

Games

Game 1: Goliath's Sword Relay

Objective: Learn about David acquiring the sword of Goliath and develop teamwork skills.

Players: 4-10

Materials Needed:

- A lightweight toy sword or a cardboard cutout sword
- Cones or markers for boundaries
- Stopwatch or timer

Setup:

1. Set up a start line and a finish line, about 20 feet apart.
2. Mark a circle (or use a small table) at the finish line to represent the priest Ahimelech's place.

Instructions:

1. Divide the students into two teams.
2. The first player in each team starts at the start line with the "sword."
3. When you say "Go," the first player runs to the finish line, places the sword in the circle, and runs back to tag the next player.
4. The next player runs to the circle, picks up the sword, and brings it back to the start line.
5. Repeat until all players have run.
6. The first team to complete the relay wins.

Lesson Reinforcement:

Discuss how David used Goliath's sword, highlighting the lesson of resourcefulness and faith in God. Encourage teamwork and communication, mirroring how David relied on others.

Game 2: David's Escape Maze

Objective: Help students understand David's resourcefulness as he fled Saul.

Players: 4-10

Materials Needed:

- Large sheets of paper or poster boards
- Markers
- Scissors
- Tape

Setup:

1. Create a simple maze on a large sheet using markers, outlining David's path to escape Saul, with entry and exit points.
2. Tape the maze sheets onto a wall or floor accessible to the children.

Instructions:

1. Explain David's escape and how he went to Ahimelech for provisions.
2. Split students into small groups.
3. Using a toy figure or cutout, have each group guide David through the maze, avoiding false paths and reaching the exit.
4. Add clues and questions about 1 Samuel 21 along the way that need to be answered correctly to proceed.

Lesson Reinforcement:

This game shows how David used wisdom and God's guidance to find safe paths. Discuss the importance of making thoughtful decisions.

Game 3: Guess the Bread

Objective: Learn about David receiving holy bread from Ahimelech.

Players: 4-10

Materials Needed:

- Selection of different bread types or pictures of bread
- A blindfold
- Notecards with hints related to 1 Samuel 21

Setup:

1. Place the bread or bread pictures on a table.
2. Have the notecards ready with clues related to the story.

Instructions:

1. Blindfold a student and hand them a piece of bread or picture.
2. Provide clues from 1 Samuel 21 (e.g., "This bread was originally meant for priests").
3. The blindfolded player must guess the bread, using the clues.
4. Switch roles, allowing each child to have a turn.

Lesson Reinforcement:

Explain the significance of the holy bread in David's story. Discuss Ahimelech's role in providing for David and how it shows God's provisions. Encourage students to talk about sharing and generosity.