

Games

Game 1: "Nathan's Parable Role-Play"

Objective: Understand Nathan's parable and its moral lesson.

Number of Players: 6-12

Materials Needed:

- Simple costumes or props (optional)
- Printed script excerpts from 2 Samuel 12
- One "crown" or "king's robe" for King David

Setup:

1. Arrange chairs in a semi-circle for the "audience."
2. Choose two volunteers to play Nathan and King David; others can play minor roles (e.g., the rich man, the poor man, and the lamb).

Instructions:

1. Assign roles and hand out script excerpts.
2. Allow players a few minutes to read through their parts.
3. Perform the short play, acting out the scene where Nathan tells David the parable of the rich man and the poor man.
4. After the skit, discuss the moral of the story and how it relates to understanding right from wrong.

Reinforcement:

- Encourages empathy by having students step into different roles.
- Engages comprehension by requiring players to retell the story in their own words.

Game 2: "Moral Match-Up"

Objective: Identify and match morals with story events from 2 Samuel 12.

Number of Players: 4-8

Materials Needed:

- Index cards
- Markers

Setup:

1. Write different events from 2 Samuel 12 on half of the index cards (e.g., Nathan telling the parable, David confessing).
2. Write corresponding morals on the other half (e.g., "Admit your mistakes," "Listen to wise counsel").
3. Shuffle and spread cards face down on the table.

Instructions:

1. Players take turns flipping two cards attempting to match an event with the correct moral.

2. If a match is made, the player keeps the pair and takes another turn. If not, flip cards back over.
3. Continue until all matches are found. The player with the most matches wins.

Reinforcement:

- Promotes memorization of key story events and their lessons.
- Develops moral reasoning by connecting actions to consequences.

Game 3: "King's Court Debate"

Objective: Discuss moral dilemmas and critically think about solutions.

Number of Players: 6-10

Materials Needed:

- Crown or scepter for "King David"
- Strips of paper with different moral dilemmas written

Setup:

1. Choose one player to be "King David."
2. Fold and place moral dilemmas in a container.

Instructions:

1. Each round, "King David" draws a moral dilemma from the container.
2. Players take turns being Nathan's helpers, suggesting what David should do and why.
3. "King David" listens and then decides on the best moral action, explaining his choice.
4. Rotate roles to allow a new player to be "King David."

Reinforcement:

- Encourages critical thinking and moral evaluation.
- Fosters healthy discussion and listening skills among peers.