

Games

Game 1: Levite Family Relay

Objective

Learn about the duties of the Kohathites, Gershonites, and Merarites as described in Numbers 4.

Number of Players

6-18 players (arranged in 2-3 teams)

Materials Needed

- Three large index cards or papers labeled "Kohathites," "Gershonites," and "Merarites"
- Items to represent parts of the tabernacle: cloth (fabric scraps), cords (string), and frames (small sticks or blocks)
- Stopwatches or a phone with a timer

Setup

1. Divide players into equal teams.
2. Place index cards in three separate locations roughly 10-20 feet apart.
3. Pile the tabernacle items at a starting point for each team.

Instructions

1. Explain that Numbers 4 describes how different Levite families were responsible for carrying parts of the Tabernacle.
2. Assign each team a Levite family. They will pretend to transport parts of the Tabernacle.
3. On "Go," one player from each team picks up a tabernacle item and runs to the correct station based on their assignment (Kohathites = blocks, Gershonites = fabric, Merarites = string).
4. That player tags the next teammate to do the same. Continue until all items are at the correct stations.
5. The first team to correctly transport all items wins.

Reinforcement

This game helps students remember the specific roles each Levite family had in transporting the Tabernacle, emphasizing teamwork and the importance of each group's responsibilities.

Game 2: Memory Match - Tabernacle Duties

Objective

Enhance memory skills by matching the duties with the correct Levite family.

Number of Players

2-6 players

Materials Needed

- Index cards
- Markers

Setup

1. Write the name of a Levite family on one card (e.g., "Kohathites") and their duty (e.g., "carry the holy objects") on another card. Create pairs for all three families.

2. Shuffle the cards and lay them face down in a grid.

Instructions

1. Players take turns flipping over two cards to find a matching family-duty pair.
2. If a match is made, the player keeps the pair. If not, the cards are returned face down.
3. Continue until all pairs are found. The player with the most pairs wins.

Reinforcement

By matching duties to families, students internalize the specific roles outlined in Numbers 4, developing a deeper understanding of the passage.

Game 3: Numbers 4 Bingo

Objective

Familiarize students with keywords and concepts from Numbers 4.

Number of Players

5-20 players

Materials Needed

- Bingo cards with words like "Kohathites," "Gershonites," "Merarites," "Holy Objects," "Tabernacle," "Transport"
- Markers or chips
- A list of words

Setup

1. Distribute a bingo card and markers to each player.
2. Remind players of the words and their meanings, briefly introducing them.

Instructions

1. The leader calls out a word from the list.
2. Players place a marker on the match on their bingo card.
3. The first player to complete a row, column, or diagonal yells "Bingo!" and wins a small prize or recognition.

Reinforcement

This game encourages students to recall and use terminology from Numbers 4, enhancing their vocabulary and helping them remember key aspects of each Levite family's responsibilities.