

Games

Game 1: "Dance Like David"

Objective:

Reinforce joy and worship through dance.

Players:

3-6

Materials Needed:

- Music player (with speakers)
- Playlist with worship songs

Setup:

1. Create a circle in an open play area.
2. Ensure music is ready to be played.

Instructions:

1. Begin by introducing 2 Samuel 6 and the story of David dancing before the Lord as the Ark of the Covenant was brought to Jerusalem.
2. Explain that David expressed his love and joy through dance, encouraging everyone to move freely.
3. Start the music and instruct players to dance like David, showing their joy and enthusiasm.
4. After each song, pause to briefly discuss what actions or emotions stood out and how they relate to the joy of worship.
5. Rotate and continue dancing, ensuring everyone has a chance to express their emotions in new and exciting ways.

Lesson Reinforcement:

This game reinforces the idea that worship is a joyful expression that can be conveyed through dance, just as David demonstrated. It showcases that worship is about connection and celebration.

Game 2: "Uzzah's Dilemma"

Objective:

Understand the importance of reverence and obedience.

Players:

4-8

Materials Needed:

- A pretend "Ark of the Covenant" (a decorated box)
- Tape or string to establish a boundary
- Timer

Setup:

1. Create a "path" with a start and end using tape or string, approximately 10 feet long.
2. Place the "Ark" at the start.

Instructions:

1. Recap the story of Uzzah from 2 Samuel 6 and his mistake of touching the Ark.
2. Explain that players should help carry the Ark along the path without touching it, staying within the boundaries of the path.
3. Set a timer for players to complete their task.
4. Form pairs or small teams, and using teamwork, guide each other to carefully carry the Ark without touching it directly.
5. If someone touches the Ark, they must pause for 5 seconds before continuing.
6. Discuss with players why Uzzah's mistake was significant and how showing reverence is important in our daily lives.

Lesson Reinforcement:

This game emphasizes reverence and the importance of following God's instructions. Through guidance and teamwork, players explore the balance between helping and respecting holy boundaries as seen in the story.

Game 3: "Ark Relay Race"

Objective:

Learn the sense of celebration and teamwork in bringing the Ark to Jerusalem.

Players:

6-12

Materials Needed:

- A small, lightweight box to represent the Ark
- Four dowels or sticks
- Rope or ribbon to attach to the box
- Two cones to mark the relay path

Setup:

1. Attach dowels to the box using rope/ribbon as carrying handles to resemble the Ark being carried.
2. Set up cones to create a path for a relay race, about 20 feet apart.

Instructions:

1. Split the group into two teams.
2. Explain the significance of bringing the Ark to Jerusalem, emphasizing celebration and carefulness.
3. Team members must carry the Ark by the dowels, racing around the designated path.
4. As one member completes the path, they pass the Ark to the next member of the team.
5. The first team to have all players complete the relay wins.
6. Conclude with a discussion on teamwork and why it was important for the people of Israel to celebrate and work together.

Lesson Reinforcement:

This interactive relay encourages teamwork and celebrates the joy and responsibility involved in moving the Ark, reinforcing the themes of community and collaboration lined in 2 Samuel 6.