

Games

Game 1: "Nabal's Foolish Dash"

Objective: Learn about the story of Nabal and understand the importance of kindness and wisdom.

Number of Players: 6-10

Materials Needed:

- Several pieces of colored construction paper
- Markers
- A large space for running
- Tape

Setup:

1. Use the colored construction paper to create "Nabal Foolish Signs." Write the word "Foolish" on each.
2. Tape the signs on the floor to create a path.

Instructions:

1. Explain the story of Nabal and his foolish actions.
2. The game is a relay race where players must hop or weave through the "Foolish Path" without stepping on the "Foolish" signs.
3. Divide students into two teams.
4. Each player takes turns running through the path. If a player steps on a sign, they must return to the start line, encouraging careful steps like Abigail's wise intervention.
5. The first team to have all players complete the course wins.

Reinforcement:

Discuss how avoiding the "Foolish" signs is similar to making wise decisions in real life. Like Abigail, we should act wisely and think before we act.

Game 2: "Abigail's Quick Response"

Objective: Understand the importance of quick thinking and peace-making.

Number of Players: 5-8

Materials Needed:

- 3 sets of picture cards featuring food items (representing the provisions Abigail prepared)
- Baskets or bags

Setup:

1. Scatter the picture cards randomly around the room.
2. Place a basket or bag at the front of the room labeled "David's Supplies."

Instructions:

1. Share the story of how Abigail quickly gathered supplies to give to David.
2. Explain that they will help Abigail gather supplies quickly.
3. On "Go," students rush to find the food item cards and place them in the "David's Supplies"

basket.

4. To make it a team effort, divide players into groups, and each group collects a specific type of card (e.g., bread, wine, or meat).

5. The game continues until all cards are collected.

Reinforcement:

Discuss Abigail's readiness to help and how quick, thoughtful actions can resolve problems, teaching students about peacemaking.

Game 3: "David's Decision Debate"

Objective: Understand dialogue and decision-making by role-playing different perspectives from the story.

Number of Players: 4-8

Materials Needed:

- Simple costumes (scarves, hats) for David, Nabal, Abigail, and other characters
- Scripted dialogue cards summarizing each character's point of view

Setup:

1. Assign roles to each player: David, Nabal, Abigail, and extra soldiers or servants.
2. Provide each character with dialogue cards.

Instructions:

1. Describe the key parts of the story.
2. Students will enact a short drama about the interaction between David, Nabal, and Abigail.
3. Encourage discussion by asking characters what they think and feel about the situation.
4. Allow students to improvise or add personal insights onto their perspectives.
5. After performance, have a group discussion about making thoughtful decisions, like David heeding Abigail's advice.

Reinforcement:

Encourage students to express how listening to wise counsel (like Abigail's) can influence better decisions, highlighting collaboration and empathy.