

Games

Game 1: Saul's Shadow Storytime

Objective: Help students understand the story of Saul consulting the medium of Endor by acting it out.

Number of Players: 4-6

Materials Needed:

- Printouts of character roles (Saul, Medium, Samuel's Spirit, Narrator/Guide)
- Simple costumes or props (optional) like a cape for Saul, a robe for the Medium
- Script based on 1 Samuel 28 (paraphrased for children)

Setup:

1. Assign each student a role: Saul, Medium, Samuel's Spirit, Narrator.
2. Provide them with their respective scripts.
3. Create a small stage area or a demarcated space in the classroom as the "set."

Instructions:

1. Briefly explain the context of 1 Samuel 28 (King Saul, feeling desperate, goes to a medium to contact Samuel's spirit for guidance).
2. Have the Narrator guide students through the story, signaling each character when it's their turn to perform.
3. Encourage students to use props and act out their parts as narrated.
4. Conclude by discussing what Saul learned from the experience and the lesson it teaches about seeking God's guidance rather than other means.

Lesson Reinforcement:

Through acting, students engage with the story of Saul in a memorable way, learning the importance of seeking God in times of trouble instead of turning to forbidden practices.

Game 2: Samuel's Spirit Puzzle

Objective: Piece together the story of Saul consulting the medium by solving a puzzle.

Number of Players: 2-4

Materials Needed:

- Puzzle template with illustrations related to the story (Saul, medium, nighttime scene, etc.) divided into 10-12 pieces
- Bible verse cards from 1 Samuel 28

Setup:

1. Print and cut out the puzzle pieces. Label each piece on the back with numbers for ease of assembly.
2. Place the pieces into a bag or box.
3. Shuffle the Bible verse cards.

Instructions:

1. Briefly explain the story to the players.
2. Lay out the shuffled puzzle pieces and explain that they will reconstruct the story by putting together the puzzle.
3. Take turns drawing a Bible verse card.
4. When a player can associate the verse card with a specific part of the story (for example, Saul going to the medium), they place the corresponding puzzle piece.
5. Continue until the entire puzzle is assembled.
6. Once completed, review the full image together and recount the story.

Lesson Reinforcement:

This game helps students actively piece together the storyline, reinforcing the narrative of Saul and the prohibition of turning to spirits instead of God.

Game 3: Wise or Unwise? Decision Path Game

Objective: Understand the consequences of Saul's actions by navigating a decision-making path.

Number of Players: 4-6

Materials Needed:

- Game board with a path of steps leading to two outcomes: Wise and Unwise
- Game tokens
- Dice
- Situation cards depicting choices Saul faced
- Outcome cards with consequences (wise and unwise)

Setup:

1. Create a game board with two paths, one leading to a "Wise" outcome and one to an "Unwise" outcome.
2. Place the game tokens at the start line.
3. Prepare a deck of Situation cards.

Instructions:

1. Explain the story of 1 Samuel 28 and the importance of making wise decisions.
2. Players take turns rolling the dice to move their tokens along the path.
3. When players land on a "Decision" space, they pick a Situation card and decide what Saul should do.
4. If they choose a wise action, they move towards the "Wise" outcome. An unwise decision moves them towards the "Unwise" path.
5. Use Outcome cards to narrate the results of their choices.
6. Encourage players to reach the "Wise" ending while learning from wrong outcomes.

Lesson Reinforcement:

By exploring various scenarios, students learn the value of wisdom and trust in God's guidance, illustrating the consequences of Saul's decision to consult a medium instead of seeking God.