Games

Game 1: Elijah's Chariot of Fire Relay

Players: 4 or more
Materials Needed:
- Cones or markers
- Toy or paper chariots (or use a red ribbon as a makeshift 'chariot of fire')
- Stopwatch or timer

Setup:
- Set two cones 20 feet apart to mark a starting point and a turnaround point.
- Each team gets a toy or paper chariot (or ribbon/chariots).

Instructions:
1. Divide the children into two or more teams with an equal number of players.
2. Explain the story of how Elijah was taken up into heaven by a chariot of fire.
3. Line teams up at the starting point with one chariot per team.
4. When you say "Go!", the first player from each team races to the turnaround point and back, "riding" their chariot.
5. They hand the chariot to the next player in line, who repeats the process.
6. The first team to have all members complete the relay wins.

Reinforcement of Lesson:
This game emphasizes the concept of teamwork and the dramatic ascension of Elijah, making students visualize and remember the chariot of fire story.

Game 2: Elisha's Mantle Toss

Players: 6 or more
Materials Needed:
- A small blanket or cloth to represent Elisha's mantle
- Small paper cut-outs of rivers
- Basket or box

Setup:
- Place the basket or box about 10 feet from a start line.
- Scatter paper cut-outs leading from the start line to the basket.

Instructions:
1. Discuss how Elisha received Elijah's mantle and used it to part the waters of the Jordan River.
2. Line up the children at the start line.
3. Give the first player the mantle.
4. The player must toss the mantle onto a 'river' cut-out and move forward to stand on that cut-out while retrieving the mantle.
5. Continue tossing the mantle from one cut-out to another until reaching the basket.
6. Once the first player reaches the basket, they retrieve their original position so the next player can start.
7. Play continues until all players have completed the toss.

Reinforcement of Lesson:
This game engages players in recalling how Elisha received blessings and power from Elijah by using the prop. It also illustrates faith and action.

Game 3: Prophets' Memory Challenge

Players: 2 or more
Materials Needed:
- Index cards
- Pen or marker

Setup:
- Write down different scenes or actions from 2 Kings 2 on index cards (e.g., "Elijah taken in a whirlwind," "Elisha crosses the Jordan," etc.).
- Arrange cards face down on a table or floor.

Instructions:
1. Explain that this is a memory challenge to recall parts of the story.
2. Players take turns flipping over two cards, trying to find a matching pair that completes a part of the story.
3. When a match is found, the player explains the scene.
4. Continue until all matches are made.
5. The player with the most matches at the end wins.

Reinforcement of Lesson:
This game helps students with memory recall and understanding the sequence of events, emphasizing the transition from Elijah to Elisha as a prophet.