

Games

Game 1: Camp Layout Relay

Objective: Learn the arrangement and significance of the Israelite camp layout as described in Numbers 2.

Number of Players: 8-12

Materials Needed:

- Large floor mat or tarp as the camp area
- Printed tribe names (Tribe of Judah, Reuben, Ephraim, Dan, etc.)
- Tape or stickers
- Timer or stopwatch

Setup:

Place the floor mat in an open area as the central tabernacle. Distribute the tribe name printouts around the mat so students can see all the tribes and their positions.

Instructions:

1. Divide students into two teams.
2. Explain briefly how the Israelite camp was organized around the tabernacle, with specific tribes positioned around it.
3. Show a quick example on how to place a tribe around the tabernacle.
4. Start the timer for the relay. One by one, team members run to the “camp” and place a tribe, correctly positioning it according to Numbers 2.
5. The next player starts after the first one returns.
6. The first team to correctly place all tribes around the camp wins.

Reinforcement: By understanding and engaging in the camp’s layout, students learn about community and organization within the tribes, highlighting the importance of unity and order.

Game 2: Tribes Matching Game

Objective: Familiarize students with the tribes of Israel and their positions in the camp.

Number of Players: 4-8

Materials Needed:

- Set of matching cards with tribe names and their corresponding flags or symbols
- Numbers 2 layout poster for reference

Setup:

Shuffle the matching cards and lay them face down in rows on a table or on the floor. Place the Numbers 2 layout reference poster nearby.

Instructions:

1. Explain the objective: to find pairs of matching tribe names and their symbols.

2. Players take turns flipping over two cards, trying to find a matching pair.
3. When a match is made, the player states the tribe's position in the camp.
4. If correct, they keep the pair. If not, flip the cards back over.
5. Continue until all matches are found. The player with the most matches wins.

Reinforcement: This game helps students remember the tribes and their significance, enhancing memory skills and emphasizing the importance of each tribe's role in the Israelites' journey.

Game 3: Tabernacle Scavenger Hunt

Objective: Understand the centrality of the Tabernacle in the Israelite camp.

Number of Players: Whole class

Materials Needed:

- Clue cards with scripture references or hints
- Small tokens representing different tribes
- A prize for the winner

Setup:

Hide the tokens throughout the classroom or play area. Prepare clue cards that lead to each token's location.

Instructions:

1. Divide students into small groups.
2. Provide the first clue leading to a hidden tribe token.
3. Upon finding a token, the group must answer a question about its significance or placement in the camp.
4. If answered correctly, they receive the next clue directing them to another token.
5. Continue until all tokens are found.
6. First group to solve all clues and gather all tokens wins.

Reinforcement: This activity emphasizes the Tabernacle's central role among the tribes, teaching students spatial awareness of Numbers 2 while promoting teamwork and critical thinking.