

Games

Game 1: "First Fruits Relay"

Objective:

To understand the significance of offering first fruits as described in Deuteronomy 26.

Number of Players:

4-10

Materials Needed:

- A basket
- Plastic or foam fruit (enough for each participant)
- A start line and a finish line (marked with tape or chalk)
- A printed verse from Deuteronomy 26:1-11

Setup:

- Mark a start line and a finish line about 10-15 feet apart.
- Place the basket at the finish line.
- Scatter the plastic fruit at the start line.

Instructions:

1. Introduction: Begin by reading Deuteronomy 26:1-11 to the group, emphasizing the offering of first fruits to God.
2. Game Play:
 - Divide the group into two teams.
 - At the signal, the first player from each team picks up a piece of fruit and runs to place it in the basket at the finish line.
 - The player then runs back and tags the next player.
 - Continue until all the fruit is in the basket.
 - The first team to finish placing their fruit into the basket wins.
3. Conclusion: Discuss what the first fruits represented in Deuteronomy 26 and how giving our best is a way to show gratitude to God.

Lesson Reinforcement:

This relay game encourages teamwork and helps children grasp the concept of dedicating their "first and best" to God, correlating with the offering of first fruits in the scripture.

Game 2: "Thankful Words Collage"

Objective:

To create a visual collage that represents thankfulness, echoing the gratitude theme in Deuteronomy 26.

Number of Players:

1-6

Materials Needed:

- Construction paper
- Old magazines
- Glue sticks
- Scissors
- Markers
- Printed text of Deuteronomy 26:1-11

Setup:

- Provide each player with a piece of construction paper, magazines, scissors, and glue.

Instructions:

1. Introduction: Read Deuteronomy 26:1-11, focusing on the importance of expressing gratitude.
2. Game Play:
 - Ask each participant to think of things they are thankful for.
 - Using magazines, find and cut out pictures or words that represent these thankful thoughts.
 - Glue the cut-outs onto the construction paper to create a collage.
 - Use markers to add personal touches or words of gratitude.
3. Conclusion: Allow participants to share their collages with the group, explaining the significance of their choices.

Lesson Reinforcement:

This activity encourages children to reflect on their blessings and express gratitude, mirroring the thankfulness theme in Deuteronomy 26.

Game 3: "Deuteronomy Bingo"

Objective:

To familiarize students with key concepts from Deuteronomy 26 through a fun bingo game.

Number of Players:

2-8

Materials Needed:

- Bingo cards (5x5 grid) with words/phrases from Deuteronomy 26 (e.g., First Fruits, Basket, Egypt, Promised Land, Gratitude, etc.)
- Tokens or markers (beans, buttons, etc.)
- A hat or bowl
- Printed cards with words/phrases that match those on the bingo cards

Setup:

- Each player receives a bingo card and a set of markers.
- Place the cards with words/phrases into a hat or bowl.

Instructions:

1. Introduction: Briefly explain Deuteronomy 26, highlighting its main themes and words.
2. Game Play:
 - Draw a card from the hat and read it aloud.
 - Players place a marker on the corresponding square if they have it on their card.
 - The first player to complete a line (horizontal, vertical, or diagonal) calls out "Bingo!"
 - Confirm the win by checking their marked words/phrases.

3. Conclusion: Discuss the significance of some of the drawn words/phrases to link back to the scripture.

Lesson Reinforcement:

This bingo game aids in recognizing and remembering the key elements and teachings of Deuteronomy 26, enhancing understanding through engagement.