

# Games

## Game 1: Leviticus 25 Bingo

### Instructions:

In this game, students will play a bingo game using concepts and keywords from Leviticus 25. As they play, they will learn about the Jubilee, Sabbatical Year, and other important lessons from the chapter.

### Number of Players:

4-8

### Materials Needed:

- Bingo cards with 5x5 grids
- Markers or buttons
- A list of keywords/concepts from Leviticus 25 (e.g., Jubilee, Sabbatical Year, freedom, debts, rest, etc.)
- A set of cards with each keyword/concept

### Setup:

1. Prepare bingo cards with different keywords/concepts randomly placed in each square.
2. Give each child one bingo card and a set of markers/buttons to mark their cards.
3. Shuffle the deck of keyword/concept cards.

### How to Play:

1. The teacher or leader draws a card from the deck and reads it aloud.
2. Students find and mark the corresponding word on their bingo card if they have it.
3. The first student to mark five spaces in a row (horizontal, vertical, or diagonal) shouts "Jubilee!" and wins that round.
4. Repeat multiple rounds as time allows.

### Reinforcement:

This game helps reinforce vocabulary and concepts from Leviticus 25, making students familiar with key terms and encouraging them to remember the meanings.

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## Game 2: Levitical Relay Race

### Instructions:

Students will participate in a relay race where they act out scenarios related to the Sabbatical Year and the Jubilee as described in Leviticus 25, learning about rest, renewal, and community support.

### Number of Players:

6-12 (teams of 3-6)

### Materials Needed:

- Scenario cards describing tasks (e.g., "Plant crops for 6 years," "Rest on the 7th year," "Release debts," "Celebrate Jubilee," etc.)
- Cones or markers to set up a course

Setup:

1. Divide players into two or more teams.
2. Create a relay course using cones.
3. Place a set of scenario cards at the start line for each team.

How to Play:

1. Teams line up behind the start line.
2. On "Go," the first player runs to the end of the course, picks a scenario card, and acts it out to their team.
3. Once teammates guess correctly, the next player runs the course.
4. The first team to complete all scenarios wins.

Reinforcement:

This relay race encourages teamwork while highlighting various practices from Leviticus 25, such as rest and renewal in the Sabbatical Year and Jubilee concepts.

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### Game 3: Jubilee Role Play

Instructions:

Students will engage in a short role play where they represent different roles mentioned in Leviticus 25. They'll act out parts of a community during a Jubilee year, learning about restoration and forgiveness.

Number of Players:

5-10

Materials Needed:

- Role cards (e.g., "Farmer," "Servant," "Landowner," "Debt Collector," "Community Leader")
- Simple props (hats, badges)

Setup:

1. Assign each student a role card.
2. Provide simple props for students to represent their roles.
3. Arrange chairs in a circle to create a community setting.

How to Play:

1. The leader explains the basic premise: It is the Year of Jubilee, and everyone has a role to play.
2. Each student takes turns acting out their role based on the guidelines provided (e.g., the "Debt Collector" releases debts, the "Farmer" talks about letting the land rest).
3. After each role play, discuss briefly how it fits into the Jubilee's themes.

Reinforcement:

This activity helps students internalize the sense of community, restoration, and equality that the Jubilee year embodies in Leviticus 25.