Games

1. Elijah's Journey Board Game

- Number of Players: 2-4
- Materials Needed:
- A simple board with a path drawn (start to finish), representing Elijah’s journey in 1 Kings 19.
- Game pieces (use coins or small objects).
- Question cards with questions about 1 Kings 19.
- Dice.

- Setup:
- Place the board in the center and each player chooses a game piece.
- Shuffle the question cards and place them face down near the board.
- Positions are determined by each player rolling the dice, highest number goes first.

- Instructions:
- Players take turns rolling the dice and move their piece along the path.
- If a player lands on a "question spot," they must draw a card and answer a question about the story. If answered correctly, they can roll again.
- First player to reach the end of the path wins.

- Lesson Reinforcement:
- The game encourages players to recall details from Elijah’s journey, including the themes of obedience, perseverance, and God's provisions.

2. Elijah's Obstacle Course

- Number of Players: 4-8
- Materials Needed:
- Cones or markers to delineate the course.
- A small tent or draped blanket as the "cave."
- A "broom bush" (a designated spot using a chair or plant).
- Cards with actions (e.g., run, hop, crawl) representing Elijah’s challenges.

- Setup:
- Create an obstacle course with a starting line, cave section, broom bush, and finishing line.
- Each section of the course corresponds to parts of Elijah’s story.

- Instructions:
- Divide the group into teams.
- Each player must follow the course in sequence: Reach the broom bush, then the cave, performing actions dictated by drawn cards.
- Discuss each challenge as representing trials Elijah faced.
- The first team to have all members complete the course wins.

- Lesson Reinforcement:
- This game illustrates Elijah’s trials and perseverance. Participants physically engage with concepts from the story, reinforcing understanding through movement.

3. God's Whisper Telephone

- Number of Players: 5-10
- Materials Needed: None
- Setup:
- Players sit in a circle.
- Choose one player to start the game.

- Instructions:
- The starting player thinks of a short message reflecting a key part of 1 Kings 19 (e.g., "God spoke to Elijah in a gentle whisper") and whispers it to the next person.
- The message is passed around the circle in whispers.
- When it reaches the last player, they say the message out loud. Discuss how much it changed and what the original message was.
- The game can be repeated multiple times with different messages.

- Lesson Reinforcement:
- This game highlights the importance of listening carefully, just as Elijah had to listen for God’s whisper. It encourages focus on the quieter moments of the story and underscores the theme of paying attention to God’s guidance.