

Games

Game 1: King Solomon's Quiz

Objective: Test the students' knowledge of '1 Kings 9' through a fun quiz game.

Number of Players: 2-6

Materials Needed:

- Quiz cards with questions related to '1 Kings 9'
- Answer cards with correct answers
- Bell or buzzer
- Stopwatch or timer
- Scoreboard and markers

Setup:

1. Create a set of quiz cards related to key events and details from '1 Kings 9'.
2. Have a bell or buzzer on a table where players can reach it.
3. Prepare a scoreboard to keep track of points.
4. Arrange seats or stand in a semi-circle around the table.

Instructions:

1. Divide players into two teams. Each team takes turns answering questions.
2. Players take turns drawing a quiz card and read the question aloud.
3. The first team to buzz in gets the chance to answer.
4. If the answer is correct, the team earns a point. If incorrect, the other team gets a chance to answer.
5. Continue until all questions have been used or the time is up.
6. The team with the most points at the end wins.

Reinforcement: This game reinforces the key themes and events in '1 Kings 9', helping students recall details through active participation and healthy competition.

Game 2: Build the Temple Relay

Objective: Understand the effort and significance of Solomon building the temple.

Number of Players: 4-10

Materials Needed:

- Building blocks or cardboard boxes
- Pictures or cards showing different parts of Solomon's Temple
- Open space for the relay race

Setup:

1. Set up two identical piles of building materials at one end of a space.
2. At the opposite end, place pictures or cards of temple parts.
3. Divide the players into two teams.

Instructions:

1. Each team forms a line at their respective starting points.
2. On "go," the first player from each team runs to the pile and grabs a building block or temple card.
3. Players run back and stack their blocks or assemble cards like parts of the Temple.
4. Continue until all materials are used to complete the structure or sequence.
5. The first team to complete their structure or sequence wins.

Reinforcement: Emphasizes teamwork and recognizes the greatness of Solomon's achievement in constructing the temple, as described in '1 Kings 9'.

Game 3: Solomon Says

Objective: Recognize Solomon's decisions and actions in '1 Kings 9' by following instructions.

Number of Players: 3-12

Materials Needed:

- Whistle (optional)

Setup:

1. Find an open space for players to move around.
2. Assign a player or instructor as "Solomon."

Instructions:

1. The "Solomon" gives commands prefixed by "Solomon says," which players must follow.
2. If "Solomon" gives a command without saying "Solomon says," players should remain still.
3. If a player moves when they shouldn't, they're out for this round.
4. Last player standing becomes Solomon for the next round.

Suggestions for Commands:

- "Solomon says build the Temple" (mimic building).
- "Solomon says pray at the Temple" (act like praying).
- "Solomon says listen to God" (cup hands to ears).
- "Run to Jerusalem" (without "Solomon says," see if players catch the trick).

Reinforcement: This interactive game helps memorize the actions and decisions of Solomon, fostering attention and reflection on his leadership as described in '1 Kings 9'.