

# Games

## Game 1: "Sin Offering Relay"

Objective: To learn about the concept of sacrificial offerings in Leviticus 4 and the importance of following instructions.

Number of Players: 6-12

Materials Needed:

- Plastic cups
- Bean bags or small soft balls
- A simple diagram of the tabernacle (printed out or drawn on a poster)

Setup:

1. Set up a relay course with two lines, one for Team A and another for Team B.
2. Place a diagram of the tabernacle at the end of the course.

Instructions:

1. Divide the children into two teams.
2. The first player in each line holds a bean bag.
3. On "Go," players must race to the end of the course and place the bean bag on their team's tabernacle diagram, symbolizing a sin offering.
4. They then race back to tag the next teammate.
5. The first team to have all players complete the task wins.

Lesson Reinforcement:

- Discuss that the bean bag represents a sin offering, much like in Leviticus 4 where specific instructions were given for sacrifices.
- Emphasize the significance of following instructions just like the rules of the relay.

## Game 2: "Sin Spotters"

Objective: Understand identifying unintentional sins and the need for atonement as described in Leviticus 4.

Number of Players: 4-8

Materials Needed:

- Flashcards with simple scenarios (both right and wrong actions)
- "Sin Spotter" badge or hat

Setup:

1. Prepare flashcards ahead of time, each with different scenarios that children might face.
2. Arrange a circle with seats or spaces for standing.

Instructions:

1. Choose one child to be the "Sin Spotter" and give them the badge.
2. Read a scenario to the group.
3. The Sin Spotter decides if the scenario involves a "sin" and explains their reasoning.

4. Discuss briefly what could have been done instead for scenarios with sin.
5. Rotate the Sin Spotter role after each scenario.

Lesson Reinforcement:

- This game illustrates the need for recognizing sins, much like how the priest identified unintentional sins for atonement as per Leviticus 4.

Game 3: "Leviticus Charades"

Objective: To act out and understand the process of making offerings for unintentional sins as detailed in Leviticus 4.

Number of Players: 3-10

Materials Needed:

- A basket
- Slips of paper with scenes from Leviticus 4 (e.g., making an offering, priest receiving sacrifice)

Setup:

1. Write down different scenes related to sin offering and put them in a basket.
2. Arrange a space where children can perform actions.

Instructions:

1. Players take turns drawing a slip of paper.
2. Without speaking, the player acts out the scene for others to guess.
3. Once guessed, discuss what part of Leviticus 4 the scene represents.

Lesson Reinforcement:

- Encourages children to visualize and remember the specific steps described in making offerings, providing a deeper understanding of the ritual significance in Leviticus 4.