

Games

Game 1: "Rock and Water Relay"

- Objective: Learn the story of Moses bringing water from the rock while engaging in teamwork.
- Number of Players: 6-12
- Materials Needed: Buckets, sponges, a large rock (or something to represent it), a container for each team.
- Setup:
 - Place the rock in the center of the play area.
 - Divide the players into two teams.
 - At a starting line, provide each team with a bucket filled with water and a sponge.
 - Place an empty container for each team a distance away from the starting line.
- Instructions:
 1. On the signal, the first player from each team dips the sponge into their water bucket.
 2. They must race to the rock, squeeze the sponge over it, and then continue to their team's container to squeeze the remaining water into it.
 3. The player then runs back to hand the sponge to the next teammate.
 4. The game continues for a set amount of time, usually 5 minutes.
 5. The team with the most water in their container at the end wins.
- Lesson Reinforcement: This activity connects the idea of teamwork and patience involved in the story of Moses striking the rock to get water for the Israelites. It emphasizes the importance of following directions and cooperation.

Game 2: "Moses Says"

- Objective: Follow the story commands as Moses did to reinforce listening and obedience.
- Number of Players: 5 or more
- Materials Needed: None
- Setup:
 - Form a circle or a line with players facing the game leader.
- Instructions:
 1. The leader begins as "Moses" and gives commands that start with "Moses says."
 2. The players must follow these commands only if they begin with "Moses says."
 3. If the leader gives a command without saying "Moses says," players should not follow it.
 4. Any player who does the action incorrectly is "out" and must sit down.
 5. The last player standing is the winner.
- Lesson Reinforcement: This traditional game is adapted to learn the importance of listening carefully to instructions, much like Moses needing to listen to God's command regarding the rock.

Game 3: "Wilderness Path Maze"

- Objective: Navigate a path just as the Israelites did, reflecting on their journey and challenges.
- Number of Players: 4-8
- Materials Needed: Large sheets of paper, markers, tape.
- Setup:
 - Using paper and markers, draw and tape a simple maze on the floor, representing the wilderness.
 - Mark the start and finish points clearly.
 - Include obstacles labeled with challenges the Israelites faced (e.g., "Thirst," "Heat," "Animals").
- Instructions:

1. Players take turns navigating the maze, stepping only on safe spaces.
 2. When encountering challenges, they must answer questions about the story of Numbers 20.
 3. Each correct answer allows the player to skip the obstacle and step forward.
 4. First to navigate the maze wins.
- Lesson Reinforcement: This game helps students embody the wilderness experience of the Israelites, focusing on problem-solving and applying lessons from the story.

Each game provides a blend of physical activity, critical thinking, and story engagement, making the lesson of Numbers 20 accessible and memorable for elementary students.