

# Games

## Game 1: Balaam's Blessings Bingo

Number of Players: 2-6

Materials Needed:

- Bingo cards (with keywords or key phrases from Numbers 23)
- Counters or markers
- A calling sheet with words/phrases

Setup:

1. Create Bingo cards with a 5x5 grid, filling each square with keywords or key phrases from Numbers 23, such as "Balaam," "blessing," "curse," "Israel," "altar."
2. Prepare a calling sheet with the same words/phrases.
3. Each player receives a Bingo card and a set of counters.

Instructions:

1. The caller randomly selects and announces words from the calling sheet.
2. Players place a counter on their card if they have the announced word.
3. The first player to fill a row (horizontally, vertically, or diagonally) shouts "Bingo!"
4. The caller verifies the winning card by checking the placement against the calling sheet.

Reinforcement:

This game helps students remember key terms and concepts from Numbers 23, reinforcing their understanding of the chapter's themes.

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## Game 2: Role Play Relay

Number of Players: 4-10

Materials Needed:

- Role cards (e.g., Balaam, Balak, Angel)
- Props for roles (optional - robes, staffs, crowns)

Setup:

1. Prepare role cards with brief descriptions and dialogue prompts from Numbers 23.
2. Arrange a space for acting with marked spots representing different locations (e.g., altar site, mountain top).
3. Optional: Provide simple props to help students get into character.

Instructions:

1. Divide the children into small groups.
2. Each group receives a set of role cards describing their character's actions and dialogue in Numbers 23.
3. Give them 5 minutes to prepare a short role play based on their parts.
4. Groups take turns acting out their scenes for the class.

Reinforcement:

The role-play encourages comprehension and creativity, helping students internalize and retell the events of Numbers 23 in their own words.

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Game 3: Numbers 23 Pictionary

Number of Players: 4-8

Materials Needed:

- Drawing paper
- Markers or crayons
- A bowl with slips of paper containing key concepts or scenes from Numbers 23

Setup:

1. Write key concepts or scenes from Numbers 23 on slips of paper (e.g., "Balaam's donkey," "three altars," "blessing Israel").
2. Fold and place the slips into a bowl.

Instructions:

1. Divide players into two teams.
2. One player from Team A picks a slip and has 60 seconds to draw the concept or scene for their team without speaking.
3. Team A guesses the drawing. If correct, they earn a point; if not, Team B gets one guess to steal the point.
4. Continue alternating turns between teams for 15 minutes or until slips run out.
5. The team with the most points wins.

Reinforcement:

Pictionary encourages visualization and understanding of specific events in Numbers 23, making the lesson memorable and engaging through drawing and teamwork.