

GAME | Building The Tabernacle



Theme: Building the Tabernacle (Exodus 31:1-6)

God gave Bezalel and Oholiab special talents to build His house.

You'll build and protect your team's "towers" in this fast-paced game. Everyone plays a part, and all the pieces matter—just like in God's story. Creativity is a gift, and this game shows how building together brings joy!

Purpose: This game strengthens the understanding of the story of building the tabernacle and gives campers the opportunity to put themselves in the story.

OBJECTIVE

Campers will play on two teams (Bezalel Team and Oholiab Team). Each team will have 12 hula-hoops to make two hula huts on their side. The objective of the game is to use the soft dodgeballs provided to knock down the hula huts on the opposing team's side. Once a tower has been knocked down, campers must wait to throw balls at it again until it is completely rebuilt. If a player successfully knocks down a hut, they will go see the "Supplies Shop" master to receive a card. Depending on which team they are a part of, the card will have an image of either building supplies (Team Oholiab: stones, wood, cement, etc.) along with a number or an image of a craft supply (Team Bezalel: gold, silver, bronze, stone, etc.) along with a number. Campers on the defending team will do their best to block balls so that they don't hit their towers. There are no outs for camper if hit by a ball. However, if a camper is throwing balls recklessly or at people on purpose, they will sit out. At the end of the game campers will add up the random numbers given to them on their cards to see who has collected the most supplies (winning the game). The tie-in at the end is that everyone helped to put the Tabernacle together and that none of it would have been possible without both teams.

ADAPTATIONS

The distance from the centre line to the towers. Olio's towers would be the closest to the centre line can be adjusted. And Bombershay's towers can be further away to make it a harder target.

- Olio Crew leaders will be primarily in charge of putting their "Tabernacles" (Hoop Towers) back together while campers focus on ball throwing and collecting cards
- Parlando crew leaders can help camper put towers back together
- Bombershay will be on their own to fix their towers as they go.

SUPPLIES

10 soft dodgeballs
24 hula hoops (same size)
Building supply cards
Music

****If rainy day, this game can be played in gym
and dance can move to prop shop****

MADE TO WONDER