Games

Game 1: Rehoboam's Decision Relay

Instructions:
- The goal is to understand the consequences of foolish decisions by role-playing King Rehoboam's situation.
- Players form two teams.

Number of players:
- 6 or more (3 players per team, minimum)

Materials needed:
- 10 small obstacle markers (cones or books)
- Two crowns (made from paper or cardboard)
- Two sets of decision cards (labeled with wise decisions and foolish decisions)

Setup:
1. Set up two parallel obstacle courses with 5 markers each. At the end of each course, place a crown and a set of decision cards.
2. Divide the players into two teams.
3. Explain how King Rehoboam had to choose whose advice to follow and how it impacted the kingdom.

Gameplay:
- Each team lines up at the start of their course.
- The first player from each team wears the crown, races through the obstacles, picks a decision card, and runs back.
- If the decision card is wise, the team gains a point; if foolish, they lose a point.
- The next player repeats the process until all have had a turn.
- Discuss at the end how the story emphasizes the importance of wise counsel.

Lesson Reinforcement:
- Players learn about the consequences of choices and the value of listening to wise advice, matching it to the story of Rehoboam from 1 Kings 12.

Game 2: Advice Charades

Instructions:
- Players will act out various advice scenarios drawn from the story to understand different perspectives.

Number of players:
- 4 or more

Materials needed:
- A set of charade cards with different pieces of advice (wise and foolish)
- Timer

Setup:
1. Prepare the charade cards with scenarios such as "Be kind to the people," "Raise taxes," "Listen to the elders," and "Follow your peers."
2. Place cards in a bowl or hat.
3. Divide players into two teams.

Gameplay:
- A player from one team picks a card and acts out the advice without speaking.
- Their team has 30 seconds to guess.
- If correct, they keep the card; if unsure, the other team gets one chance to guess.
- Rotate players; continue until all cards are used.

Lesson Reinforcement:
- This activity helps students explore the implications of advice, aiding in the understanding of Rehoboam's story and the wisdom needed in making decisions.

Game 3: Construct the Kingdom

Instructions:
- Players work together to build a model representing a united or divided kingdom based on decisions taken by King Rehoboam, evaluating the impact on the kingdom's stability.

Number of players:
- 5 or more

Materials needed:
- Building blocks or Lego sets
- Two baskets labeled "United Kingdom" and "Divided Kingdom"
- Scenario cards with Rehoboam-related decisions

Setup:
1. Scatter building materials in the center.
2. Place the baskets on opposite sides of the play area.
3. Write scenarios on cards that either "Unite" or "Divide" the kingdom.

Gameplay:
- A player picks a scenario card, reads it aloud, and decides if it reflects a "unite" or "divide" effect.
- All players contribute blocks to the corresponding basket, building a structure based on the decision's impact.
- Discuss after each turn, reinforcing the lesson by explaining the consequences of Rehoboam's actions in the story.

Lesson Reinforcement:
- Through building, students visualize the impact of decisions on a community or kingdom, emphasizing unity and the repercussions of division as illustrated in the biblical account of Rehoboam.