Games

Game 1: "Mount Sinai Sound Hunt"

Objective:
To help students understand the events and excitement of God's appearance on Mount Sinai through auditory cues.

Players:
4-8 players

Materials Needed:
- A device to play sounds (e.g., smartphone or laptop)
- Sound clips of thunder, trumpet blasts, and gentle mountain winds
- Paper and pen for each participant

Setup:
1. Prepare a playlist of brief sound clips representing the sounds heard on Mount Sinai.
2. Arrange chairs in a circle and place the sound device in the center.

Instructions:
1. Explain to the children that God came down on Mount Sinai with thunder, lightning, and trumpet sounds.
2. Play each sound and have students write down or call out what event or image the sound reminded them of from Exodus 19.
3. After each sound, discuss its significance in the story.

Reinforcement:
This game allows children to connect auditory experiences with biblical events, reinforcing the sensory aspect of God’s dramatic appearance.

Game 2: "Ten Commandments Relay"

Objective:
To familiarize students with the lead-up to the giving of the Ten Commandments.

Players:
6-12 players

Materials Needed:
- Two sets of "Ten Commandments" cards (one commandment per card)
- Two baskets or containers

Setup:
1. Divide the group into two teams.
2. Place a basket with shuffled commandments cards at a starting line for each team.
3. Set up a relay path to a "Mount Sinai" location, marked by a chair or another object at the finish line.

Instructions:
1. Explain the context of Exodus 19, where people prepared to receive God's laws.
2. On "Go," one player from each team takes a card and races to place it in sequence at Mount Sinai.
3. The next player can only start once their teammate returns.
4. Continue until all commandments are placed in order.
5. First team to correctly order all commandments wins.

Reinforcement:
The relay emphasizes teamwork, memory, and the significance of the commandments, while engaging students in physical activity.

Game 3: "Exodus Simon Says"

Objective:
To illustrate obedience and the instructions given by God in Exodus 19.

Players:
5-15 players

Materials Needed:
- An open space

Setup:
Choose one player to be "Simon Moses," who will give commands.

Instructions:
1. The leader prefaces all instructions with, "Simon Moses says," mimicking God's instructions to Moses.
2. Players must follow only the commands that start with "Simon Moses says."
3. If a player follows a command without hearing "Simon Moses says," they are out.
4. Continue until only one player remains.

Reinforcement:
This game teaches the importance of careful listening and obedience, similar to following God's specific instructions at Mount Sinai.