Games

Game 1: "Building the Altar" Relay Race

Objective: Understand the importance of community and unity demonstrated by the tribes in Joshua 22.

Number of Players: 4-10 (divided into two teams)

Materials Needed:
- Building blocks or stackable cups (enough for each team)
- Whistle or timer
- A small "altar" model for reference

Setup:
- Place a starting line where teams will line up.
- At the opposite end, set the altar model for reference.
- Provide each team with an equal number of building blocks at the starting line.

Instructions:
1. Divide the players into two teams. Explain that they will be working together like the tribes of Israel.
2. On the whistle, the first player from each team races to the end with one building block and starts building the altar according to the model.
3. They run back to tag the next player, who continues the process.
4. The race continues until one team accurately builds their altar.
5. Discuss as a group how cooperation and understanding helped the tribes resolve their conflict in the story.

Reinforcement: This activity reinforces working together and understanding others, as the tribes did in resolving their intentions with the altar.

Game 2: "Message Relay"

Objective: Learn the importance of clear communication as demonstrated by Joshua's message to the tribes.

Number of Players: 6-12

Materials Needed:
- Notecards or pieces of paper
- Pens or pencils

Setup:
- Divide the players into two teams.
- Each team stands in a line, with players spaced apart.

Instructions:

1. Give the first player in each team line a notecard with a message that reflects the events of Joshua 22, such as "The altar is a witness, not for sacrifice."
2. In a relay format, each player whispers the message to the next person in line.
3. The last player writes down what they heard and presents it to the leader.
4. Compare the written messages to the original message.
5. Discuss how clear communication is important and how the confusion about the altar was resolved through Joshua's leadership.

Reinforcement: This game emphasizes the power of clear communication, mirroring how Joshua helped clarify intentions between the tribes.

Game 3: "Who Said What?"

Objective: Recognize key figures and their roles in the narrative of Joshua 22.

Number of Players: 4-8

Materials Needed:
- Printed character cards (labeled as Joshua, Reubenite, Gadite, Phinehas, etc.)
- Script lines from Joshua 22

Setup:
- Distribute character cards to each player.
- Have script lines for each character available and visible.

Instructions:
1. Assign roles based on character cards. Each player reads their role's script.
2. After reading, mix up the lines and redistribute them.
3. Players must identify which character originally spoke each line and reassign them correctly.
4. Discuss why each character played a unique part in the story and how each contributed to resolving the situation.

Reinforcement: The game helps students recognize and understand each character's contribution in Joshua 22, emphasizing unity and resolving misunderstandings.