

## RELIGION PROJECTS

Designed by Lori Odhner, Wendy Hoo, and Sonia Werner

Text: II Kings 24, 25:1-12 and Jeremiah 21

Subject: Zedekiah and Jeremiah (Game)

Dole Notes: Volume: 3 Chapter: 80 Page: 341

Age Group: Junior: 9-11

Basic supplies:



materials:

- poster board
- 3 colors of index cards or paper
- magic markers
- heart shaped buttons or felt or paper
- pen poms or circles of felt or paper
- dice

teacher preparation:

- draw the Holy Land on the poster board, including Samaria and Jerusalem, with a golden calf and temple at the capitals
- draw the playing path, and have it divide at the border of the kingdoms
- write directions on the 3 sets of cards: Attack, "Prophets", and "Kings"

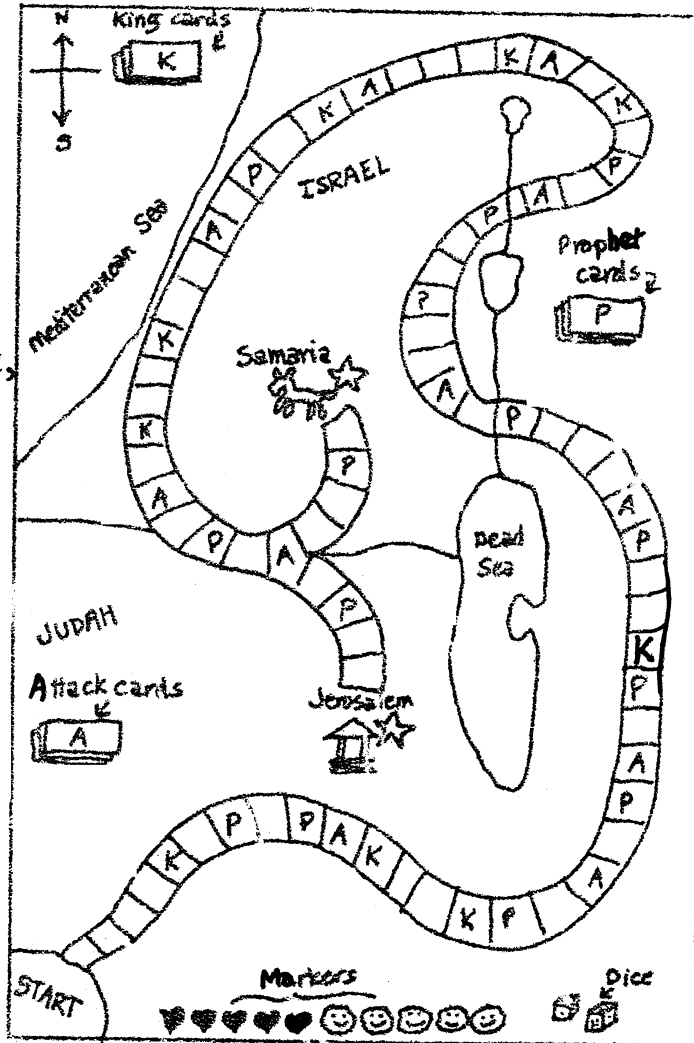
Procedure:

- divide into teams, Judah (hearts) and Israel (minds ~ make faces on circles with felt scraps or markers)
- play the game by rolling dice and going that number of squares ~ when you land on a colored square, pick a card of the same color and follow the directions

e.g. **Attack** - "Babylonians attack Judah, you go back 3 spaces;" or "Assyria attacks Israel, go back 2 spaces;"  
**Kings** - "King Josiah breaks down the idols, go ahead 4 spaces;" or "King Ahab is killed, go ahead 3 spaces;" or "King Hezekiah is given 15 more years to live, go ahead 15 spaces;"

**Prophets** - "If you can name a miracle that Elijah did, go ahead 5 spaces;" or "Elijah's mantle ~ save this card to cross the Jordan river with;" or "Which prophet ran from Jezebel? Go ahead 3 spaces;"

the first team to reach their place of worship wins



notes: if you can't tell the heart & mind markers apart, initial them; make the square before the Jeram a "Prophet" square so that someone can keep having chances of getting a mantle, and not be stuck permanently

MUSIC: first songs:

Lori's tape:

Liturgy: