Games

Game 1: "Samuel Says"

- Number of Players: 5-10
- Materials Needed: None
- Setup:
1. Arrange a simple playing area where kids can move freely—such as a school gym or a classroom with desks pushed aside.
2. Designate one student as "Samuel," while the rest are "Israelites."

- Instructions:
1. "Samuel" stands at the front and gives commands starting with "Samuel Says," similar to "Simon Says."
2. If "Samuel" instructs an action without saying "Samuel Says," the Israelites must not follow. If they do, they sit out.
3. The last standing player wins and becomes the next "Samuel."

- Reinforcement:
This game emphasizes listening skills and obedience, mirroring the lesson of Saul's disobedience and the importance of listening to God's commands in 1 Samuel 15.

Game 2: "Saul's Choices Board Game"

- Number of Players: 4-6
- Materials Needed:
- A game board illustrating Saul's journey with various points of decision.
- A six-sided die.
- Player tokens.
- Question cards discussing 1 Samuel 15.

- Setup:
1. Players place their tokens at the starting point.
2. Shuffle and place the question cards face down near the board.

- Instructions:
1. Players take turns rolling the die to move across the board.
2. When landing on a "question spot," players draw a card, asking them to make a choice based on a scenario related to Saul’s experiences.
3. Correct answers let the player move forward; incorrect answers result in one backward move.
4. The first to the finish line wins.

- Reinforcement:
This board game encourages students to think through choices and understand the consequences of Saul's actions, teaching the lesson of obedience and integrity.

Game 3: "Prophet and King Relay"

- Number of Players: 8-16 (teams of 4-8)
- Materials Needed:

- Two sets of relay batons labeled "Prophet" and "King".
- Question sheets with characters from 1 Samuel 15.
- Setup:
1. Divide players into equal teams.
2. Set up a short relay course in a clear space, with a stationed judge at the turnaround point to ask questions.

- Instructions:
1. The first player of each team starts with the "Prophet" baton.
2. They must run to the judge, answer a question correctly about 1 Samuel 15, receive the "King" baton, and run back to their team.
3. The next player takes the "Prophet" baton and repeats.
4. The first team to complete the relay after all questions are answered correctly wins.

- Reinforcement:
This relay motivates teamwork and attentiveness to detail, reflecting on how Samuel communicated God’s will to Saul and the importance of following divine instructions correctly.