Games

Game 1: Relay Race - The Tale of Abner and Joab

Objective: Understand the story of Abner and Joab and the concept of peace negotiations, betrayal, and consequences as depicted in 2 Samuel 3.

Number of Players: 6 or more

Materials Needed:
- Printouts of key events (Abner's negotiation for peace, Abner's assassination by Joab, King David's reaction)
- Stopwatch or timer
- Open space for running

Setup:
- Divide the players into two teams.
- Place the printouts at three different stations along the relay course.
- Each printout station represents a part of the story.

Instructions:
1. Each team forms a single line at the starting point.
2. The first player in each line runs to the first station, reads aloud the event (Abner's negotiation), returns to tag the next player.
3. The second player runs to the second station, reads aloud the event (Joab’s betrayal), and returns.
4. The third player reaches the final station, reads aloud the event (David’s reaction), and comes back.
5. The team that completes all the stations first with correct story understanding wins.

Educational Reinforcement:
- By engaging physically and reading aloud, students reinforce their understanding of trust, betrayal, and leadership lessons from King David's handling of the incident.

Game 2: Role Play - Court of David

Objective: Learn by acting out the characters' roles in the story to better grasp the theme of leadership, trust, and consequences from 2 Samuel 3.

Number of Players: 7 or more

Materials Needed:
- Simple props like a crown (for King David), a fabric sash (for Abner), and a toy sword (for Joab)
- Script or scene summaries

Setup:
- Assign roles (King David, Abner, Joab, other members of court, etc.).
- Provide a brief overview of each character's role and motivations.

Instructions:

1. Set the scene in King David’s court.
2. Players act out the scenes from Abner's approach to David for peace, Joab's betrayal, and David’s grief.
3. Encourage improvisation to explore the feelings and thoughts of each character.
4. After acting out, discuss how each character's choices affected the story.

Educational Reinforcement:
- Through role play, students understand the consequences of actions and leadership responsibilities, as they internalize the decisions and emotions of their characters.

Game 3: Puzzle Craze - The Path to Peace

Objective: Piece together the story of 2 Samuel 3, focusing on peacemaking and the unexpected turn of events.

Number of Players: 4 or more

Materials Needed:
- Large puzzle with each piece representing a significant event in 2 Samuel 3
- Markers and paper for creating puzzle pieces if needed

Setup:
- If creating from scratch, design a simple puzzle on poster board with large pieces.
- Write key events and characters on each piece to guide the story.

Instructions:
1. Scatter the puzzle pieces across the area.
2. Players work cooperatively to find pieces and assemble the puzzle correctly.
3. Each time a piece is added, discuss its significance in the story.
4. Once the puzzle is completed, recite the story from beginning to end.

Educational Reinforcement:
- By actively assembling the story, students reinforce their chronological understanding of events and the moral teaching on peacemaking and the unpredictable nature of human actions.