

Games

Game 1: Escape Plan Relay

- Number of Players: 10-20

- Materials Needed: Printed copies of 2 Samuel 17, timer or stopwatch, cones or markers

- Setup:

1. Divide the players into two teams.
2. Set up a relay race track using cones, with one end being "Jerusalem" and the other "Mahanaim."
3. Place printed copies of 2 Samuel 17 at the starting line.

- Instructions:

1. Each team lines up behind their starting line.
2. When the game starts, the first player of each team reads the first few verses of 2 Samuel 17.
3. After reading aloud, they must run to "Mahanaim," pass the baton, and return.
4. The next player in line continues reading the next segment of the passage.
5. The game continues until the entire chapter is read.
6. The first team to finish reading and relaying wins.

- Reinforcement: This game helps students remember the story of Ahithophel's advice and Absalom's pursuit of David through active involvement, recalling sequence and strategizing.

Game 2: Hidden Messengers

- Number of Players: 5-10

- Materials Needed: Simple costumes for messengers, cards with secret messages (verses), a designated "secret location" area

- Setup:

1. Select one player to be "David" and one to be "Absalom."
2. Other players are "messengers."
3. Create a designated area as the "safe location" where messages should be delivered.

- Instructions:

1. Messengers have to deliver messages (cards with verses) from one side of the room to the safe location without being caught by "Absalom."
2. "Absalom" tries to tag the messengers before they reach the safe location.
3. If tagged, the messenger returns to the start line and tries again.
4. The game concludes when all messages have been safely delivered.

- Reinforcement: By depicting the risks Jonathan and Ahimaaz faced delivering messages to David, students learn the importance of loyalty, bravery, and strategy in the biblical narrative.

Game 3: Advice or Not?

- Number of Players: 5-10

- Materials Needed: Flashcards with suggestions (both good and bad advice based on the chapter), a board with Yes/No columns

- Setup:

1. Prepare flashcards with different scenarios from the passage, including Ahithophel's and Hushai's advice.
2. Place the board with Yes/No columns at a suitable location.

- Instructions:

1. One at a time, players pick a card and read it aloud.
2. After reading, they place it under the Yes or No column, deciding if it was good or bad advice according to the story.
3. Discuss the implications of each piece of advice with the group.

- Reinforcement: This activity encourages critical thinking and helps children understand the impact of wise versus foolish advice, as highlighted in the story.

Each game promotes engagement with the story of 2 Samuel 17, encouraging cooperative learning and critical thinking, tailored to suit elementary students' educational needs.