

Group_activity

Activity 1: Role Play the Rescue

Objective: Understand the story of David saving the town of Keilah.

Instructions:

1. Read 1 Samuel 23:1-13 aloud as a group.
2. Assign roles: David, Abiathar (the priest), townspeople of Keilah, King Saul, and David's men.
3. Have each student act out their role as you recreate the scene.

Roles:

- David: Lead the group and decide when to consult God.
- Abiathar: Assist David with answers about God's direction.
- Townspeople: Show gratitude or express concerns.
- King Saul: Demonstrate how he reacts when hearing about David's actions.
- David's Men: Voice their feelings about fighting.

Discussion Prompts:

- How do you think David felt having to make these decisions?
- Why do you think it was important for David to ask God for guidance?
- How did the townspeople of Keilah feel when they realized they might be attacked?

Participation:

- Every student should have a speaking role.
- Encourage students to express the emotions they think their character would feel.

Activity 2: Map the Escape

Objective: Visualize David's journey and the places mentioned in the text.

Instructions:

1. Use a map of Ancient Israel. Identify and mark Keilah, the Wilderness of Ziph, and other locations mentioned.
2. As a group, trace David's journey using markers or stickers.

Roles:

- Map Leader: Guides the group in finding locations.
- Reader: Reads the story to identify the places.
- Tracker: Places markers on the map for each location.
- Historian: Provides a brief history or fact about each location.

Discussion Prompts:

- Why do you think David chose to go to the Wilderness of Ziph?
- How did the geography affect his decisions?

Participation:

- Each student rotates through roles to ensure everyone contributes.
- Encourage students to ask at least one question about each location.

Activity 3: Message Relay

Objective: Practice communication and teamwork while exploring how messages were delivered.

Instructions:

1. Divide the group into two teams. Set a start and finish line.
2. One student starts with a “message” (a short sentence from the story).
3. Students relay the message by whispering it from one to the next until it reaches the last person.

Roles:

- Message Sender: Starts the relay with the original message.
- Relay Participants: Pass the message along and maintain its accuracy.
- Message Receiver: Recites the final message.

Discussion Prompts:

- Was the message accurately delivered? If not, what changed?
- How does this relate to the ways messages might have traveled in David’s time?

Participation:

- Each student must take a turn relaying the message.
- After each relay, discuss what made it successful or challenging.