

Games

Game 1: "Path of Cleanliness"

Objective: Teach students about the importance of purification and making amends as described in Numbers 5.

Number of Players: 4-8

Materials Needed:

- Whiteboard or large paper
- Markers
- Small tokens or coins
- Dice

Setup:

1. Draw a simple path on the board/paper with a start and finish line.
2. Add various "action" spaces along the path corresponding to events from Numbers 5 (e.g., "Make Amends," "Confession Time," "Purification Stop").
3. Each player takes a token.

Instructions:

1. Players begin at the start line and take turns rolling the dice.
2. Move the token forward the number of spaces shown on the dice.
3. If landing on an "action" space, the player must answer a question related to the story in Numbers 5 or discuss how they can apply one of its principles in their life (e.g., making amends with others).
4. First player to reach the finish line wins.

Reinforcement: The game emphasizes understanding the significance of bearing responsibility, purification, and making amends.

Game 2: "The Cleansing Relay"

Objective: Illustrate the purification process and the idea of removing uncleanness from the community.

Number of Players: 6-12 (divided into teams)

Materials Needed:

- Plastic cups
- Water
- Ping pong balls
- Empty bucket

Setup:

1. Set up two relay courses with a start and finish line for each team.
2. Place cups filled with water at the start line and an empty bucket at the finish line.

Instructions:

1. Each team lines up behind the start line.
2. The first player of each team fills a cup with water, balances a ping pong ball on top, and runs to pour it into the bucket at the finish line, then runs back.
3. Each player in turn completes this process.
4. The team to fill their bucket to a predetermined level first wins.

Reinforcement: This physical activity highlights how community effort is necessary to maintain cleanliness and order, similar to the responsibilities outlined in Numbers 5.

Game 3: "Confession Charades"

Objective: Understand different situations requiring confession and making restitution seen in Numbers 5.

Number of Players: 4-10

Materials Needed:

- Slips of paper with scenarios/actions (e.g., "Admitting a mistake," "Returning something taken," "Helping a friend")
- Bowl

Setup:

1. Write different scenarios related to making amends or confessing on slips of paper.
2. Place all slips in a bowl.

Instructions:

1. Players take turns drawing a slip from the bowl.
2. Without speaking, the player acts out the scenario to the group.
3. The rest of the players guess the action. The correct guesser goes next.
4. Continue until all slips are used.

Reinforcement: This game engages students in understanding and expressing feelings related to confession and restitution, highlighting the impact of personal responsibility addressed in Numbers 5.