

Time to Move

Materials

- ☐ Chairs, at least 4 per group
- ☐ Sheets/tablecloths, at least one per group
- ☐ Optional: boxes, candles, bread, etc. to go inside the tents; timer

Instructions

Explain that each team will be racing to build a simple “tent” using chairs and a sheet/tablecloth. Demonstrate or explain the tent you want them to build (e.g., place chairs in two rows with their backs facing each other). Drape the sheet/tablecloth over the backs of the chairs. Add optional supplies inside the tent to represent the ark of the covenant (box), lampstand (candles), and showbread (bread).

Clear an area of the room where students can build their tents. Divide students into teams of 4 (or more). Provide chairs, sheets/tablecloths, and optional supplies for each group and have teams line up on one side of the room. When you say “Time to move!” teams will carry their supplies to the cleared area, set up their tents, and then get under the sheets. The first team to successfully set up a tent and get in it wins.

For the next round, teams will race to tear down their tents, carry their supplies to another area of the room, and set up their tents there. The first team to set up and get inside the tent wins. Play again as time permits.

Optional: have all students work together to set up one large tent and get inside it. Time how long it takes them. Then have them tear down and set it up in another area. See if their time improves.

Suggested Discussion

God designed the tabernacle to be a portable structure. The priests and Levites were in charge of taking everything down and setting it back up every time they moved to a new camp. The tabernacle included the whole compound with the fence, the tent of meeting, and all the furnishings.

God gave good instructions for building everything to be easy to carry. Many furnishings were designed with rings and poles. The people followed God’s instructions and divided the work to make sure it was done right every time they moved.