

# Games

## 1. Scapegoat Tag

Objective: Learn about the concept of the scapegoat as described in Leviticus 16.

Number of Players: 8-30

Materials Needed:

- A large open space
- Two small pieces of cloth or scarves (any color)

Setup:

1. Designate one side of the play area as the "camp" and the opposite side as the "desert."
2. Choose one player to be the "High Priest," two players to be "goats" (give them the scarves to hold), and the remaining players as "people."

Instructions:

1. The High Priest stands in the middle between the camp and the desert.
2. The High Priest tags one "goat" who becomes the "scapegoat." That goat must then try to run to the desert (reaches the designated line).
3. The High Priest and the people try to tag the scapegoat before it reaches the desert. If tagged, the scapegoat returns to the camp.
4. If the scapegoat reaches the desert, the round ends, and new players are chosen for each role.
5. Continue playing until all players have had a chance to be the High Priest or a goat.

Reinforcement: This game helps demonstrate the ritual of sending a scapegoat into the wilderness on the Day of Atonement, making the lesson active and memorable.

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## 2. Atonement Relay Race

Objective: Understand the process of atonement through a fun relay that mirrors elements from Leviticus 16.

Number of Players: 10-20

Materials Needed:

- Two buckets of water
- Two small empty cups
- Two scarves
- Timer or stopwatch

Setup:

1. Divide students into two equal teams.
2. Place a bucket of water and a scarf at a starting point, with two empty cups per team.
3. Set a finish line roughly 10-15 meters away.

Instructions:

1. The first player of each team puts on the scarf representing the priest and carries the cup to the finish line.
2. They fill their cup with water from the bucket at the finish line and return.
3. Upon return, they pour the water into their team's starting bucket and pass the scarf and cup to the next player.
4. Continue until all players have run once.
5. The team with the most water in their starting bucket after everyone has had a turn wins.

Reinforcement: Reflects the rituals of purification and acts of service, engaging students with the concepts of atonement and communal effort.

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### 3. Atonement Story Puzzle

Objective: Piece together the key points of Leviticus 16 to form a complete story.

Number of Players: 4-8

Materials Needed:

- A printed story of Leviticus 16 split into 10-15 segments (one sentence per piece of paper)
- Tape

Setup:

1. Print and cut out the individual segments of the Leviticus 16 story.
2. Hide pieces around the room before the students arrive.

Instructions:

1. Students search the room to find all segments of the story.
2. Once all pieces are found, group gathers together to assemble the segments in the correct order to complete the narrative.
3. After the story is complete, each student reads a part aloud.

Reinforcement: Encourages teamwork and comprehensive understanding of Leviticus 16, helping students recognize the sequence of events and the importance of each step in the atonement process.