Group_activity

Activity 1: Story Reenactment

Objective: Understand the concept of cities of refuge and their significance.

Instructions:
1. Divide the students into small groups of 5-6.
2. Assign roles to each group (e.g., someone accidentally causing harm, the person seeking refuge, a priest, city guardians, and avengers).
3. Provide a simple script or plot outline for the reenactment based on Joshua 20.

Roles:
- Harm Doer: Explains how the accident happened.
- Refuge Seeker: Explains why they need to find a city of refuge.
- Priests/City Elders: Decide whether to allow the person to stay in the city.
- City Guardians: Explain the rules of the city of refuge.
- Avenger: Express their feelings about the situation.

Discussion Prompts:
- Why was the city of refuge needed?
- How do you think the person seeking refuge felt?

Participation:
- Each student plays a role and shares their thoughts during a debrief.

Activity 2: City of Refuge Map Creation

Objective: Explore the geographical location of the cities of refuge and their purpose.

Instructions:
1. Provide each group with a map outline of the Land of Canaan.
2. Assign each group a city of refuge to research from Joshua 20 (Kedesh, Shechem, Hebron, Bezer, Ramoth, and Golan).
3. Have groups mark their assigned city's location on the map and decorate it.

Roles:
- Researcher: Finds information about their city.
- Artist: Draws or crafts the city on the map.
- Presenter: Shares the findings with the class.
- Writer: Notes key points about the city.

Discussion Prompts:
- What makes your city unique compared to others?
- Why was it important for these cities to be spread out?

Participation:
- Each group presents their city and shares what they've learned with the class.

Activity 3: Role-Playing and Reflection Circle

Objective: Reflect on the concept of justice and mercy.

Instructions:
1. Have students sit in a circle after reading a summary of Joshua 20.
2. Provide scenario cards that describe different situations and ask whether these should be directed to a city of refuge.

Roles:
- Card Reader: Reads the scenario aloud.
- Thinker: Reflects on whether the scenario requires refuge.
- Responder: Shares their idea of justice in the situation.
- Questioner: Asks what could have been done differently.

Discussion Prompts:
- What does it feel like to need refuge?
- How can we show mercy in our lives today?

Participation:
- Each student takes turns performing a role and expressing their opinion during discussions.