Games

Game 1: "Kingdom Matching"

Objective: Learn about the different kings defeated by Joshua as listed in Joshua 12.

Players: 2-4

Materials Needed:
- 24 index cards
- Markers
- Timer

Setup:
1. Write the names of the 12 kings on 12 index cards.
2. On the other 12 cards, write a key fact about each king (e.g., "king of Jericho" or "king of Hazor").
3. Mix the cards and place them face down in a 4x6 grid.

Instructions:
1. Players take turns flipping over two cards, attempting to match the king’s name with the correct fact.
2. If a player makes a match, they keep the pair and take another turn.
3. If no match is made, the next player has a turn.
4. Continue until all pairs are matched.
5. Each pair scores a point. The player with the most points wins.

Learning Reinforcement:
This game helps students remember the names of the kings and their respective cities by engaging in a memory-based activity. It reinforces the historical context of Joshua 12.

Game 2: "Battlefield Bingo"

Objective: Identify significant battles listed in Joshua 12.

Players: 2-6

Materials Needed:
- Bingo cards (one for each player) with names of kings in different squares
- Small markers or tokens
- A list of clues related to each king

Setup:
1. Prepare bingo cards containing different arrangements of king names from Joshua 12.
2. Distribute one bingo card and set of tokens to each player.

Instructions:
1. The caller reads out clues one at a time (e.g., "This king ruled over the first city conquered by

Joshua").
2. Players place a token on the name they think matches each clue.
3. The first to complete a row, column, or diagonal shouts "Bingo!"
4. Check the answers. If correct, that player wins.

Learning Reinforcement:
This game requires students to associate biblical stories and facts with the text, ensuring comprehension as they match clues to king names.

Game 3: "Land of Victory Race"

Objective: Encourage kids to recall the sequence and significance of Joshua's victories.

Players: 3-5

Materials Needed:
- A small map of territories
- Player tokens
- A six-sided die
- List of review questions

Setup:
1. Create a simple map with a path through the different territories conquered by Joshua.
2. Assign a starting point and an ending point.
3. Provide each player a token to represent them on the map.

Instructions:
1. Each player begins at the starting point.
2. On their turn, players roll the die and move forward that number of spaces.
3. When landing on a space, another player reads a question related to a conquest in Joshua 12.
4. Correct answers allow the player to advance an extra space.
5. The first player to reach the end wins.

Learning Reinforcement:
This race game encourages students to remember the sequence and significance of Joshua's conquests as they move through the territories, reinforcing geographical and historical awareness.