

Games

Game 1: Journey through the Wilderness

Objective: Help students understand the path and challenges faced by the Israelites in Deuteronomy 2.

Instructions:

1. Players take turns drawing cards and moving along the path on the board.
2. Follow instructions on the cards to progress or face challenges (e.g., "Cross the Zered Valley: Move forward 2 spaces" or "Confront the Amorites: Lose a turn").
3. The winner reaches the Promised Land first.

Number of Players: 2-4

Materials Needed:

- Game board with a path
- Set of cards with instructions
- Player pieces (one per player)
- Dice

Setup:

- Place the board on a flat surface.
- Shuffle the cards and place them in a pile.
- Each player selects a piece and places it at the starting point.

Reinforcement:

This game helps students visualize the Israelites' journey, teaching them about perseverance and trust in God's guidance.

Game 2: Name that Leader

Objective: Test knowledge of leaders and nations encountered by the Israelites as described in Deuteronomy 2.

Instructions:

1. A player draws a leader or nation card and reads a brief description aloud.
2. Other players guess the name of the leader or nation.
3. Correct guesses earn points; first to 10 points wins.

Number of Players: 3-6

Materials Needed:

- Cards with leader or nation names and descriptions
- Score sheet per player
- Pen/pencil

Setup:

- Shuffle cards and place them face-down.
- Decide on a player to start.

Reinforcement:

Through this game, students learn about key figures and nations, such as Sihon and Og, enhancing their biblical history knowledge.

Game 3: The Desert Relay

Objective: Encourage teamwork by mirroring the Israelites' cooperation during their wanderings.

Instructions:

1. Set up a mini obstacle course with tasks related to Deuteronomy 2 (e.g., "Find and cross the brook" or "March around the room 3 times").
2. Players complete tasks in relay fashion.
3. Fastest team to finish wins.

Number of Players: Groups of 4-6

Materials Needed:

- Obstacle course materials (e.g., cones, ropes)
- Task cards

Setup:

- Arrange the course in an open space.
- Divide players into teams.

Reinforcement:

This activity reflects the Israelites' need to work together and follow God's commands, teaching cooperation and unity.

Each game promotes engagement with the biblical text, making learning both memorable and enjoyable.