](http://www.rotation.org)

1. Pick one subject to study over a several week period and collect other teaching resources for it (videos, skit ideas, art projects, etc). Read the HELP file and this document and fly the game yourself.
2. Begin class by reading the passage, commenting, and parsing the vocabulary and images in the text. For example, do not assume children know what the "Kingdom of God" means. Each of these four subjects uses vocabulary and images that your students will MOST LIKELY be unfamiliar with. Don't assume they understand the words, let alone the concepts! Work on definitions, write words where students can see them. Have examples for more difficult concepts (such as "righteousness") Pass out a little quiz to see how many definitions they can remember.
3. Introduce them to Galilee Flyer and its operation. Demonstrate the controls if they haven't used them before. Work in pairs or threes. Make sure they take turns. Let one student work the arrow keys and another work the A/Z keys (airspeed) on the other side of the keyboard. See how well they can coordinate. Have a third student keep track of where they've been, and let this other student use the mouse to answer all questions. Remind them that "player ranking/score" is not merely a function of time, but accuracy. Remind them that they won't be penalized for reading --the clock will pause.
4. Let them fly the selected subject and encourage them to read all pop-up panels and answer questions, as well as, match scrolls. It may take them up to 20 minutes to collect all the verses. It will depend on their age and flying skill. Those getting finished early can fly again and SAVE their game if they run out of time to finish. *Note:* the scrolls appear in different locations each time the game is played. So if you have more than one copy of the game (legally) installed and studying the same subject, the location of the scrolls will probably be different on the two computers, and one may have a harder set of locations.
5. As a class, have everyone fly to the Discussion Ruins in the SE region (they'll know where it is now). If you have more than one computer, let each computer take a turn reading the discussion panel. Then discuss possible answers. This may be a good time to let students write down some notes. Some of the discussion panels will ask them to write things down. Some of the discussion panel activities can last up to another 15 minutes. Preview the panels. Younger groups may want to visit all three but only spend time on one or two. Older groups, if you have time, can handle all three panels.

**Galilee Flyer "Room Decor" and lesson ideas** may be printed from our Galilee Flyer webpage at [sundaysoftware.com](http://sundaysoftware.com)

### \*Non-Lesson Use" of Galilee Flyer:

Some churches use Galilee Flyer for game time. Create a chart near your computer where students can list their high scores for various subjects they've flown. Offer incentives, such as Dairy Queen coupons, for achieving certain scores on certain subjects. Pick a "Galilee Flyer Subject of the Month" to have the kids fly and master.

## Technical Notes:

**Full Screen or Window Mode at Startup?** When the program starts you're offered two options. We recommend running Galilee Flyer in FULL SCREEN Mode at on today's computers.

**If you have a newer style WIDE ASPECT monitor or laptop screen**, it will stretch Flyer's graphics too wide and make the program look "fat." To keep this from happening, you can go into your Windows Display Graphic Properties and select "FIXED ASPECT" which will tell Windows to show the game in proper proportions. You can also select "Window Mode" at startup, then grab the corners of the window and stretch to your preferred proportions.

**If you are playing on a laptop**, we recommend you attached a separate keyboard and mouse to the laptop. This will make it easier for the kids to navigate as laptop keys and boards are cramped, immovable, and often touch. Buy a cheap keyboard for \$15 and plug it into the USB port.

**At Start Up the game engine will automatically read your computer's available resources.** Those with more than 8 mb of videoram will have a higher screen resolution and better flying control-reaction. For example, if you have a 16mb videocard, the textures of the landscape will display in 2048. With an 8mb card the game will start in 1024 resolution. There is a startup icon among the CD's files called "runweak.bat" which is for slower computers.

**We recommend you run GF in Window's Full Admin Mode/Log-in.** Select the RUN AS ADMINISTRATOR option in Windows to allow Galilee Flyer to write its score file.

**In the OPTIONS panel are several adjustments.** These are described in more detail in the README FILE on the CD itself. Please note: The SOUND VOLUME OPTION must be up to hear Jesus speak and many of the sound effects of the game. It is a VERY good idea to check the Options panel when booting up the game each time. The options are "saved" at the end of your flying session and will go to those settings the next time you open up Galilee Flyer. If a student has set them weird and exited the game,

the next student may not know to re-adjust them.

**Modifying Galilee Flyer's Question and Discussion Graphics:** You can do it if you have a good graphics program, such as Photoshop Elements. We don't recommend changing content graphics unless you know what you're doing. Sizes and resolutions must stay the same. Some graphics with black backgrounds, such as the Jesus graphic, should NOT be changed. The game engine reads the black as invisible. Altering these can seriously mess up the appearance of the game. It is recommended that you NOT change the sound files. The game engine has some peculiar needs in that department. Under no circumstances should any other game file be altered.

### Here are the TEXTS found in the "DISCUSSION RUINS" Panels

These are found AFTER you have completed a game. They are located just over the ridge of the inner mountain tops in the Southeast quadrant.

**INSTRUCTIONS: Flyer close to the "D" ruins (don't fly into them!) and these panels will pop up.** After you have read/discussed one panel, click the screen and the G. Flyer will continue flying. You must then turn around and make another flyby to see the next panel, and the next.

#### Lord's Prayer

1. Prayer is personal sharing between you and God. In the Lord's Prayer, Jesus taught us both the attitude and subjects we should include in this sharing. What is your attitude about prayer? When do you pray and how often? What could you do to improve your personal sharing time with God?
2. Prayer is a time when you talk to God about your life, your needs and the needs of others. Prayer is also a time to listen for God's voice and feel God's presence. What prayer times, places and habit can help you prepare yourself to listen for God? What does God's voice sound like?
3. God knows everything about you. God knows what's going on inside you and around you. What is the purpose of telling God what God already knows? How does it make you feel knowing that God knows so much about you?

#### Beatitudes

1. Jesus' "beatitudes" are the opposite of what many people value or think of as "blessed." View the Beatitudes on Mount Hippius (straight ahead at take-off). Come up with several "anti-Beatitudes" that seem to be the opposite of what Jesus is preaching. Example: "Blessed are the strong."
2. In the Beatitudes, Jesus says we will truly be happy when we know God is close and feel or see God's presence. How does the presence of God make you feel? Can you describe a time when you felt God was very close to you? How can you feel closer to God more often?
3. The word "beatitude" means "blessed" or "happy." The beatitudes are sometimes thought of as the "how to be - attitudes," as in, "be like this." Fly to Mount Hippius (straight ahead at take-off), review the Beatitudes and try condensing each beatitude down to only two words: "Be \_\_\_\_\_."

#### Kingdom Parables

1. Many of the people Jesus met hoped the world would be a better place in the future. They looked forward to a time when God would rule over all. Jesus surprised them by teaching that the Kingdom of God was here and possible right now -if we would only open our eyes to see it. Where can you see the Kingdom of God happening in your community and world? What things are you doing that are part of God's Kingdom on earth?
2. By using the images of seeds and leaven or yeast, Jesus was teaching that little things can mean a lot.
3. Name one small change you can make in your life right now that would make you a better friend, family member, church member, child of God.
4. Using the images of hidden treasure and a found pearl, Jesus taught that the Kingdom could be right under your nose ...but you must be looking for it to see it. Jesus also taught that it will cost you something to gain the Kingdom of God -- to make it part of you. What things might you have to give up in order to make the Kingdom of God -the rule of God part of your life?

#### Sermon on the Mount

1. The Sermon on the Mount is longer than the text presented in this game. It is a collection of Jesus' teachings on a wide variety of subjects. In many ways, Jesus' Sermon creates a more loving set of rules to live your life by. Locate the sermon in Matthew 5 through 8 and record a passage that you find interesting to you.
2. Jesus used the images of "salt" and "light" to describe our value to the world as messengers of God. What other images could he have used? How about "you are like water for the world." Come up with two good images of your own and write them down.
3. In Jesus' Sermon on the Mount, he poked fun at people who worry too much about their clothes and what to eat, and not enough about the Kingdom of God. Jesus wants the Kingdom of God to be the #1 thing that influences every part of your life. What part of your life do you need God to influence the most right now... School? Relationships? Money? A Personal issue? Family? Friends? Making good choices? A Parent? Problem solving? Spiritual growth? A Physical issue?

## Galilee Terrain and Location Notes:

Our Galilee terrain is based on actual maps, however, some changes have been made to accommodate game play. For example, the Sea of Galilee in the game is much smaller so it doesn't take that much time to fly across it. The hill elevations in the game are slightly exaggerated so the kids can enjoy flying around hills and through valleys. In the above graphic and game there are fewer towns than in real life during the time of Jesus. Due to programming and memory restrictions we could only simulate a few towns and local trees. There are also no whales in the Sea of Galilee, but there one in our version!

The pictures which accompany the following notes are courtesy of Dr. Terry Hulbert's *Walking in Their Sandals Bible Atlas*. **Mount of Beatitudes** --a gently sloping hillside on NW shore, site of Jesus' Sermon on the Mount.

(Pictured right: The "Mount" is the small hill in the foreground on the right. Beyond the Mount is the plain of Gennesaret. In the distance are the Arbel Cliffs.)



**Tiberias** --built in 26 A.D. as a Roman resort town for Romans and Gentiles.

**Kursi** --one of the major fishing villages at the time of Jesus. Thought to be the location for the feeding of the 4000. A stone fish pond has been found at this location. (pictured here below)

**Bethsaida** -- a fishing village at the time of Jesus. Jesus performed a unique healing at Bethsaida --restoring a man's sight in stages (Mark 8:22-26).

**Magdala** --one of the small villages that dotted the shoreline in Jesus' day, home town of Mary Magdalene ("of Magdala").

**Gamla** --a fortified site above the Sea of Galilee not unlike the famous Masada fort but smaller. Attacked by the Romans in 66 A.D.

**Capernaum** --location of Peter's house and homebase for Jesus during his Galilean ministry. Capernaum was also a base for Jesus' followers after his ascension. The ruins of Peter's house in Capernaum have been located by archaeologists. The house was used and venerated in the First and Second Century A.D. as a "house church" and later a shrine honoring the apostle. A small church was built over it in the 4th Century. Capernaum was a fishing town and business center. Ruins of a large synagogue from the 1st Century dominate the area. (Pictured right)

**Arbel Cliffs** --rocky cliff-like hills sometimes called the Horns of Hittim. Here the Crusaders were finally defeated by Saladin.

**Jordan River** --feeds Galilee from the north and empties southward in the Dead Sea.

**Gadara** --a Gentile city once known as the "Athens of the East." Jesus healed a possessed man from this town. One of the ten cities of the "Decapolis" (built by Romans to guard trade routes), a largely Greek city given to Herod by Caesar Augustus.

**Hippus** -one of the ten cities of the Decapolis (literally "ten cities") built to protect trade routes. A largely Greek/Gentile city given to Herod by Caesar Augustus, built on a hill (pictured). Jesus undoubtedly traveled through the region encountering many Gentiles.

**Jesus boat and Galilee Shoreline** --In 1986 during a severe dry-spell, water levels lowered dramatically in the Sea of Galilee. Researchers found a 2000 year old boat buried in mud. The boat is 26 1/2 feet long, 7 1/2 feet wide and 4 1/2 feet high. It was probably of the Sea of Galilee's largest class of ships. Fore and aft sections were most likely decked and it probably had a mast, meaning it could be both sailed and rowed. The boats you see moving across the Sea in our game are smaller versions of "the Jesus boat." Researchers say that there is a 1 in 1000 chance that Jesus actually rode in this very boat. You can view a video of Professor Hulbert riding in a scaled up replica of the Jesus boat during the Beatitudes flying game.



Fishing was often done at night on the Galilee, but trade goods moved by day from shore to shore. Recent discoveries have located the remains of ancient stone piers or docks below the current water level at many places around the lake. The water is usually calm and the shoreline is easy enough in most places, allowing boats to come near shore. The Gospels record Jesus preaching from a boat on more than one occasion. Near Capernaum there is a place called "Sower's Cove" where tradition says Jesus preached. It is a natural amphitheater where a speaker's voice is naturally amplified as they face uphill standing on the water's edge or sitting in a boat in the cove.

## Notes about Galilee for Teachers

The region of Galilee sits across major trade roads in the northern part of Israel. During some Old Testament times, parts of Galilee were not included in the Kingdom of Israel. In other Old Testament times, they were part of the "northern Kingdom" of Israel (as opposed to the southern Kingdom of Judah). The region was a gateway to travel northward into Lebanon, Syria and on to Persia. The Greeks, and later the Romans, fortified cities in the area to protect trade.

In the time of Jesus the Sea of Galilee was called "Lake Kinnereth" or in the Greek version -"Genessaret." The word means "harp" denoting the shape of the lake. The Romans renamed it "Lake Tiberias" in honor of Emperor Tiberias. In later years it took on the name of the region surrounding it, hence "Sea of Galilee." The word "Galilee" is Greek for "circuit" or "ring" in reference to the towns which were each connected to each other by a main road circling the water.

Its shores were populated by many small villages and a few small but somewhat cosmopolitan cities with bustling local economies in the time of Jesus. Since that time the region has been less populated. Galilee was often called "Galilee of the Gentiles" because it was heavily populated by non-Jews. Excavations are on-going in the region. They are changing the way we look at life in Galilee at the time of Jesus. Life in those times was more sophisticated than previously thought.

The Sea of Galilee is 150 feet deep at its deepest point and 680 feet below sea level -making it the lowest fresh water lake on earth.

Jesus spent the first years of his ministry travel this region. Most of his disciples are from the area. Having grown up far from Jerusalem among non-Jewish populations, it is often assumed that Jesus and his Galilean followers were more tolerant of non-Jews, and thus, Jesus and his disciples are put down as "Galileans" by those in Jerusalem who opposed him.

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