Games

Game 1: "Levitical Land Grab"

Objective: Understand the allocation of cities to the Levites as described in Joshua 21.

Players: 4-10

Materials Needed:
- A large map of the ancient tribes of Israel
- 48 small cards labeled with Levitical cities
- Markers or small game pieces for each player

Setup:
1. Spread the map on a table or the floor.
2. Shuffle the cards and place them in a pile face down.
3. Give each player a marker to use as their game piece.

Instructions:
1. Each player takes turns drawing a card from the pile.
2. The player finds the drawn city's location on the map and places their game piece there.
3. Players take turns until all cities are claimed.
4. Discuss how God provided for the Levites by giving them cities within each tribe's land.

Reinforcement:
This game reinforces how God provided for the Levites, showing His care and the importance of community in His plan.

Game 2: "Build the Levitical Network"

Objective: Learn the distribution pattern of Levitical cities among the tribes.

Players: 6-12

Materials Needed:
- Paper and pencils
- A list of Levitical cities by tribe
- Timer

Setup:
1. Divide the players into teams of 2-3.
2. Provide paper and pencils to each team.

Instructions:
1. Teams are given 5 minutes to write down as many Levitical cities and their corresponding tribes as they can remember.
2. The team with the most correct cities wins.
3. After the game, review the complete list of cities and tribes.

Reinforcement:
By associating cities with tribes, students understand the widespread nature of Levitical cities and God's plan for their distribution.

Game 3: "Race to Refuge"

Objective: Identify the cities of refuge among the Levitical cities.

Players: 5-10

Materials Needed:
- Flags or colored markers
- Labels for city names
- A stopwatch

Setup:
1. Mark out a starting line and a finish line about 20 feet apart.
2. Place flags or markers along the route with labels of Levitical cities, including the cities of refuge.

Instructions:
1. Line up the players at the starting line.
2. On "Go," players race to the finish line, stopping to collect only the markers labeled as cities of refuge.
3. First player to collect all the correct markers and reach the finish line wins.
4. Conclude with a discussion about the importance of the cities of refuge for asylum and justice.

Reinforcement:
The physical activity helps children remember key cities of refuge, reinforcing God's provision for justice and mercy in biblical law.