Games

Game 1: Joshua's Relay Race

Number of Players: 4-10 participants
Materials Needed:
- Cones or markers for a relay course
- A baton for passing
- Printed cards with promises or instructions from Joshua 1

Setup:
Set up a simple relay course with markers about 10-15 feet apart. Place the cards at each station.

Instructions:
1. Divide the children into two teams.
2. Each team lines up at the starting cone.
3. The first player holds the baton and runs to the first station, where they find a card with a promise or instruction (e.g., "Be strong and courageous" or "The Lord will be with you").
4. They read it aloud and then run back to pass the baton to the next player.
5. Continue until all team members have gone.
6. The first team to finish wins.

Educational Purpose:
This game helps students remember the key instructions and promises from Joshua 1, emphasizing courage and faith.

Game 2: Promise Hunt

Number of Players: 5-15 participants
Materials Needed:
- Small cards with different promises from Joshua 1 written on them
- Tape

Setup:
Tape the cards with promises around the room at varying heights and places.

Instructions:
1. Briefly discuss the promises found in Joshua 1 with the students.
2. Give the students 5 minutes to find as many promise cards as they can.
3. Once time is up, gather the students and have them read the promises they found aloud.
4. Discuss each promise and its importance.

Educational Purpose:
This game encourages students to actively search for God's promises, illustrating how God's presence and promises can be found everywhere.

Game 3: Courage Charades

Number of Players: 6-12 participants
Materials Needed:
- Slips of paper with scenarios based on Joshua 1 (e.g., crossing the Jordan River, being strong and courageous)

Setup:
Write different scenarios from Joshua 1 on slips of paper and place them in a bowl.

Instructions:
1. Discuss the meaning of courage in Joshua 1.
2. Divide the class into two teams.
3. A player from the first team picks a slip and acts out the scenario without speaking, while their team tries to guess.
4. If the team guesses correctly within 1 minute, they score a point.
5. Alternate between teams until each player has had a turn.
6. The team with the most points wins.

Educational Purpose:
This game helps students internalize the story and theme of courage in Joshua 1, as they express key moments of bravery through acting.