Games

Game 1: Ark Relay Race

Objective: Help students recall the journey of the Ark of the Covenant in 1 Samuel 4.

Players: 6-10 students

Materials Needed:
- A small box or container (to represent the Ark of the Covenant)
- Cones or markers for the start and end lines

Setup:
- Mark a start and finish line approximately 20 feet apart.
- Divide the students into two teams, lined up at the start line.
- Place the "Ark" at the start line.

Instructions:
1. Teams line up in single file lines at the start line.
2. At the signal, the first player in each line takes the "Ark" and races to the finish line and back.
3. They pass the "Ark" to the next player in line who repeats the process.
4. Continue until all players have run.
5. The first team with all players back at the start line wins.

Lesson Reinforcement:
Discuss how the Israelites believed the Ark would help them in battle, emphasizing their need to trust in God's power rather than the object itself.

Game 2: Samuel's Snapshot

Objective: Help students understand key events and characters in 1 Samuel 4 through a fun memory game.

Players: 4-8 students

Materials Needed:
- Index cards
- Markers

Setup:
- Write the names of key characters and events from 1 Samuel 4 on index cards. Examples: "Hophni and Phinehas," "Philistines," "Ark of the Covenant," "Eli's fall."
- Place cards face down in a grid pattern on a table.

Instructions:
1. Players take turns flipping over two cards at a time to find matching pairs.
2. Explain each element or character when a match is found.
3. The player with the most matches at the end wins.

Lesson Reinforcement:
Discuss the role of each character and event in the story, helping students recall details and understanding of the narrative.

Game 3: Ark Adventure Board Game

Objective: Teach the sequence of events and outcomes of the Battle of Ebenezer in 1 Samuel 4.

Players: 2-4 students

Materials Needed:
- Game board with a path of spaces representing the journey and events
- Game pieces (small tokens)
- 1 die
- Event cards

Setup:
- Create a simple game board illustrating key events and spaces like "Israelites lose first battle," "Ark taken," "Eli hears news."
- Place game pieces at the start.

Instructions:
1. Players roll the die and move their pieces along the board.
2. If they land on an "Event" space, they draw an Event Card and follow the instructions (e.g., "Move forward 2 spaces," "Go back 3 spaces").
3. The first to reach the end of the board wins.

Lesson Reinforcement:
Each event on the board facilitates discussion on its significance, helping students learn the consequences of the Israelites' actions during the battle.