

Ships of Tarshish Family Night (God willing)

#	Game	Scripture Points to consider for "Clue"	Details of Game	Materials Required	Scoring System	Venue	Game Leaders
1.	Throw Jonah in the fish game	Jonah was fleeing from God to Tarshish when he was thrown overboard and swallowed by the great fish. Jonah 1:3, 17	Have a painting of a large fish on a piece of plywood. Cut out a large hole somewhere in the body of the whale. Participants stand back at the line and try to throw the ball (or bean bag) into the hole. Have multiple lines based on ages of the participants.	<ul style="list-style-type: none"> • Wooden whale with hole cut out • Ball/beanbag • Tape for line 	1 point for each time "Jonah" gets thrown into the fish's belly.		
2.	Mining in Tarshish	Single source of lead, iron, tin and lead, silver, gold Ezekiel 27:12 Jeremiah 10:9	Have a barrel or tote filled with some sort of material (sand, grain, pebbles etc) and bury all the laminated coins into the tote. Participants take turns running from starting line back to team after "mining" for a coin – all the coins need to be found (including non verse ones) After all coins have been found – try to unscramble the verse contained on the laminated coins	<ul style="list-style-type: none"> • Isaiah 60:9 coins printed off on colored paper and laminated • Additional play coins (purchase at a dollar store) • Tote • Sand/Grain/Pebble material • Tape for starting line 	1 point for each coin found 5 additional points if verse is unscrambled in time.		
3.	Merchants of Tarshish Game	Associated with merchants and trade routes 2 Chronicles 9:21 Ezekiel 27:25; 38:13 Jeremiah 10:9	The people of Tarshish were merchants – using their ships and travel around buying and selling goods. Purpose of the game – to choose the correct price for each item you would need on a trip. For each item there is a correct and incorrect price. You need to decide for yourself which price is correct. You flip the incorrect price over on the table. Once team is in agreement for all the prices, game leader tells correct answers and tallies points.	<ul style="list-style-type: none"> • Table • Two price tags for each item • Suitcase • Camera • Toothpaste • Bible • <i>Tim Hortons</i> Coffee • "Miss you" Cards • Necklace • Rain boots • Umbrella • Nail clippers • Gum • Guidebook to England 	1 point for each correct answer		

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4.	Making Sailor hats	Maritime Power Psalm 48:7; Isa 2:16; 23:1, 14; 60:9; Ezekiel 27:25	<ul style="list-style-type: none"> Each participant makes a newspaper sailors hat. If time left over, color the HMS Victory coloring page https://www.education.com/worksheet/article/color-victory-ship/ 	<ul style="list-style-type: none"> Newspaper Sailor Hat folding instructions HMS Victory coloring page Coloring pencils 	1 point for each hat made		
5.	Ocean Bingo	Coastal island power, connected to a strong string of island nations Looks to the waters rather than the land Isaiah 23:1, Isaiah 60:9 Psalm 72:10; Isaiah 23:14; Isaiah 66:19	<ul style="list-style-type: none"> Make an O-C-E-A-N bingo board using a free online bingo maker For example: http://www.dltk-cards.com/bingo/ 	<ul style="list-style-type: none"> Custom bingo cards Answer key Game pieces to place on the Bingo cards (shells for example) Candy prize for each winner 	1 point per participant who plays the Bingo game		

Groups

- ✧ 5 groups in total.

Main Organizer –

- ✧ Make sure game leaders are prepared before starting the games, understand the rules of their game and the “clue” they are to share with each team.
- ✧ Opening comments when everyone assembled on playing field on the day.
- ✧ Hand our “Tarshish Clue Cards” to all participants.
- ✧ Manage time signal on the day

Timing of Games

- ✧ 5 games in total.
- ✧ 10 minutes for each game / 2 minutes in between each game to get to the next point and start explaining the next game and giving the clue (TOTAL – 1 hour of playing time).

Timekeeper –

- ✧ Timekeeper to ring the bell 3 times at the start of a round and 6 times at the end of the round.

Extra Items to Make / Bring

- ✧ Schedule of which game team plays for each round.
- ✧ Score sheet for each team.
- ✧ Ships of Tarshish clue cards for each participant and golf pencils