

# Games

## Game 1: "Cave Escape"

Objective: Learn about David's escape to the cave of Adullam while enhancing map skills.

Number of Players: 2-6

Materials Needed:

- Large sheet of paper (or a whiteboard)
- Markers
- Small figurines or tokens (one per player)
- Dice

Setup:

1. Use the large sheet of paper to draw a simple map showing pathways from one side (representing Saul's palace) to the other (representing the cave of Adullam).
2. Place several obstacles (rocks, rivers) on the map to act as challenges.
3. Each player places their token at the starting point near Saul's palace.

Instructions:

1. Players take turns rolling the dice and moving their token according to the number rolled.
2. If they land on a space with an obstacle, they must answer a question related to '1 Samuel 22' to proceed.
3. The first player to reach the cave of Adullam safely is the winner.

Lesson Reinforcement:

This game helps students visualize David's journey and the perseverance needed to overcome obstacles, paralleling his faith and determination.

## Game 2: "Family Reunion"

Objective: Understand how David's family and others gathered around him.

Number of Players: 3-8

Materials Needed:

- Character cards with roles (David, family members, distressed, in debt, discontented people)
- A hat or bowl

Setup:

1. Write down the different roles on small pieces of paper and put them in the hat.
2. Ensure there are enough roles for all players, with one person designated as David.

Instructions:

1. Each player picks a card from the hat.
2. "David" must identify the roles of the other players by asking yes or no questions.
3. Players answer according to their role (example: Yes, if asked if they are related to David as family).

#### Lesson Reinforcement:

Through role-playing, students can appreciate the diverse group that gathered around David, understanding themes of leadership and community.

#### Game 3: "David's Dilemma"

Objective: Discuss and resolve conflicts using wisdom and teamwork, inspired by David's choices.

Number of Players: 4-10

#### Materials Needed:

- Scenario cards with different dilemmas David faced (e.g., being pursued by Saul, managing followers)
- Timer

#### Setup:

1. Prepare scenario cards with brief descriptions of David's challenges in '1 Samuel 22'.
2. Form small teams of 2-5 players each.

#### Instructions:

1. A team draws a scenario card and reads it aloud.
2. They have 1 minute to discuss and propose a solution to the dilemma.
3. The other players can suggest improvements or vote on the most strategic response.
4. Rotate so each team gets a chance to tackle a dilemma.

#### Lesson Reinforcement:

This game encourages students to think critically and collaboratively about resolving conflicts, drawing inspiration from David's wisdom and reliance on God.