

Games

Game 1: Journey to Philistine Land

Objective: Explore the path David took when he went to live with the Philistines.

Number of Players: 2-4

Materials Needed:

- A printable map of ancient Israel, highlighting Gath and Ziklag
- Small figurines or tokens for each player
- Dice
- Pencil and paper

Setup:

1. Place the map on a flat surface.
2. Assign each player a figurine or token.
3. Place all tokens at the starting point representing David's initial location in Israel.

Instructions:

1. Players take turns rolling the dice and move their tokens along the path from Israel to the Philistine lands.
2. As players progress, they will land on different spots where they need to answer a question related to 1 Samuel 27.
3. Correct answers earn players the right to move forward an extra space on their next turn.
4. The first player to reach Ziklag wins.

Reinforcement:

This game helps students visualize the biblical narrative and better understand David's movement and decisions, enhancing their geographical and historical context of the story.

Game 2: David's Decision Dilemma

Objective: Understand the decisions David made and their consequences.

Number of Players: 3-6

Materials Needed:

- Decision cards (prepared beforehand with scenarios from 1 Samuel 27)
- Score sheets
- Pencil

Setup:

1. Sit players in a circle.
2. Shuffle and place the Decision cards face down in the center.

Instructions:

1. Players take turns drawing a Decision card.

2. Each card presents a scenario and multiple-choice answers reflecting decisions David made.
3. Players discuss and decide the best choice based on the narrative.
4. Correct decisions score points recorded on the score sheet.
5. The player with the most points after all cards are drawn wins.

Reinforcement:

This game encourages discussion about decision-making and comprehension of the story, fostering a deeper connection to the lessons of faith and leadership in the Bible.

Game 3: Ziklag Builders

Objective: Collaboratively build and learn about Ziklag, where David and his men settled.

Number of Players: 4-8 (divided into teams)

Materials Needed:

- LEGO bricks or building blocks
- A picture of ancient Ziklag for reference
- Timer

Setup:

1. Divide players into teams.
2. Provide each team with LEGO bricks or building blocks.

Instructions:

1. Teams have 8 minutes to build a model of Ziklag using blocks.
2. While building, each team must name one fact about David's time in Ziklag from 1 Samuel 27.
3. After time is up, each team presents their model and facts learned.
4. Judges (teachers or older students) award points for creativity and accuracy.

Reinforcement:

This hands-on activity encourages teamwork and reinforces the story by engaging students in recreating biblical history, making the learning experience tangible and memorable.