Games

Game 1: Creature Match
- Objective: Learn about the nations mentioned in Deuteronomy 7 that Israel was to drive out.
- Players: 2-5 players
- Materials Needed: Printed cards with names of the seven nations (Hittites, Girgashites, Amorites, Canaanites, Perizzites, Hivites, Jebusites), a timer, and a scorepad for points.
- Setup: Shuffle the cards and place them face down in a grid.
- Instructions:
1. Players take turns flipping two cards at a time, trying to find matching pairs of nations.
2. If a match is made, the player keeps the pair and gets a point.
3. If no match is made, the cards are flipped back over.
4. Set the timer for 15 minutes. The player with the most matches when time runs out wins.
- Lesson Reinforcement: As players pair the cards, discuss or read short blurbs about each nation, enhancing memory and understanding of biblical history.

Game 2: Word Search Relay
- Objective: Identify and discuss key words from Deuteronomy 7, focusing on worship and obedience.
- Players: 4-10 players, divided into two teams
- Materials Needed: Large printed word search puzzles with words like "obey," "idol," "commandment," "Israel," "destroy." Each team's puzzle should be the same.
- Setup: Place the word searches on tables and provide each team with markers.
- Instructions:
1. Set a timer for 15 minutes.
2. Each team designates one runner. On "go," the runner finds and circles a word, passing the marker to the next teammate.
3. Continue until all words are found or time runs out.
- Lesson Reinforcement: After the game, teams explain the significance of each found word in the context of Deuteronomy 7, promoting group discussion and comprehension of the chapter's themes.

Game 3: Promise Path Board Game
- Objective: Understand God's promises and instructions in Deuteronomy 7 through an interactive journey.
- Players: 2-4 players
- Materials Needed: Board game with path sections labeled with events or commands from Deuteronomy 7, dice, player pieces, and chance cards.
- Setup: Set up the board with player pieces at the starting point.
- Instructions:
1. Players take turns rolling the dice and moving their piece along the path.
2. Landing on certain spaces leads to "Chance Cards" – these may advance a player forward, send them back, or make them perform fun activities such as acting out a verse.
3. The goal is to reach the "Promised Land" space at the end of the path.
- Lesson Reinforcement: Through game play, children engage with biblical concepts like promises, obedience, and the importance of following God's commands, reinforcing and contextualizing Deuteronomy 7 in a visually and kinetically engaging way.