

Journey to Jerusalem Relay

Materials

- ☐ Dice, one pair per team
- ☐ Optional: game spinners in place of dice
- ☐ Empty water bottle for each team
- ☐ Masking tape or cones

Instructions

Mark a starting line and a finish line with tape or cones at opposite sides of a large area or hallway. Divide the class into teams and have them line up at the starting line (Babylon). Explain that the purpose of the relay is to be the first to get the entire team to the finish line (Jerusalem).

Before each student in line may run, they must get permission to go by getting a total of 6 or 8 on their dice (or game spinner). To avoid losing the dice as they're passed to each player, place one pair of dice inside an empty water bottle for each team. Have students roll the dice by shaking the bottle then holding it straight up and counting the numbers on the top side of the dice.

When you say "Go," the first students in line will roll their dice or spin the spinner until they get a correct number. Then they will hand the dice bottle/spinner to the next teammate in line and race across the room. The next student will immediately start rolling or spinning for the correct number before running to join his teammates. Continue until you have a winning team or until all teams get to the other side.

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 for permission before you could run 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!