Games

Game 1: "King's Protectors"

Objective: Learn about the protection of Joash and understand the importance of bravery and loyalty.

Players: 4-8

Materials Needed:
- A printed or drawn map of a castle with labeled “safe zones”
- Character cards with names and roles (Joash, Jehoiada, guards, Athaliah)
- Timer

Setup:
1. Arrange chairs or tables to create a simple fortress layout.
2. Assign one player as Joash, one as Jehoiada, and other players as guards. If more than five players, an extra player can be Athaliah.
3. Place the map in the center so everyone can see.

Instructions:
1. Explain the story of Joash hiding in the temple and being protected until he was old enough to be king.
2. Start with Joash hidden in one of the “safe zones” on the map.
3. Set the timer for 5 minutes. The guards and Jehoiada work to distract Athaliah and protect Joash from being found.
4. Athaliah must try to locate Joash by asking yes/no questions about his whereabouts.
5. Guards can say “yes” or “no” to guide Athaliah away from the correct “safe zone.”
6. If Joash remains hidden until the timer goes off, the protectors win; if Athaliah finds Joash, she wins.

Lesson Reinforcement:
This game illustrates how Joash was protected by those loyal to him, teaching the value of bravery and loyalty.

Game 2: "Temple Trivia"

Objective: Test knowledge about the events in 2 Kings 11 and encourage learning through a fun quiz game.

Players: 2 teams of 2-4 players each

Materials Needed:
- Question cards with trivia questions about 2 Kings 11
- Bell or buzzer

Setup:
1. Create question cards that cover key points from 2 Kings 11.

2. Set up two tables, one for each team.
3. Place a bell or buzzer at each table.

Instructions:
1. Read the story of Joash from 2 Kings 11 to the students.
2. Teams take turns answering trivia questions by buzzing in.
3. The team that buzzes first gets to answer. If correct, they score a point. If wrong, the other team gets a chance to answer.
4. Continue for 10-15 minutes, keeping track of points.
5. The team with the most points wins.

Lesson Reinforcement:
This game reinforces knowledge of the chapter and encourages attention to detail and teamwork.

Game 3: "Crown the King"

Objective: Understand the coronation of Joash and the transfer of leadership.

Players: 3-5

Materials Needed:
- Craft supplies (paper crowns, markers, stickers)
- Role cards (Joash, priests, guards, Athaliah)

Setup:
1. Create a designated "throne area" as a coronation spot in the playing space.
2. Prepare role cards for Joash, priests, guards, and optionally Athaliah.

Instructions:
1. Assign roles to all players. One player is Joash, others are priests and guards.
2. If there are enough players, designate one as Athaliah for added drama.
3. Read the coronation story from 2 Kings 11.
4. Have the priest and guards lead Joash to the coronation spot to symbolically crown him using the craft materials.
5. Players act out the coronation, each taking turns to proclaim Joash as king.
6. If Athaliah is present, simulate her interruption followed by removal by the guards.

Lesson Reinforcement:
This game helps students remember the story through role-play, emphasizing the importance of rightful leadership and God’s chosen ruler.