

Journey to Jerusalem Relay

Materials

- ☐ Dice or coins, one per team
- ☐ Masking tape or cones

Instructions

Mark a start and an end line with tape or cones at opposite sides of a large room or hallway. Divide the class into teams. Give the first student on each team a die or a coin. Explain that the purpose of the relay is to be the first to get the entire team from Babylon (the start) to Jerusalem (across the end line). But, before each student in line may run, they must flip heads on their coin or roll a 6 or a 1 (or other numbers you choose) on their dice for permission to run to the other side.

When you say "Go," students will continue rolling their die or flipping their coin until they get heads or the correct number. Then they will hand the die or coin to the next teammate in line and race across the room. The next student in line will immediately start flipping the coin or rolling the die before racing across the room to join their teammates. Continue until you have a winning team or until all teams get to the other side.

You may change the heads to tails or the die rolls and play another round to race back. Repeat as time allows.

Suggested Discussion

The Jews living in Babylon were not allowed to return to their homes until God stirred up the spirit of King Cyrus to give them permission. They had to wait 70 years in captivity before this happened. That was kind of like waiting for the dice roll/coin flip (*use the method you choose for the relay*) for permission to race across the room.

King Cyrus wanted God's temple in Jerusalem to be rebuilt. Many Jews responded to the call to return to Judah. It was a long journey, but God provided for them by having the people give them silver, gold, animals, and other valuable items. The people used these treasures to rebuild the temple, but the task took 21 years to complete!