

Games

Game 1: Jeopardy Quiz

Objective:

Learn about the characters and events in 2 Samuel 20 through a fun quiz format.

Players:

4-6

Materials Needed:

- Index cards
- Pen/Pencil
- Timer

Setup:

1. Write questions related to 2 Samuel 20 on the index cards. Include categories such as "Characters," "Events," and "Places."
2. Place cards face down in three columns/categories on a table.

Instructions:

1. Divide players into two teams.
2. Teams take turns choosing a category and a card.
3. A player from the other team reads the question allowed.
4. The team has 30 seconds to answer.
5. Correct answer = 1 point. Incorrect = no point.
6. Continue until all cards are used.
7. The team with most points wins.

Reinforcement:

This game encourages students to engage with details from 2 Samuel 20, promoting recall and comprehension skills.

Game 2: The Messenger Relay

Objective:

Understand the urgency and communication in 2 Samuel 20 through a relay race.

Players:

6-10

Materials Needed:

- Small flags or baton
- Paper with messages (e.g., "King's orders," "Joab's commands")

Setup:

1. Divide the play area into two ends: "King's Court" and "Battlefield."
2. Split players into two teams and line them up at the "King's Court."

3. Give each team a set of messages.

Instructions:

1. The first player runs to the "Battlefield" with a message and relays it to a player positioned there and then back to their team.
2. The next player follows.
3. The relay continues until all messages have been delivered.
4. The first team to complete delivering all messages wins.

Reinforcement:

This relay helps students understand the historical context and communication methods in the biblical times, emphasizing swift actions like those in 2 Samuel 20.

Game 3: Who Said That?

Objective:

Match characters with their quotes from 2 Samuel 20.

Players:

3-4

Materials Needed:

- Quote strips
- Character name cards

Setup:

1. Write quotes from 2 Samuel 20 on strips of paper.
2. Write character names (like David, Joab, Amasa) on separate cards.

Instructions:

1. Mix and place the quote strips and the name cards face down on a table.
2. Players take turns flipping one card and one strip to find matches.
3. If a player matches correctly, they keep the pair.
4. The player with the most correct matches at the end wins.

Reinforcement:

The game fosters memorization and understanding of who said what in the chapter, while also reinforcing listening skills and comprehension.