Games

Game 1: Abimelech's Tower Collapse

Objective: Reenact the fall of the tower of Shechem, learning about consequences of ambition and betrayal.

Number of Players: 4-8

Materials Needed:
- Stackable blocks (like Jenga)
- Picture of a tower
- Timer

Setup:
1. Clear a flat surface.
2. Arrange the blocks to form a tower.
3. Show players the picture of the tower and explain that it's similar to the tower in Shechem.

Instructions:
1. Each player takes turns removing one block from the tower.
2. Before removing a block, the player must briefly recount a part of Abimelech's story or an important lesson from it.
3. If the tower falls during a player’s turn, the game reflects Abimelech's downfall and everyone should pause to discuss what ambition and betrayal led to in his story.
4. Continue until the tower collapses, and then reset to play again if time allows.

Reinforcement: This game highlights the unstable outcomes of actions rooted in deceit and betrayal, echoing the narrative of Abimelech and encouraging students to think about the consequences of their choices.

Game 2: The Judgment Debate

Objective: Discuss and debate the actions of characters in Judges 9, focusing on decision-making and leadership.

Number of Players: 6-10

Materials Needed:
- Notecards
- Pencils

Setup:
1. Divide students into two teams.
2. Provide each team with notecards and pencils.

Instructions:
1. Each team chooses a leader to portray either Abimelech or one of his opponents.

2. The teams have five minutes to jot down arguments supporting their character's actions or contesting the other team’s character.
3. After preparation time, teams have turns presenting their arguments.
4. Each team also has the opportunity to rebuttal the other side's arguments.

Reinforcement: This debate encourages students to engage critically with the story, understanding and articulating the motivations and outcomes of each character’s choices. It fosters skills in communication, persuasion, and moral reasoning.

Game 3: The Escape Route

Objective: Simulate fleeing from Abimelech’s reign, emphasizing quick decision-making and teamwork.

Number of Players: 5-10

Materials Needed:
- Large space
- Cones or markers to create paths
- Blindfolds

Setup:
1. Set up a simple obstacle course with the cones, creating a path with one correct route amidst several misleading ones, symbolizing escape paths.
2. Each path should be indicated by cones leading to the final destination point, a "safe haven."

Instructions:
1. Choose one player to be a guide, and the rest are villagers trying to escape.
2. The guide knows the correct path and can gently verbally guide the blindfolded "villagers" through the course without touching them.
3. Blindfold all villagers and have them line up at the start.
4. Using verbal cues only (no touching), the guide helps villagers navigate through to reach the safe haven.
5. Discuss with players how working together and listening can help in making good decisions, unlike the division seen in Judges 9.

Reinforcement: By participating in this activity, students learn about the importance of collaboration, trust, and making wise decisions to guide others safely, contrasting with the chaotic and destructive leadership seen in Judges 9.