

Group_activity

Activity 1: "Clean and Unclean Animals Sorting Game"

Instructions:

1. Provide each group with cards featuring images and names of various animals mentioned in Deuteronomy 14.
2. Each group will have a large sheet of paper divided into two columns labeled "Clean" and "Unclean."

Roles:

- Reader: Reads aloud the specific verses in Deuteronomy 14 that describe clean and unclean animals.
- Sorter: Places the animal cards into the correct columns on the sheet of paper.
- Checker: Ensures that the animals are sorted correctly and references the text if needed.

Discussion Prompts:

- Why do you think certain animals were considered clean or unclean?
- How might these rules have helped the people at that time?

Participation:

Each student takes turns taking on a different role so everyone can read, sort, and check the animals.

Activity 2: "Deuteronomy 14 Skits"

Instructions:

1. Ask groups to create a short skit to demonstrate the rules about tithing from Deuteronomy 14:22-29.
2. Provide props such as fake coins, food items, and items representing the Levites or community members.

Roles:

- Narrator: Introduces the scene and explains the context.
- Tither: Acts out the role of a person bringing their tithe.
- Levite/Community Member: Represents the people who benefit from the tithe and interacts with the tither.
- Villager: Acts as the general public witnessing the exchange and asks questions.

Discussion Prompts:

- How does tithing help the community in these verses?
- What are some ways we can help people in our community today?

Participation:

Each group member chooses a role in the skit, ensuring everyone gets a chance to act and contribute.

Activity 3: "Food Web Art Project"

Instructions:

1. Give each group art supplies to create a mural showing a landscape with plants, clean animals, and unclean animals.
2. Encourage them to illustrate a food web based on Deuteronomy 14's descriptions of clean and unclean animals.

Roles:

- Designer: Plans the layout of the mural and assigns parts of the mural to different group members.
- Artist: Draws and colors plants, animals, and other design elements.
- Presenter: Prepares to explain the mural to the class and discusses the decisions made during the project.

Discussion Prompts:

- How do these animals and plants fit together in nature?
- What does this teach us about taking care of the world?

Participation:

Each student contributes to the mural and then takes part in explaining its elements during the presentation.