

Games

Game 1: "City of Refuge Relay"

Objective: Understand the purpose of the cities of refuge and the rules associated with them.

Number of Players: 6-12

Materials Needed:

- A large open space
- Cones or markers to designate "cities of refuge" and "outside areas"
- Strips of cloth or bands (to be used as "safety bands")

Setup:

1. Use cones or markers to set up three "cities of refuge" in different corners of your playing area.
2. The rest of the space is the "outside area."

Instructions:

1. Divide the students into two groups: One group called the "seekers" and the other called the "refuge runners."
2. Refuge runners each start at a city of refuge and wear a safety band.
3. Seekers spread out in the outside area.
4. On "Go!" signal, refuge runners must travel between cities of refuge without being tagged by the seekers.
5. If tagged, a refuge runner must stand still until another runner can give them a safety band, symbolizing rescue.
6. Refuge runners switch with seekers after a set time (e.g., 5 minutes).

Lesson Reinforcement: This game teaches about the cities of refuge mentioned in Deuteronomy 19, where individuals seeking safety could flee. It illustrates the concept of sanctuary and the importance of following rules.

Game 2: "Justice Journey"

Objective: Learn about fair justice and the principles outlined in Deuteronomy 19.

Number of Players: 4-8

Materials Needed:

- Index cards
- Two dice
- Markers and construction paper

Setup:

1. Write different scenarios based on Deuteronomy 19 on index cards.
2. Create a simple board game layout using construction paper, with a start and finish, including spaces for "discussion" and "action" based on the scenarios.

Instructions:

1. Players take turns rolling the dice and moving that number of spaces along the board.
2. If a player lands on a "discussion" space, they pick a card, read the scenario, and discuss how they would handle it according to the principles in Deuteronomy 19.
3. If a player lands on an "action" space, they must complete a fun action or solve a problem related to fair justice.
4. The game continues until all players reach the finish line.

Lesson Reinforcement: This game reinforces the biblical teachings of fairness, justice, and proper decision-making processes described in Deuteronomy 19.

Game 3: "Truth or Trial"

Objective: Understand the importance of truth and honesty in witness testimonies.

Number of Players: 5-10

Materials Needed:

- Role cards (witness, judge, community, etc.)
- Scripted scenarios requiring judgment

Setup:

1. Prepare role cards for each player, ensuring a mix of "witnesses," "judges," and "community members."
2. Develop basic scripted scenarios that include a conflict or situation needing resolution based on honesty and integrity.

Instructions:

1. Assign roles randomly from the prepared role cards.
2. Present a scenario, and allow time for each group to discuss and present their "trial" based on their roles.
3. Judges determine if the testimony is honest, and if not, discuss the consequences.
4. Rotate roles and repeat with different scenarios.

Lesson Reinforcement: This game highlights the importance of honest testimonies, as emphasized in Deuteronomy 19. Students learn the implications of false testimony and the value of truthfulness in community and law.