

# Games

## Game 1: Spy Scavenger Hunt

Objective: Understand the mission of the 12 spies by collecting key items mentioned in Numbers 13.

Number of Players: 4-6

Materials Needed:

- Clue cards with items mentioned in Numbers 13 (grapes, pomegranates, figs)
- Small paper bags for each player

Setup:

1. Hide clue cards in a designated area (classroom or playground).
2. Give each player a paper bag to collect clues.

Instructions:

1. Explain the story of the 12 spies sent to explore Canaan.
2. Give each player a list of items to find: grapes, pomegranates, figs.
3. Set a timer for 10 minutes.
4. Players search the area for clue cards.
5. The first team or player to collect all items wins.

Reinforcement:

Discuss how the spies gathered evidence from the land, focusing on the importance of being observant and accurate reporters of what they saw, just like in the story.

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## Game 2: Spy Report Role Play

Objective: Encourage critical thinking and teamwork by acting out the reports given by the spies.

Number of Players: 6-8

Materials Needed:

- Simple costumes or props (optional)
- Script cards summarizing the reports of Caleb, Joshua, and the other spies

Setup:

1. Divide players into three groups: Caleb's report, Joshua's report, and the other spies' report.
2. Hand out script cards to each group.

Instructions:

1. Briefly review the reports of the 12 spies.
2. Groups practice acting out their assigned report.
3. Each group presents their report to the class.
4. Discuss differences in their reports and the importance of trust and faith.

**Reinforcement:**

After presentations, discuss how different perspectives can impact decisions and the value of trust, using Caleb and Joshua's faith as an example.

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**Game 3: Giant Fruit Relay**

**Objective:** Experience the excitement and challenge of carrying the large fruit mentioned in Numbers 13.

**Number of Players:** 6-10

**Materials Needed:**

- Inflatable or mock giant fruit (grapes, pomegranates)
- Cones or markers to outline the relay path

**Setup:**

1. Set up a relay path using cones.
2. Place the inflatable fruit at the starting line.

**Instructions:**

1. Review the story and significance of the spies bringing back large fruit from Canaan.
2. Divide into two teams.
3. Teams take turns racing the path while carrying the fruit.
4. The first team to complete the relay wins.

**Reinforcement:**

Discuss how the large fruit was a sign of the land's abundance and how bringing it back demonstrated the spies' commitment to sharing what they had discovered.