# Games

Game 1: "King Ahab’s Strategy Relay"

Objective: Reinforce the concept of teamwork and strategy as key elements in defeating adversaries, based on 1 Kings 20.

Players: 4-10

Materials Needed:
- 5 cones or markers (to mark relay stations)
- 1 toy crown (representing King Ahab)
- Timer

Setup:
1. Set up five relay stations in a straight line.
2. Place a cone at each station.
3. At the last station, place the toy crown.

Instructions:
1. Divide the players into two teams.
2. Line the teams up at the starting point.
3. Explain that they are re-enacting the battle strategy of King Ahab.
4. On 'Go,' the first player from each team runs to the first cone, performs a physical activity (e.g., 5 jumping jacks), then runs back to tag the next player.
5. Each player performs a different activity at each station (e.g., hopping on one foot at the second cone, skipping to the third cone, etc.).
6. The last player from each team grabs the toy crown at the final station and runs back with it.
7. The first team to complete the relay and return to the starting point wins.

Lesson Reinforcement:
Through working together as a team and applying strategy, students mirror how King Ahab's army overcame their challenges. This encourages teamwork and quick thinking.

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Game 2: "Prophet's Message Puzzle"

Objective: Teach students about the importance of following God's guidance as shown by the prophet in 1 Kings 20.

Players: 2-8

Materials Needed:
- Puzzle pieces with parts of a simple picture or message
- Envelopes
- A printout of 1 Kings 20:13 key verse

Setup:
1. Before the game, cut a simple image or Bible verse into puzzle pieces.

2. Place an equal number of puzzle pieces into separate envelopes for each group.
3. Place the printout of the key verse where everyone can see it.

Instructions:
1. Divide the players into small groups.
2. Give each group an envelope with puzzle pieces.
3. Explain they are prophets delivering a message from God and their task is to complete the puzzle.
4. Each group works together to solve the puzzle.
5. Once completed, the groups reveal their message or picture.
6. Discuss what each image or message means in the context of 1 Kings 20 and how the prophet's message helped King Ahab.

Lesson Reinforcement:
This game emphasizes the value of listening to and understanding divine messages, just as King Ahab benefited from following the prophet's guidance.

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Game 3: "Ben-Hadad’s Challenge Quiz"

Objective: Test students' knowledge of the events in 1 Kings 20 and the contrast between the leadership of King Ahab and Ben-Hadad.

Players: 3-12

Materials Needed:
- A set of index cards with questions and answers
- Scoreboard (optional)
- A bell or buzzer

Setup:
1. Write quiz questions related to 1 Kings 20 events on index cards.
2. Decide on a moderate number of questions to ask (e.g., 10-15).
3. Prepare a scoreboard or designate a scorekeeper.

Instructions:
1. Divide players into two or more teams.
2. Each team takes turns answering questions.
3. When a team answers correctly, they score a point. Incorrect answers can be passed to the next team.
4. Use the bell or buzzer to signal a team's answer.
5. Continue until all questions are answered.
6. The team with the most points wins.

Lesson Reinforcement:
This quiz encourages students to recall details and understand the narrative arc of 1 Kings 20, promoting a deeper understanding of leadership dynamics and divine intervention.