

Games

Game 1: "Messenger Relay"

Objective: Understand the significance of the messenger's role in delivering news to David and his reaction.

Number of Players: 6-10

Materials Needed:

- Two sets of "message cards" with summaries or quotes from 2 Samuel 1
- Space for teams to line up

Setup:

1. Divide players into two teams.
2. Line up each team at a starting point with one set of message cards at the starting line and another at a few meters away.
3. Provide the starting player of each team with a message card.

Instructions:

1. On "Go," the first player runs to the opposite side and delivers the message card to a teammate waiting there.
2. That teammate reads the card aloud, then repeats the process to another player on their side.
3. The last player to receive the message must correctly summarize or act out what was on the card.
4. The team that accurately delivers the message through the line wins.

Lesson Reinforcement: Illustrates the importance of delivering messages accurately, as highlighted by David's reaction to the Amalekite's news about Saul and Jonathan.

Game 2: "David's Decision Dice"

Objective: Reinforce key decision points that David faced upon hearing the news of Saul and Jonathan.

Number of Players: 4-8

Materials Needed:

- A large die with actions like "Pray," "Sing a Lament," "Mourn," "Rejoice," "Ask Questions," "Reward"
- Index cards with scenarios relating to 2 Samuel 1
- A small box or basket

Setup:

1. Write scenarios based on 2 Samuel 1 on index cards, such as "David hears of Saul's death."
2. Place index cards in a box or basket.

Instructions:

1. Players take turns drawing a scenario card from the basket.
2. After reading aloud the scenario, the player rolls the die.

3. The player must decide how David would respond based on the die roll and explain their reasoning.

- For example, if a player draws, "David hears of Saul's death" and rolls "Mourn," they discuss why David mourned.

4. Others can add to the reasoning or discuss alternative responses.

Lesson Reinforcement: Engages students in exploring David's emotions and decisions after receiving the news, as told in 2 Samuel 1.

Game 3: "2 Samuel 1 Skit-Off"

Objective: Help students remember the events and themes of 2 Samuel 1 through active storytelling.

Number of Players: All students, divided into groups of 4-5

Materials Needed:

- A short script outline of 2 Samuel 1

- Simple props like a crown, piece of cloth (as scroll), and a toy sword

Setup:

1. Distribute a script outline to each group highlighting key events: the messenger's arrival, the news of Saul and Jonathan, David's lament.

2. Allocate simple props to each group.

Instructions:

1. Each group has 5 minutes to prepare a short skit based on their script.

2. Groups perform their skit, ensuring all members have a role.

3. Encourage creativity with dialogue and actions based on the scripture.

4. After each performance, have a quick discussion on what was learned.

Lesson Reinforcement: This activity helps students internalize the story by acting out the events, understanding emotional responses, and discussing the significance of David's lament.