

Games

Game 1: Rahab's Rope Rescue

Objective: Help the spies escape Jericho by making your way through an obstacle course based on the story of Rahab and the spies.

Number of Players: 4-8

Materials Needed:

- Red yarn or string
- Chairs, tables, or other obstacles
- Printed pictures of Rahab, the spies, and the city of Jericho

Setup:

1. Arrange chairs and tables to create a simple obstacle course representing the city of Jericho.
2. Tie the red yarn/string from one end of the course to the other, symbolizing the rope used by Rahab.
3. Place pictures of Rahab, the spies, and the city around the room/course.

Instructions:

1. Divide players into pairs, with one acting as a spy and the other as Rahab.
2. The "spy" must navigate the course, following the red yarn which represents Rahab's rope, to reach safety.
3. "Rahab" can give directions and clues, helping their partner avoid obstacles and find their way.
4. The first pair to successfully complete the course wins.

Lesson Reinforcement: This game reinforces the story of Rahab's bravery and the spies' escape from Jericho, helping students engage physically and explore themes of trust and cooperation.

Game 2: Rahab's Red Cord Craft

Objective: Create a red cord craft and share the story of Rahab to understand her role in the escape.

Number of Players: 1-10

Materials Needed:

- Red yarn or string
- Beads or small decorative items
- Scissors
- Story cards with brief excerpts from Joshua 2

Setup:

1. Cut lengths of red yarn for each player.
2. Provide a selection of beads and decorative items for them to use.
3. Prepare story cards with short summaries or questions about Joshua 2.

Instructions:

1. Each player receives a piece of red yarn and a selection of beads.
2. As they thread beads onto their yarn, they must choose a story card and either read a passage from Joshua 2 or answer a question based on the story.
3. After completing their red cord with beads, each player can share what they created and one thing they learned about Rahab's story.

Lesson Reinforcement: This craft activity helps students understand Rahab's pivotal role in the story while encouraging them to recall and discuss important story details.

Game 3: Escape from Jericho Board Game

Objective: Navigate your way through a board game to help the spies escape from Jericho with Rahab's help.

Number of Players: 2-6

Materials Needed:

- Printable game board (drawn with a path through a depiction of Jericho)
- Game pieces (e.g., small figurines or coins)
- Dice
- Question cards with trivia about Joshua 2

Setup:

1. Place the game board on a flat surface.
2. Position game pieces at the starting point.
3. Shuffle question cards and place them in a stack.

Instructions:

1. Players take turns rolling the dice and moving their pieces along the board.
2. Whenever a player lands on a designated spot, they must answer a question from the deck about Joshua 2.
3. Correct answers allow the player to roll again; incorrect answers mean missing a turn.
4. The first player to reach the end of the board, representing the spies' successful escape, wins.

Lesson Reinforcement: This interactive board game reinforces knowledge of the story by engaging students with questions related to the biblical account, promoting memorization and application of the lesson.