

Games

Game 1: Feast Match-up

Objective:

Help students learn about the different feasts in Leviticus 23.

Number of Players:

2-6

Materials Needed:

- Printable cards with the names and symbols of each feast (Sabbath, Passover, Unleavened Bread, Firstfruits, Weeks, Trumpets, Day of Atonement, Tabernacles)
- Timer
- List of Leviticus 23 feasts and brief descriptions

Setup:

1. Print and cut out two sets of cards with the name and symbol for each feast.
2. Shuffle the cards and lay them face down in a grid.

Instructions:

1. Players take turns flipping over two cards at a time, trying to find matching feasts.
2. If a player finds a match, they read the description of the feast from the list and keep the pair of cards.
3. If not, they turn the cards back over, and the next player takes their turn.
4. Continue until all matches are found.
5. The player with the most matches at the end wins.

Lesson Reinforcement:

This game introduces the names and purposes of the feasts described in Leviticus 23, helping students associate feasts with events and symbols.

Game 2: Feastful Relay

Objective:

Encourage students to remember the order and purpose of the feasts through an active relay.

Number of Players:

4-12 (2 teams)

Materials Needed:

- Index cards with brief descriptions of each feast
- A small baton or item for the relay
- Open space for running

Setup:

1. Write the brief descriptions of each feast on index cards.
2. Place the cards at the far end of the play area.

3. Divide players into two teams and have them line up at the opposite end of the play area.

Instructions:

1. The first player from each team runs from the starting line to the cards, selects a card based on the teacher's hint, and runs back.
2. They read the description aloud and place it in the correct order according to Leviticus 23.
3. The next player runs, selects another card, and returns it to their team.
4. Continue until all cards are collected and placed in order.
5. The team that correctly orders the feasts first wins.

Lesson Reinforcement:

This relay helps students learn the sequence and purpose of feasts by allowing them to actively engage with the content.

Game 3: Feast of Discovery

Objective:

Help students explore the meaning and history behind each feast in a creative storytelling format.

Number of Players:

3-8

Materials Needed:

- A large poster or whiteboard
- Markers
- Printed snippets of information about each feast from Leviticus 23

Setup:

1. Divide the whiteboard into sections for each feast.
2. Prepare snippets of information about each feast. Include historical and biblical significance, and traditional foods or activities associated with each.

Instructions:

1. Players take turns drawing a snippet of information from a bag.
2. After reading the snippet, the student places it under the correct feast on the board.
3. Encourage the students to add drawings or symbols related to the snippet they placed.
4. Once all snippets are placed, review the complete board as a group.
5. Discuss each feast using the compiled information on the board.

Lesson Reinforcement:

This game reinforces the lesson by encouraging students to connect with the feasts creatively. They learn essential details and deepen their comprehension through storytelling and visual association.