

Games

Game 1: "Kings and Queens Maze"

Objective: Navigate through a physical maze to understand the key events of 1 Kings 1.

Number of Players: 5-10

Materials Needed:

- Large space (playground or classroom area)
- Rope or tape to outline the maze
- Index cards with key events/questions from 1 Kings 1
- Printed images of main characters (King David, Solomon, Adonijah, Bathsheba, Nathan)

Setup:

1. Create a maze with the rope or tape in a designated area.
2. Place index cards at various maze turns with questions related to the chapter.
3. Place images of characters at the start of the maze and important spots within it.

Instructions:

1. Players start at the entrance of the maze, each representing a key character.
2. To proceed through the maze, players must answer questions about 1 Kings 1 correctly at each card.
3. Characters introduce key events related to them when encountered.
4. The first team to navigate through the maze and answer all questions correctly wins.

Lesson Reinforcement: By physically navigating through events of 1 Kings 1, students actively engage with the story, improving recall and understanding the narrative flow and character roles.

Game 2: "Crown the King"

Objective: Understand the struggle for kingship in 1 Kings 1 through competitive play.

Number of Players: 4-6

Materials Needed:

- Toy crowns or paper crowns
- Character role cards (King David, Solomon, Adonijah, Bathsheba, Nathan, Zadok)
- Stickers or tokens

Setup:

1. Distribute character role cards to each player.
2. Place the crowns in the center of the play area.

Instructions:

1. Read a short summary of 1 Kings 1 to the players.
2. Each player, taking turns, must explain the role of their character in a bid to be crowned king.
3. Players earn a sticker or token each time they accurately recount events or dialogues involving

their character.

4. After each turn, discuss as a group who should be crowned and why, based on actions and intentions in the story.

Lesson Reinforcement: The game encourages students to recount specific actions and motivations of each character, solidifying their grasp of the narrative and moral lessons of rightful leadership and divine choice.

Game 3: "The Royal Decree Relay"

Objective: Encourage teamwork and reinforce the events in 1 Kings 1 through a relay race.

Number of Players: 6-12

Materials Needed:

- Decree scrolls (rolled paper with events of 1 Kings 1)
- Random objects representing items from the story (e.g., a toy sheep for sacrifices, a small model throne)
- Cones or markers for relay paths

Setup:

1. Create a relay course with start and end points.
2. Place scrolls and objects at the first marker of the relay course.

Instructions:

1. Divide players into two teams.
2. Teams start at the same line, with the first player carrying a scroll.
3. Players run to the first marker, accomplish a task (e.g., mimic a coronation or quote a key scripture), then run back to pass the scroll to the next teammate.
4. The relay continues until all players have completed the course.
5. After the relay, discuss the significance of each object and event written in the scrolls.

Lesson Reinforcement: The relay combines physical activity with storytelling to enhance memory retention of the chapter details and the importance of each event and character's role in the fight for kingship.