

Games

Game 1: Tribe Trivia Race

Objective: Help students learn about the census of the tribes of Israel in 'Numbers 1'.

Number of Players: 4-10

Materials Needed:

- Large poster with sections for each tribe of Israel
- Index cards with questions about each tribe's census details
- Small sticky notes
- Markers
- A timer

Setup:

1. Create a large poster with each of the twelve tribes of Israel labeled.
2. Write trivia questions about census counts and tribal leaders from 'Numbers 1' on index cards.
3. Place the index cards face down in the center.

Instructions:

1. Divide the students into two teams.
2. One team draws an index card and reads it aloud.
3. The team has 30 seconds on the timer to discuss and write their answer on a sticky note.
4. If correct, they place the sticky note on the corresponding tribe on the poster.
5. Alternate turns between teams.
6. The team with the most correct answers on the poster wins.

Educational Value: Students learn to associate specific census numbers with each tribe, reinforcing memory and understanding of their biblical importance.

Game 2: Build the Camp

Objective: Understand the encampment arrangement of the tribes of Israel around the Tabernacle.

Number of Players: 6-12

Materials Needed:

- Large floor map with areas for the Tabernacle and places for each tribe
- Printable tribe cards with names and symbols
- Tape
- A small tent or makeshift "Tabernacle" center

Setup:

1. Lay out the floor map with a marked central space as the "Tabernacle."
2. Print and cut out tribe cards.
3. Place the "Tabernacle" in the center.

Instructions:

1. Arrange kids in two or three groups. Each group gets a set of tribe cards.
2. On "Go," each group races to place their tribe cards in the correct positions around the Tabernacle as described in 'Numbers 1'.
3. Once placed, each group explains the significance of their tribes' positions.
4. Validate placement against a given answer key.

Educational Value: This physical activity fosters spatial understanding of the Israelite camp and encourages teamwork and critical thinking about biblical arrangements.

Game 3: Count and Match

Objective: To practice counting and match numbers with the tribes and their leaders.

Number of Players: 5-10

Materials Needed:

- Flashcards with numbers (census counts)
- Flashcards with tribe names and leaders
- Whiteboard and markers

Setup:

1. Write the numbers (from the census) on flashcards.
2. Write tribe names and leaders' names on separate flashcards.
3. Mix all cards and place face down on a table.

Instructions:

1. Students take turns picking one card from each pile until they find a match between a number and the correct tribe/leader pair.
2. When a correct match is made, it's taped to the whiteboard.
3. Discuss why each tribe had that particular number, pointing to geographic or historical context.
4. Continue until all matches are made.

Educational Value: Engages students in numeric recognition and association skills while embedding knowledge of tribal significance in 'Numbers 1'.