Games

Game 1: Saul's Action Relay

Objective: Understand the consequences of Saul's actions in 1 Samuel 13 through a fun relay race.

Number of Players: 6-10

Materials Needed:
- A series of 4 cards with key events (Philistines gather against Israel, Saul waits for Samuel, Saul offers the sacrifice, Saul's punishment)
- A safe area for running

Setup:
1. Line up players in two teams.
2. Place the 4 event cards at one end of the play area.
3. Mark a starting line at the other end.

Instructions:
1. Each team sends a player at a time to run and pick up the first card, read it aloud, and return to their team.
2. The next player goes, retrieves the second card, and repeats the process.
3. Continue until all cards are retrieved.
4. As a group, teams arrange the cards in chronological order.
5. First team to correctly arrange and explain the sequence wins.

Lesson Reinforced:
This game reinforces the narrative flow and consequences of Saul's actions in 1 Samuel 13 through physical activity and teamwork, helping students remember key events and their significance.

Game 2: Samuel's Watchful Eye

Objective: Learn about patience and obedience by waiting for Samuel.

Number of Players: 4+

Materials Needed:
- A blindfold
- Sound-making items (bell, clapper, etc.)
- Stopwatch or timer

Setup:
1. Choose one player as "Saul" and another as "Samuel."
2. Have "Saul" wear a blindfold and stand in the middle of a circle formed by the other players.
3. Give "Samuel" a sound-making item.

Instructions:

1. "Samuel" uses the sound maker intermittently.
2. Other players circle around silently, trying to guide “Saul” towards "Samuel" without touching him.
3. “Samuel” makes a sound every minute.
4. Challenge is for "Saul," to resist removing the blindfold until "Samuel" indicates the time is up by ringing the bell continuously.
5. Discuss how Saul in the Bible didn't wait and compare it to the game experience.

Lesson Reinforced:
This game fosters an understanding of the importance of waiting patiently and obeying instructions, mirroring Saul's challenge of waiting for Samuel.

Game 3: King's Choice Trivia

Objective: Test knowledge on the 1 Samuel 13 story and its implications.

Number of Players: 5-10

Materials Needed:
- Pre-made trivia cards based on 1 Samuel 13
- Small tokens or points counter

Setup:
1. Arrange players in a circle.
2. Place a stack of trivia cards in the center with questions and answers related to the chapter.

Instructions:
1. Players take turns drawing a trivia card and reading the question aloud.
2. The player who drew the card attempts to answer first.
3. If incorrect, the next player gets a chance.
4. A correct answer earns a token/point.
5. The player with the most tokens/points after a predefined number of rounds wins.

Lesson Reinforced:
Ensures comprehension and recall of story details about Saul, Samuel, and broader themes such as leadership and consequences of disobedience, through competitive yet friendly quizzing.