# Group_activity

Activity 1: Re-enacting the Story

Instructions:
1. Divide the class into small groups of 4-5 students.
2. Assign roles within each group: Samson, Delilah, Philistine Soldier, Narrator, and any additional roles as needed.
3. Provide each group with a summary of Judges 16, focusing on key events.
4. Allow time for each group to create a short skit that retells the story.

Roles:
- Samson: Act out the strength and challenges faced by Samson.
- Delilah: Portray how Delilah interacts with and ultimately deceives Samson.
- Philistine Soldier: Show the actions of the Philistines trying to capture Samson.
- Narrator: Guide the skit by describing the scenes and connecting different parts of the story.

Discussion Prompts:
- How do the actions of each character affect the outcome of the story?
- What can we learn about trust and promises from Samson's experience?

Participation:
- Each student takes part in the skit and contributes to planning and performing their roles.

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Activity 2: Strengths and Weaknesses Discussion

Instructions:
1. Create mixed groups of 4-5 students.
2. Have each group discuss what they think are Samson's strengths and weaknesses based on Judges 16.
3. Provide chart paper and markers for students to list these attributes.

Roles:
- Facilitator: Guides the discussion and ensures everyone's ideas are shared.
- Recorder: Writes down group thoughts on the chart paper.
- Presenter: Shares the group's ideas with the entire class.
- Timekeeper: Keeps track of time and ensures the group stays on task.

Discussion Prompts:
- What are some examples of Samson using his strength positively?
- How do Samson’s weaknesses lead to his downfall?
- How can understanding our own strengths and weaknesses help us in life?

Participation:
- All students contribute ideas to the discussion and review the written list before presenting.

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Activity 3: Creative Story Conclusion

Instructions:
1. Setup groups of 3-4 students.
2. Ask each group to imagine an alternate ending to Judges 16.
3. Have them write and illustrate their new ending using paper and art supplies.

Roles:
- Writer: Writes down the group's alternate ending.
- Illustrator: Draws scenes from their new story.
- Speaker: Reads the new ending to the class.
- Planner: Helps organize ideas and ensure everyone's input is included.

Discussion Prompts:
- How does your ending change the message or moral of the story?
- Why might your ending be better or more interesting?

Participation:
- Each group member contributes to brainstorming, writing, and illustrating their version of the story.