Games

Game 1: "Tribe Tactics Relay"

Objective: Teach students about the groups and strategies in Judges 20.

Number of Players: 10-20 (divided into 2 teams)

Materials Needed:
- 3 large sheets of paper
- Markers
- Stopwatch or timer
- Masking tape or cones for start and end lines

Setup:
1. Divide students into two teams, "Israelites" and "Benjaminites."
2. Set a start and end line using masking tape or cones, about 15 feet apart.
3. Provide each team with a large sheet of paper and markers.

Instructions:
1. Set up the sheets of paper at the end line, one for each team. Label them as "Strategy Sheets."
2. When the game begins, the first player on each team runs to their team's Strategy Sheet.
3. At the sheet, the player writes down one tactic or fact from Judges 20, using their discussion in class or reading the passage beforehand for reference.
4. After writing, the player runs back and tags the next teammate.
5. This continues until all team members have contributed.
6. The team with the most comprehensive and correct strategies/facts wins.

How it Reinforces the Lesson:
This game encourages students to recall specific details about the strategies and groups involved in Judges 20, promoting teamwork and reinforcing their understanding of the scripture.

Game 2: "Scripture Scavenger Hunt"

Objective: Help students learn key elements and quotes from Judges 20.

Number of Players: 5-10

Materials Needed:
- Printed key verses/quotes from Judges 20 cut into puzzle pieces (one puzzle per group)
- Envelopes
- Clue cards

Setup:
1. Divide students into small groups.
2. Place pieces of a cut-up verse or quote from Judges 20 in envelopes around the room, using clue cards as guides for where to find them.

Instructions:
1. Give each group a starting clue card that leads to their first envelope location.
2. Groups follow their clues, finding envelopes with puzzle pieces of a verse or critical part of the story.
3. Once all envelopes are collected, groups return and assemble their puzzle to reveal the complete verse or passage.
4. The first team to correctly assemble and present their verse wins.

How it Reinforces the Lesson:
This scavenger hunt makes students actively engage with the text, fostering teamwork while enhancing their memorization and comprehension of the scripture.

Game 3: "True or False Circle"

Objective: Encourage critical thinking about the events and decisions in Judges 20.

Number of Players: 8-15

Materials Needed:
- Two signs: "True" and "False"
- Simple printed statements based on Judges 20

Setup:
1. Arrange chairs in a circle with enough space to move in the center.
2. Place "True" and "False" signs on opposite sides of the room.

Instructions:
1. The teacher/leader reads a statement related to Judges 20 aloud.
2. Students decide if the statement is true or false.
3. Students move to the side of the room corresponding to their choice ("True" or "False").
4. Discuss the correct answer and the reasoning behind it.
5. Continue with different statements.

How it Reinforces the Lesson:
This interactive movement-based game promotes discussion among students by validating their comprehension of facts and decisions from Judges 20, highlighting critical thinking and group discussion.