Games

Game 1: David vs. Goliath Relay

Objective:
Help students understand teamwork and the courage shown by David in 1 Samuel 17.

Players:
4-10 students

Materials Needed:
- A strip of cardboard for each team representing David's slingshot
- Four paper balls for each team
- A list of trivia questions related to 1 Samuel 17
- A whistle

Setup:
Divide players into two teams. Mark the start line and the target line about 15 yards apart in a gym or outside space. Each team stands behind the starting line with a "slingshot" and four paper balls.

Instructions:
1. Players line up behind the start line.
2. Upon hearing the whistle, the first player from each team runs to the target line with their "slingshot" (cardboard strip) and four paper balls.
3. Once at the target line, they attempt to "slay Goliath" by flicking paper balls using their "slingshot" towards a drawn or set-up target representing Goliath.
4. After flicking all four balls, the player runs back to tag the next team member.
5. While waiting for their turn, players answer simple trivia questions about 1 Samuel 17 asked by the game leader.
6. The game continues until all team members have had their turn flicking the balls.
7. The team that hits the target with the most paper balls, demonstrating teamwork and strategy, wins.

Reinforcement:
This game emphasizes the individual courage and collective effort needed to overcome challenges, just like David relied on God and his own skills.

Game 2: Goliath's Challenge

Objective:
Teach students about the story's key events and moral lessons.

Players:
4-8 students

Materials Needed:
- A tall chair or stool to represent Goliath
- Questions and clues cards

- An answer buzzer or app

Setup:
Players sit in a circle around the "Goliath" stool. Prepare cards with questions and clues based on 1 Samuel 17.

Instructions:
1. Designate one player as the game leader, who will hold the questions and clues cards.
2. The game leader asks questions related to the 1 Samuel 17 story.
3. Players take turns trying to answer the question. If they don't know the answer, they can ask for a clue.
4. Each player gets a point for a correct answer.
5. If a player answers incorrectly, the chance is passed to the next student.
6. Every few questions, there is a "trick question" that involves teamwork or discussion.
7. The player with the most points at the end is declared the winner.

Reinforcement:
Encourages understanding of Biblical events and teaches kids that knowledge and wisdom can overcome size and strength.

Game 3: Courageous Charades

Objective:
Introduce the concepts of bravery and trust in God through acting.

Players:
6-12 students

Materials Needed:
- A hat or container with activity slips (Scenes from 1 Samuel 17: David being anointed, facing Goliath, collecting stones, etc.)
- Timer

Setup:
Place all activity slips in the hat. Make sure each slip describes a scene from 1 Samuel 17.

Instructions:
1. Divide players into two groups.
2. One player from the first group draws an activity slip and acts out the scene silently for their team.
3. The team has a minute to guess the scene. If they guess correctly, they earn a point.
4. Play rotates to the next team to draw a scene.
5. Continue the game until all slips are used.
6. The team with the most points wins.

Reinforcement:
This game helps students engage with the story creatively, reinforcing key values like courage, trust in God, and understanding the Biblical narrative through role-play.