

Games

Game 1: King David's Return Maze

Objective: Help King David find his way back to Jerusalem.

Number of Players: 2-4

Materials Needed:

- Large poster board or whiteboard
- Markers
- Erasers (if using a whiteboard)
- Index cards with key verses or phrases from 2 Samuel 19
- Small tokens or figurines for each player

Setup:

- Draw a simple maze on the poster board or whiteboard, marking the starting point as "Mahanaim" and the endpoint as "Jerusalem."
- Along the path of the maze, draw small pockets to place index cards.

Instructions:

1. Players take turns rolling a die and moving their token through the maze based on the number they rolled.
2. When they land on a pocket, they pick up the top index card, which has a verse or phrase from 2 Samuel 19.
3. The player must read the card aloud and explain what they believe it means in their own words, reinforcing their understanding of the chapter.
4. If explained correctly, they move forward an additional space. If incorrect, they stay on the spot.
5. Continue until someone reaches "Jerusalem."
6. The first player to reach "Jerusalem" with a correct understanding of the cards wins.

Lesson Reinforcement: This maze helps children understand the journey and reconciliation that takes place in 2 Samuel 19 as King David returns to Jerusalem.

Game 2: Who Said That?

Objective: Match quotes from 2 Samuel 19 with the correct speaker.

Number of Players: 4-6

Materials Needed:

- Printed quotes and names (e.g., David, Joab, Shimei, etc.) on separate pieces of paper
- Envelope for quotes
- Envelope for names

Setup:

- Prepare quotes on slips of paper and place them in one envelope.
- Prepare character names on slips of paper and place them in another envelope.

Instructions:

1. Divide players into two teams.
2. One player from Team A draws a quote from the quote envelope and reads it aloud.
3. Team A decides who they think said the quote and selects the correct name from the name envelope.
4. If guessed correctly, they earn a point. If wrong, Team B has a chance to steal the point by guessing.
5. Alternate turns between teams.
6. The team with the most points after all quotes are matched wins.

Lesson Reinforcement: This game encourages students to pay attention to the interactions and character development in 2 Samuel 19.

Game 3: Role Play Relay

Objective: Act out different scenes from 2 Samuel 19 to review the chapter content.

Number of Players: 8-12

Materials Needed:

- Scene cards with a description of a scene from 2 Samuel 19
- Costumes or props (optional but adds fun)

Setup:

- Write different scenes from the chapter on cards (e.g., David forgiving Shimei, Joab scolding David, etc.).
- Arrange a small 'stage' area for the performance.

Instructions:

1. Divide the players into groups of 2-3.
2. Each group selects a scene card from the stack.
3. Allow 2 minutes for groups to prepare their scene.
4. Each group performs their scene for the others, who then must guess which part of the story it represents.
5. If the audience correctly guesses the scene, that group gets a point.
6. Continue until all scenes have been performed.
7. Award a small prize to the group with the most points for creative performance.

Lesson Reinforcement: This role-playing exercise helps students place themselves in the narrative, building a deeper understanding of the historical and emotional context of King David's return.