Games

Game 1: "King Jeroboam’s Journey"

Objective: Help students understand the consequences of King Jeroboam's actions as described in 1 Kings 14.

Players: 4-6

Materials Needed:
- A large piece of paper or cardboard to draw a simple game board
- Dice
- Small tokens (one for each player)
- Index cards with questions about 1 Kings 14

Setup:
1. Design a game board with a winding path of 20 spaces. Label the start "Jeroboam's Kingdom" and the end "Prophet's Message."
2. Position various "action spaces" where players must draw a card and answer a question related to 1 Kings 14.
3. Place the index cards in a shuffled deck beside the board.

Instructions:
1. Each player selects a token and places it at the starting point.
2. Players take turns rolling the dice and moving that number of spaces.
3. When landing on an action space, the player draws an index card and answers the question on it. Correct answers allow the player to move forward 2 spaces, whereas incorrect answers mean the player stays put.
4. First player to reach the "Prophet's Message" wins.

Lesson Reinforcement: The questions encourage students to recall facts from 1 Kings 14, reinforcing their understanding of the story and its lessons about leadership and consequences.

Game 2: "Prophet’s Message Relay"

Objective: Teach the importance of listening to God’s messages through a fun relay race.

Players: 6-10 (even numbers)

Materials Needed:
- Two sets of message strips with different phrases from the story
- Cones or markers for starting and ending lines

Setup:
1. Divide players into two teams.
2. Set up a playing field with a start and finish line.
3. Position two sets of message strips at the start line.

Instructions:
1. Each team lines up at their start line.
2. On “Go,” the first player in each line must pick a message strip and race to the finish line.
3. At the finish, the player must recite their message to a referee (e.g., a teacher or team leader).
4. If correct, the player can return to tag the next teammate; if incorrect, they must try again.
5. The first team to complete all phrases accurately wins the game.

Lesson Reinforcement: This game illustrates the transmission of God’s message. Accuracy in relaying phrases reminds students of the importance of God’s message through prophets.

Game 3: "Guess the Outcome"

Objective: Help students predict and understand the consequences of actions in 1 Kings 14.

Players: 5-7

Materials Needed:
- Scenario cards depicting different decisions made by Jeroboam as well as other hypothetical scenarios
- Two boxes labeled "Good Outcome" and "Bad Outcome"

Setup:
1. Write various scenarios on cards (e.g., "Jeroboam builds idols," "A prophet warns Jeroboam").
2. Prepare the boxes for sorting outcomes.

Instructions:
1. Place all scenario cards face down on a table.
2. Players take turns drawing a card and reading the scenario aloud.
3. The player then decides if the scenario has a good or bad outcome based on 1 Kings 14 and places it in the corresponding box.
4. After all cards are sorted, review the outcomes with the group.

Lesson Reinforcement: Students learn about choosing actions wisely and understanding the potential outcomes, thus linking back to the moral lessons from the chapter.