

Games

Game 1: "King David's Adventure Map"

Objective: Students learn about God's promise to David in fun ways.

Number of Players: 2-6 players

Materials Needed:

- Large map printed on paper or drawn on a board (representing ancient Israel with key locations from 2 Samuel 7)
- Small tokens or pawn pieces (one for each player)
- A six-sided die
- Question cards related to 2 Samuel 7
- Timer

Setup:

1. Place the map in the center.
2. Each player selects a token and places it at the "Start" location.
3. Shuffle question cards and place them face down near the map.
4. Set a timer for 15 minutes.

Instructions:

1. Players take turns rolling the die and moving their token accordingly.
2. If a player lands on a marked location, they draw a question card related to 2 Samuel 7.
3. If the player answers correctly, they keep the card and earn a bonus roll of the die. If not, they stay until they answer correctly on their next turn.
4. The aim is to collect the most cards by the end of 15 minutes or reach the "End" of the map.

Lesson Reinforcement: The game introduces students to the geography and sequence of events in 2 Samuel 7, emphasizing God's covenant with David.

Game 2: "Build Your Kingdom"

Objective: Students understand the promises made to David about his house and kingdom.

Number of Players: 2-4 players

Materials Needed:

- Building blocks or LEGO pieces
- Scripture cards with 2 Samuel 7:8-17 excerpts
- Instruction sheet with promise highlights
- Timer

Setup:

1. Distribute building blocks evenly among players.
2. Set up a central instruction sheet listing key promises made by God to David.
3. Shuffle scripture cards and place them face down in the center.

Instructions:

1. Players draw a scripture card on their turn and read a promise or part of God's covenant aloud.
2. Using the blocks, each player builds part of their "kingdom" based on the understanding of the promise.
3. Play continues until the timer runs out at 15 minutes.
4. Players share how their builds reflect the promises discussed.

Lesson Reinforcement: This game deepens understanding by allowing creativity in expressing God's promise to David with visual and tangible representation.

Game 3: "Promise Charades"

Objective: Encourage memorization and understanding of key elements in God's promise to David through acting.

Number of Players: Minimum of 4

Materials Needed:

- A hat or small box
- Slips of paper containing phrases from 2 Samuel 7 (e.g., "House of David," "Throne established forever")
- Timer

Setup:

1. Fold slips with phrases and mix them in a hat.
2. Arrange players in a circle.

Instructions:

1. Divide players into two teams.
2. Team 1 draws a slip and chooses one member to act out the phrase for their team within 1 minute.
3. If guessed correctly, they earn a point. If not, Team 2 can attempt a guess.
4. Alternate turns between teams for 15 minutes.
5. The team with the most points at the end wins.

Lesson Reinforcement: This game enhances comprehension and recall of the promises to David by translating words into actions, reinforcing the content of 2 Samuel 7 in a lively manner.