

# Games

## Game 1: "Gift Guessing Relay"

Objective: Learn about the offerings and gifts from the leaders of Israel, as described in Numbers 7.

Number of Players: 8-12

Materials Needed:

- Index cards with different offerings written on them (e.g., silver bowls, golden spoons, oxen, sheep)
- Small baskets
- Stopwatch or timer

Setup:

- Divide players into two teams.
- Line up each team on opposite sides of the room.
- Place a basket for each team in the middle of the room.
- Shuffle and place the index cards face down in each basket.

Instructions:

1. On "Go," the first player from each team runs to the basket, picks a card, and reads it aloud.
2. They then have to describe or act out the offering without saying the word, while their team tries to guess.
3. Once the correct answer is guessed, the next player goes.
4. The team that guesses the most offerings correctly in 15 minutes wins.

Reinforcement: Players learn about the gifts brought to God by the leaders of Israel, enhancing their understanding of the significance of these offerings through active participation and teamwork.

---

## Game 2: "Offering Matching"

Objective: Memorize and match the leaders with their offerings as found in Numbers 7.

Number of Players: 6-8

Materials Needed:

- Sets of matching cards (Leader's name on one card, specific offerings on corresponding cards)
- Timer

Setup:

- Mix and lay the cards face down in a grid pattern on a table.

Instructions:

1. Each player takes turns flipping over two cards to find a matching pair of a leader and their offering.
2. If they find a match, they keep the pair and take another turn.
3. If not, they turn the cards back over, and it's the next player's turn.
4. Continue until all matches are found or time runs out.
5. The player with the most matches wins.

Reinforcement: This game helps students associate specific offerings with the leaders who presented them, deepening their comprehension of Numbers 7 through memory and recall exercises.

---

### Game 3: "Offering Obstacle Course"

Objective: Understand and remember the specific offerings listed in Numbers 7 by completing a course with tasks related to the offerings.

Number of Players: 10-15

Materials Needed:

- Cones or markers to define the course
- Pictures or small models of offerings (silver bowls, golden spoons, oxen, sheep)
- Printed summary of Numbers 7 offerings

Setup:

- Set up an obstacle course with stations that require players to perform tasks related to offerings.

Instructions:

1. The course consists of stations where players must complete a short task related to an offering (e.g., carry a "silver bowl" to a station, "feed" the model oxen).
2. Divide into two teams.
3. Teams line up at the start.
4. On "Go," the first player from each team runs through the obstacle course, completes the tasks, and tags the next player in line.
5. Continue until all team members have completed the course.
6. Use timers to determine which team completes the course fastest.

Reinforcement: This active game promotes retention of the chapter's content by associating physical tasks with specific offerings, teaching students about the cultural and religious significance of these gifts.