Games

Game 1: Refuge Relay

Objective:
Learn the purpose of the cities of refuge by racing to safety.

Number of Players:
4-12

Materials Needed:
- Masking tape or cones to mark a starting point and a finish line
- 6 Hula hoops or large circles made from rope/paper plates to represent cities of refuge
- Index cards with scenarios (e.g., "Accidentally broke a neighbor's window" or "Tripped and fell into someone's garden")
- Stopwatch (optional)

Setup:
Create a space where players can run. Mark a starting line and a finish line with masking tape or cones. Arrange the hula hoops at different spots between the start and the finish line.

Instructions:
1. Explain that Joshua 20 outlines the purpose of cities of refuge, places where people who caused accidental harm could flee for safety.
2. Divide players into teams.
3. Each team lines up at the starting line.
4. At "Go," one player from each team draws an index card with a scenario and must race to a city of refuge (hula hoop) to be safe while their teammates cheer them on.
5. After reaching a city of refuge, they race back to the start and tag the next player.
6. The game ends when all players have had a turn. The team with the fastest time wins.

How It Reinforces the Lesson:
This relay simulates the urgency of fleeing to a city of refuge, highlighting the lesson of seeking safety and justice in times of unintentional harm.

Game 2: City Builders

Objective:
Understand the strategic placement and purpose of cities of refuge.

Number of Players:
4-8

Materials Needed:
- A large map of Canaan (can be drawn or printed)
- Small building blocks or Lego sets
- Cards with the names of the six cities of refuge (Kedesh, Shechem, Hebron, Bezer, Ramoth, and Golan)

- Timer

Setup:
Spread a large map of Canaan on a table or the floor. Place building blocks nearby.

Instructions:
1. Discuss the cities of refuge and why they were strategically placed.
2. Players take turns drawing a card with a city's name and placing the corresponding block on the map where they think the city is located.
3. Use the timer to give each player a set amount of time to place their block.
4. After all cities are placed, discuss the importance of each location concerning accessibility and safety. Use the map to verify correct placements.
5. For more fun, have each player add a decorative feature (e.g., a tree or a wall) to their city to personalize it.

How It Reinforces the Lesson:
This game helps students visualize the locations of the cities of refuge and understand their significance during biblical times, reinforcing geography and the concept of sanctuary.

Game 3: Scenario Solutions

Objective:
Discuss scenarios where cities of refuge might be needed and think through solutions.

Number of Players:
3-10

Materials Needed:
- Scenario cards with problems and questions about fleeing to a city of refuge
- Paper and pencils
- A "soundmaker" (e.g., bell or whistle)

Setup:
Distribute pencils and paper to each player.

Instructions:
1. Hand out scenario cards to pairs or small groups of players.
2. Each group reads their scenario aloud and discusses possible solutions, focusing on conflicts or accidents that could cause someone to flee to a city of refuge.
3. Groups write their responses on paper, considering what actions the person in their scenario should take and the role of the cities of refuge.
4. Use the "soundmaker" to signal when it’s time to switch scenarios between groups.
5. Conclude with each group sharing their original scenario and solution with everyone.

How It Reinforces the Lesson:
By discussing and solving real-life situations using the concept of a city of refuge, students learn the principles of mercy, justice, and problem-solving outlined in Joshua 20.