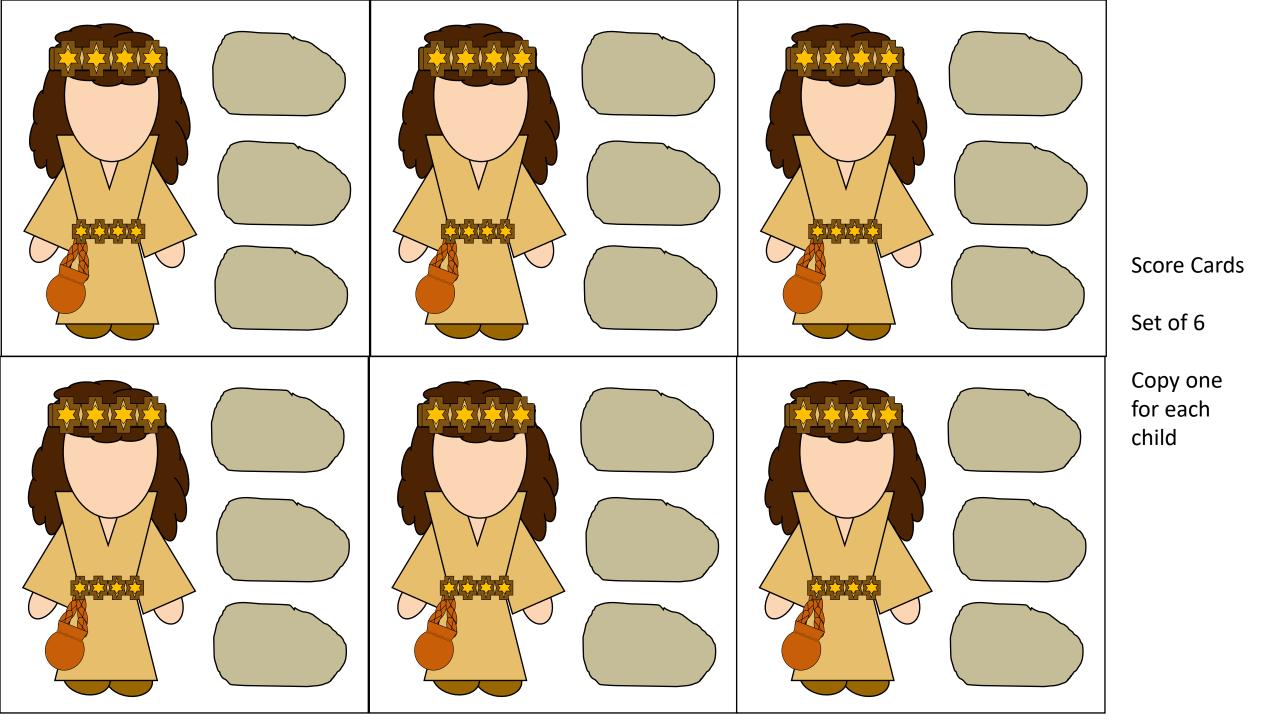


What could the Israelites gain or lose in the fight with Goliath? (1 Samuel 17:8–9.)	Why didn't any of the Israelites want to fight Goliath? (1 Samuel 17:4–7.)	Why was David at the battlefield? (1 Samuel 17:17–18.)
Why was David's oldest brother angry with him when he heard David asking about Goliath? (1 Samuel 17:26–28.)	What does David's question, "Is there not a cause?" tell us about him? (1 Samuel 17:29.)	What did David tell King Saul to convince him that he could kill Goliath? (1 Samuel 17:34–37.)
Whom did David give credit to for delivering him from the bear and lion? (1 Samuel 17:37.)	How did Goliath prepare for the battle? (1 Samuel 17:5–7.)	What weapons did David use? (1 Samuel 17:38–40.)

What did David have that Goliath did not? (1 Samuel 17:45–47.)	What did David have that Goliath did not? (1 Samuel 17:45–47.)	How did David kill Goliath in spite of all the armor that Goliath was wearing? (1 Samuel 17:45–50.)
How big was Goliath? (1 Samuel 17:4)	Where was Goliath from? (1 Samuel 17:4)	What was Goliath wearing? (1 Samuel 17:5-7)
Who was Jesse? (1 Samuel 17:12)	Who were David's Eldest brothers? (1 Samuel 17:13)	What chore did David have? (1 Samuel 17:15)

What did David take to Israel's camp for his father? (1 Samuel 17:17-18)	What valley was Saul in to fight the Philistines? (1 Samuel 17:19)	Who were fighting? (1 Samuel 17:1-2)
Why did Saul not want David to fight the Philistine? (1 Samuel 17:33)	What did David tell Saul that he killed? (1 Samuel 17:34-37)	What did David wear into battle? (1 Samuel 17:38-39)
How many stones did David gather? (1 Samuel 17:40)	Where did David sling the stone? (1 Samuel 17:49)	What did David do with his sword to the Philistine? (1 Samuel 17:51)



Game Instructions:

Have your scriptures open to 1 Samuel 17. Use the Scriptures and the lesson Manual for the Answers.

Copy question cards on card stock and place them face down

Gather some small rocks (4 for each child) keep them in a small container

Give each child a game sheet (page 2) and a Score card (page 6)

Place one rock for a marker for each player on game board at start.

Youngest goes first and throws a dice. Move on the board. If you land on a question mark draw from the question cards. Answer question and then collect a rock.

First one to collect all three rocks by placing a rock on score sheet wins. If a person reaches the finish and hasn't collected all three rocks they go back to start over but keeps the rocks on their score card.



