

Games

Game 1: Gibeonite Quest

Objective: Teach the story of the Gibeonites and David's action to atone for Saul's wrongful actions.

Number of Players:
5-10

Materials Needed:

- Craft sticks or small twigs (represent bones)
- Small bag for carrying sticks
- Timer

Setup:

1. Gather players in an open space.
2. Scatter the craft sticks or twigs around the area.
3. Designate a "starting line" where players begin each round.
4. Set the timer for 2 minutes.

Instructions:

1. Explain to players that King Saul wronged the Gibeonites, and David sought to make things right, as recounted in 2 Samuel 21.
2. Players are tasked with collecting as many "bones" as they can find as a way to remember the solution to the problem.
3. On "go," players race from the starting line to collect as many sticks as they can in the allotted time.
4. Players return the sticks to the starting line and attempt to collect more if time permits.
5. Once time is up, count the collected sticks.
6. Discuss how making efforts like David to solve problems can involve teamwork and reconciliation.

Reinforcement:

This game illustrates problem-solving and reconciliation, emphasizing the importance of peacemaking and responsibility in line with the biblical narrative.

Game 2: Tunnel of Justice

Objective: Learn about David's sense of justice and fairness.

Number of Players:
4-8

Materials Needed:

- Paper towel or toilet paper tubes
- Marbles
- Small box or container

Setup:

1. Arrange the tubes into a path leading into a box, serving as the tunnel. Secure if necessary.
2. Ensure the path is linear but with gentle curves or challenges, to simulate a journey.

Instructions:

1. Discuss how David resolved Saul's mistake by journeying to bring justice.
2. Players take turns rolling marbles through the tube tunnels, representing the quest for fairness.
3. Each successful marble lands in the container symbolizing a step toward justice.
4. Once all marbles have been rolled, discuss how each action, represented by a marble, contributed to a fair resolution.
5. Encourage students to talk about how they seek fairness in their daily lives.

Reinforcement:

This game models the journey toward fairness and teaches the importance of deliberate actions in achieving justice.

Game 3: Echo of Peacemakers

Objective: Highlight cooperation and peace in solving community issues.

Number of Players:

6-12

Materials Needed:

- None required

Setup:

1. Divide players into two equal groups.
2. Form two lines facing each other several feet apart.

Instructions:

1. In 2 Samuel 21, David worked with the Gibeonites to restore peace. Similarly, players will engage in an echo challenge.
2. A leader calls out a phrase from the story, like "Gibeon wants peace!" The first group echoes by repeating the phrase.
3. The other group responds with their own echo-like action or phrase, maintaining the peace theme, such as "Together we can!"
4. Continue until each group has echoed multiple messages of peace.
5. Conclude by discussing how communication and cooperation can lead to peaceful solutions, drawing parallels to David's actions.

Reinforcement:

This activity reinforces communication and collaboration, mirroring David's reconciliation efforts in the story.