

Games

Game 1: "Escape from Jerusalem"

Objective: Help King David navigate through challenges and safely leave Jerusalem, understanding the trials he faced.

Number of Players: 4-6

Materials Needed:

- A large sheet of paper or a whiteboard for the map of Jerusalem
- Small markers to represent each player (e.g., buttons, coins)
- Question cards (10 cards with questions related to 2 Samuel 16)
- A die

Setup:

1. Draw a simple map representing Jerusalem with a path winding from the starting point to the endpoint representing David's journey.
2. Place the players' markers at the start position.
3. Shuffle and place the question cards face down near the map.

Instructions:

1. Players take turns to roll the die and move their marker the corresponding number of spaces.
2. When a player lands on a space with a star, they pick a question card and answer it. The questions should be about the events and characters in 2 Samuel 16 (e.g., "Who cursed David as he fled?").
3. If they answer correctly, they stay. If not, go back one space.
4. The first player to reach the endpoint wins.

Lesson Reinforcement: This game encourages students to recall details about David's escape, the people he encountered, and the challenges he faced, allowing them to empathize with his journey.

Game 2: "Character Match-Up"

Objective: Identify key characters and their roles in the story of 2 Samuel 16.

Number of Players: 3-5

Materials Needed:

- Character cards with names and roles (e.g., "David", "Shimei", "Ziba", "Absalom")
- Role cards with a brief description related to each character

Setup:

1. Spread out the character cards face up on a table.
2. Shuffle the role cards and place them in a stack face down.

Instructions:

1. Players take turns drawing a role card.

2. The player reads the role out loud (e.g., "Cursed King David as he left Jerusalem").
3. The player must match the role to the correct character card.
4. If correct, they keep the role card. If incorrect, place it back at the bottom of the stack.
5. Continue until all role cards are matched. The player with the most cards wins.

Lesson Reinforcement: This game helps students remember the characters in the chapter and their actions, reinforcing their understanding of the story dynamics.

Game 3: "Act It Out"

Objective: Express and understand emotions and reactions of characters through role-play.

Number of Players: 5-7

Materials Needed:

- Small slips of paper with different scenarios from 2 Samuel 16 written on them (e.g., "Shimei cursing David", "Ziba bringing supplies")

Setup:

1. Fold the scenario slips and place them in a bowl.
2. Arrange chairs in a semi-circle to create a small "stage" area.

Instructions:

1. Players take turns picking a slip and reading it silently.
2. Without using words, the player must act out the scenario in front of the group.
3. Other players guess which scene is being portrayed.
4. The first player to guess correctly gets to pick the next slip and act.
5. Continue until all scenarios have been acted out.

Lesson Reinforcement: By acting and guessing, students internalize the story's emotions and dynamics, gaining a deeper understanding of the historical context and character motivations.