

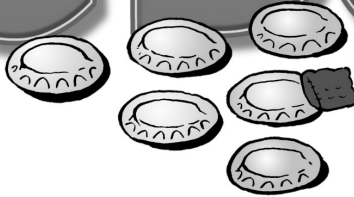
Gospel Light's

REALLY BIG BOOK

OF

BiBLE

GAMES



More Than 250
Fun Games for
Ages 6 to 12



- Bible learning, life application and recreational games
- Outdoor, indoor, water and large-group games
- Discussion questions

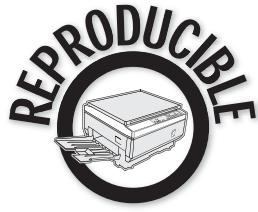
Reproducible!



Gospel Light

HOW TO MAKE CLEAN COPIES FROM THIS BOOK

You may make copies of portions of this book with a clean conscience if



- you (or someone in your organization) are the original purchaser;
- you are using the copies you make for a non-commercial purpose (such as teaching or promoting your ministry) within your church or organization;
- you follow the instructions provided in this book.

However, it is **ILLEGAL** for you to make copies if



- you are using the material to promote, advertise or sell a product or service other than for ministry fund-raising;
- you are using the material in or on a product for sale; or
- you or your organization are not the original purchaser of this book.

By following these guidelines you help us keep our products affordable.
Thank you,
Gospel Light

Permission to make photocopies of or to reproduce by any other mechanical or electronic means in whole or in part any designated* page, illustration or activity in this book is granted only to the original purchaser and is intended for noncommercial use within a church or other Christian organization. None of the material in this book, not even those pages with permission to photocopy, may be reproduced for any commercial promotion, advertising or sale of a product or service or to share with any other persons, churches or organizations. Sharing of the material in this book with other churches or organizations not owned or controlled by the original purchaser is also prohibited. All rights reserved.

* Do not make any copies from this book unless you adhere strictly to the guidelines found on this page.

Only pages with the following notation can be legally reproduced:

© 2006 Gospel Light. Permission to photocopy granted. *The Really Big Book of Bible Games*

Editorial Staff

Founder, Dr. Henrietta Mears • **Publisher Emeritus,** William T. Greig • **Publisher, Children's Curriculum and Resources,** Bill Greig III • **Senior Consulting Publisher,** Dr. Elmer L. Towns • **Senior Managing Editor,** Sheryl Haystead • **Senior Consulting Editor,** Wesley Haystead, M.S.Ed. • **Senior Editor, Biblical and Theological Issues,** Bayard Taylor, M.Div. • **Editor,** Jim Hawley • **Art Directors,** Lenndy McCullough, Christina Renée Sharp, Samantha A. Hsu • **Designer,** Christina Renée Sharp

Some of these games originally published in *The Big Book of Bible Games* (Ventura, CA: Gospel Light, 1996), *The Big Book of Bible Games #2* (Ventura, CA: Gospel Light, 2002) and *The Big Book of Bible Skills* (Ventura, CA: Gospel Light, 1999).

Scripture quotations are taken from the *Holy Bible, New International Version*®. Copyright © 1973, 1978, 1984 by International Bible Society. Used by permission of Zondervan Publishing House. All rights reserved.

How to Use This Book

If you are a teacher or small-group leader in any children's program (Sunday School, second hour, midweek, etc.),

1. Read "Games Overview" (p. 8) and "Game Leader Ideas" (p. 9) to get an understanding of the purpose and goals of *The Really Big Book of Bible Games*.
2. Look at the Contents and then skim through this book to get an idea of the kinds of games that are provided.
3. As you prepare a lesson for the program in which you serve, use the Contents and the Indices to choose games in this book that will complement your students' understanding of the lesson. Photocopy game pages for your own ease of use in leading games.

If you are the children's pastor,

1. Follow the directions in numbers one and two above.
2. At the beginning of each teaching term, refer to the scope and sequence of the curriculum being used in your children's program and use the Contents and the Indices to locate games in this book that will enrich students' understanding of the lessons. Photocopy the needed pages and provide them to teachers and small-group leaders at least one week prior to the lesson.
3. Consider providing a copy of *The Really Big Book of Bible Games* for each classroom for students to use as a general Bible study resource.

The Really Big Book of Bible Games

Contents

Games Overview.....	8
Game Leader Ideas	9
Leading a Good Discussion	10
Leading a Child to Christ	11

Bible Learning Games

Bible Skills	13
Bible Ball Toss	14
Book Guess	15
Gospel Puzzles	16
Mixed-Up Books	17
People Scrabble	18
Promise Search	19
Prophet Talk	20
Walk and Talk	21
Who's Got the Beans?	22
Bible Story Review	23
Chair Scramble	24
Chopstick Relay	25
Community Chaos	26
Count Your Cards!	27
Friendly Feud	28
Fruit Pop	29
Hit or Miss	30
Question Cube	31
Quick Draw	32
Sentence Connect	33
Street Corners	34
That's the Way It Was	35
Toss 'n Tell	36
We Got It!	37
Who Said That?	38

Bible Verse Memory	39
Around the Verse	40
Balloon Bop	41
Burst Your Bubble	42
Fill-in-the-Blanks	43
Hidden Words	44
Listen Up!	45
Missing Words	46
Puzzling Words	47
Rearranged Verse	48
Secret Pass	49
Sticky Verses	50
Tape Time	51
Verse Circles	52
Verse Walk	53
Writing Relay	54

Life Application Games

Faith in God	55
Faith Encouragers	56
Faithful Pitch	57
Promise Seekers	58
Ship to Shore	59
Towel Tug-of-War	60
Forgiving Others	61
Forgiveness Balloons	62
Forgiveness Find	63
Sliding Relay	64
Towel Toss	65
Who's Forgiven?	66
Friendship	67
Balloon Carry	68
Bounce It!.....	69
Bucket Brigade.....	70

Friend Fun	71	Action Relay	110
Fruit of the Spirit Toss	72	Beat the Ball.....	111
Partner Relay	73	Footloose Relay	112
Peace Path	74	Full of God's Love	113
Peace Practice	75	Human Bowling	114
Quick-Slow Switch	76	Ladder Leap.....	115
Stick Together Relay.....	77	String Hunt.....	116
Teamwork	78	Towel Travel.....	117
God's Forgiveness	79	Who Does God Love?.....	118
Believe It or Not.....	80	God's Power	119
Favorite Things	81	Dreidel Power	120
Forgiveness Frenzy.....	82	Exodus Relay	121
Fresh-Start Tag	83	Slow-Motion Relay	122
God's Amazing Plan.....	84	Target Practice	123
Jonah's Journey.....	85	Throwing Power	124
Reformation Relay	86	God's Word	125
Shoe Search	87	Drop and Freeze	126
Son Search	88	Duck, Duck, Verse.....	127
God's Help	89	On Your Guard.....	128
Alphabetical Help	90	Picture Puzzle Relay	129
Balance Relay	91	Rhythm Relay	130
Ball Bounce	92	Sheep's Tail	131
Balloon Bat	93	Treasure Hunt	132
Balloon Fears	94	Holidays and Special Days ...	133
Basket-Wall	95	Candy Heart Relay	134
Battle of Jericho	96	Christmas Go-Fish.....	135
Boat Tag	97	Christmas Hunt	136
Care-Full Question	98	Christmas Scrolls	137
Cereal Spell-Off	99	Christmas-Tree Relay.....	138
Choose Your Way	100	Coin Toss.....	139
Colorful Costumes	101	Full of Life	140
Family Ball	102	Journey to Bethlehem	141
Frisbee Bowling	103	Joyful Relay.....	142
Numbered Needs	104	Palm-Branch Pass	143
Partner Play	105	Palm-Branch Pickup	144
Peace Hop	106	Pumpkin Praise	145
Picture Hunt.....	107	Purim Gamefest.....	146
Take the Challenge!	108	Resurrection Toss	147
God's Love	109	Ring Toss	148

Shepherd Relay	144	Praise Shuffle	188
Surpriseball	150	Praise Squares	189
Leadership	151	Praise Toss	190
Hands-on Leaders	152	Search-abilities	191
Leader Hunt.....	153	Tic-Tac-Toe Praise	192
Lead Me On	154	Prayer	193
Line Leaders	155	Practice, Practice!.....	194
Loud Leaders.....	156	Prayer Hop.....	195
Obeying God.....	157	Prayer Phrases	196
Balloon Challenge	158	Prayer Sentences	197
Choice Moves.....	159	Watch Your Back!	198
Coin Toss Relay	160	Serving Others.....	199
Color Your Actions	161	Amazing Feet	200
Connect the Part	162	Fishy Service.....	201
Fish and Sharks	163	Helpful Actions.....	202
Follow the Guide	164	Secret Pass-Off.....	203
“Here I Am!”	165	Serving Charades	204
On Guard	166	Snack Service	205
Patience Tag	167	Toe Service	206
Pharaoh, Pharaoh	168	Showing Love to God	207
Ready or Not	169	Ability Blast	208
Repetition Relay	170	Add-a-Fruit Relay	209
Scrabble Scramble	171	Balloon Trolley	210
Self-Control Toss.....	172	Bread, Basket, Fish.....	211
Shuffle Feet.....	173	Faithfulness Toss	212
Standing Firm	174	Paper-Chain Relay	213
Strong Obstacles	175	Perpetual Motion	214
Switcheroo.....	176	Sharing Love	215
Target Relay	177	Tunnel Ball.....	216
Turn and Run.....	178	Showing Love to Others	217
Two-by-Two Relay.....	179	“After You”	218
Whisk-Broom Relay.....	180	All Strung Up	219
Praising God	181	Call the Ball	220
Leaven Hunt.....	182	Compassion Check!.....	221
Musical Cans	183	Compassion Corners	222
Musical Verse	184	Courage Collection.....	223
Out of the Ark	185	Crazy Fruit	224
Pickup Praise.....	186	Encourage Cards	225
Praise Phrases.....	187	Frisbee Frenzy.....	226

Frozen Poses	227
Good Sam Relay	228
Human Pretzel	229
Kindness Circle	230
Kindness Toss	231
Listen Up!	232
Memory Moves	233
Name Game	234
Overflowing Love	235
Paper-Airplane Fun	236
Red Carpet Crossing	237
Relaying Love	238
Shout It Out	239
Three-Legged Race	240
Verse Bowl	241
Wall-Building Relay	242
Telling Others About Jesus	243
Fast Phrase	244
He's Alive! Relay	245
Hop and Tell	246
Secret Pass-Off	247
Sprint to Share Jesus	248
W-I-T-N-E-S-S	249
Witness Walkabout	250

Recreational Games

All Together Now	252
A-MAZE-ing Art	253
Back to Balloons	254
Bail Out!	255
Balloon Kisses	256
Batty Tag	257
B-Ball Tag	258
Beach Bowling	259
Beach Fun Relay	260

Crab Balloon Ball	261
Crab Walk	262
Crazy Beach Ball	263
Cybersharks	264
Hares and Hounds	265
Hold the Ropes	266
Hoop Crash Race	267
Human Foosball	268
Kings and Queens	269
Mass Transit	270
Newspaper Search.....	271
Occupational Hazard	272
Oops! Water Ball	273
Reverse Baseball	274
Robot Action	275
Robot-Wash Relay	276
Rocket Launch	277
Rowboat Race	278
Shoot the Rapids	279
Sports Switch	280
Super Soccer	281
Switch-a-Towel	282
Tower Tag	283
Triangle Bowling	284
Volleyball Relay	285
Volunteer Hoops	286
Water Baseball	287
Water Well Relay	288
Wheelbarrow Relay	289
X Marks the Spot.....	290

Indices

Bible	291
Energy Level	299
How to Use the CD-ROM	303

Games Overview

Games are a great way for children to have fun—and learn! *The Really Big Book of Bible Games* is your one-stop resource for all the games you'll likely ever need for elementary children, grades 1 through 6. Here's a quick overview of the book's three sections:

1. Bible Learning Games

There are three types of games in this section. The first, Bible Skills, are games and activities that help children learn basic Bible skills, such as locating Bible references, listing Bible books in order, or identifying Bible divisions. Next, Bible Story Review games are fun games that can be used with any Bible story. These games help children remember important facts or concepts of any story. Lastly, Bible Verse Memory games also may be used with any Scripture passage. These easy-to-play games can be used anytime to help children remember life-changing Bible truths.

2. Life Application Games

The second section has more than 175 games organized under 17 topics designed to give quick game options for many Bible lessons. Scripture passages are included with each game, and discussion questions with familiar practical tie-ins to children's lives. Many games include options for adapting for younger or older children, a fresh twist on a familiar game, or how to play an indoor game outside.

3. Recreational Games

Sometimes you just want to have fun! We've got you covered with more than 35 games indoor, outdoor, large group, water just about any game you might need for special events, camps, sleepovers, or any fun-filled event. Let the fun begin!

Leading Games Step-by-Step:

1. Energy-level indicator:

Low: Mostly staying in seats with little movement

Medium: Some walking or movement

High: Lots of running, movement and noise

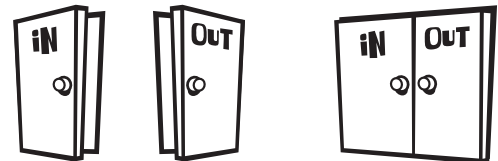


2. Location indicator:

In: Games that need walls, electricity, or furnishing

Out: Games that need outdoor settings, such as water games, or larger area

In/Out: Games that could work either way; Options or Game Tips give info for making the switch from one to the other.



3. Materials

Common supplies are listed without quantity needed, but unique or specific items do include number you'll need. Just so you know, Optional activity materials are not listed here.

4. Preparation

What you'll need to do before kids arrive, if anything. Prep time of a minute or less are not included here. Measuring playing areas, setting up obstacle courses or writing index cards are examples of preparation that may be needed. Sketches of game layouts are provided to make your game prep quick and easy.

5. Lead the Game

Numbered steps allow you to lead the game with ease! Bold print are used with statements or questions you impart to kids. Sketches show what the game looks like with kids.

6. Options and Game Tips

Many games have options for adapting the game for a variety of situations. But if you don't see an option, be creative and try your own idea! Game Tips are helps for handling situations that may come up while playing games—ways to help you become a better Game Leader Person.

7. Discussion Questions

See Leading a Good Discussion on page 10 for tips on asking the Discussion Questions included with the Life Application Games in this book.

Game Leader Ideas

Here are some additional tips to help you become a better game leader!

Creating a Playing Area

Before leading a game, give yourself ample time to set up the game area. You may have little space in your classroom for a game area, so consider alternatives: outdoors, a gymnasium or a vacant area of the church from which sound will not carry to disturb other programs.

Once you have chosen the area, plan what you will need:

- Will you need to move furniture?
- Will you need to mark boundaries? Use chalk or rope outdoors; yarn or masking tape works indoors. (Remove masking tape from carpets after each session.)
- How much space will you need? Carefully review the game procedures to plan what amount and shape of space will be needed.

From time to time, take stock of your classroom area. Is it time to remove that large table or unused bookshelf? Should the chairs be rearranged or the rug put in a different place? Small changes in arrangement can result in more usable space!

Forming Groups or Teams

To keep students' interest high and to keep cliques from forming, use a variety of ways to determine teams or groups:

- Group teams by clothing color or other clothing features (wearing a sweater, wearing tennis shoes, etc.).
- Place equal numbers of two colors of paper squares in a bag. Students shake the bag and draw out a square to determine teams.
- Group teams by birthday month (for two teams, January through June and July through December); adjust as needed to make numbers even.
- Group teams by the alphabetical order of their first or last names.
- Group teams by telling them to stand on one foot: those standing on a right foot form one team; those standing on a left foot form the other team.

After playing a round or two of a game, announce that the person on each team who is wearing the most (red) should rotate to another team. Then play the game again. As you repeat this rotation process, vary the method of rotation so that students play with several different students each time.

Leading the Game

Explain rules clearly and simply. It's helpful to write out the rules to the game. Make sure you explain rules step-by-step.

Offer a practice round. When playing a game for the first time with your group, play it a few times just for practice. Students will learn the game's structure and rules best by actually playing the game.

Dealing with Competition

For younger children (and for some older ones) competition can make a game uncomfortable—especially for the losers. If your group is made up primarily of younger children, consider making a game more cooperative than competitive: give a special job (calling time, operating the CD player) to a child who is out; have the winning team serve a snack to the losing team; rotate players so that no one remains on the winning or losing team.

Guiding Conversation

Using guided conversation turns a game activity into discovery learning! Make use of the discussion questions provided in the curriculum throughout game time. You might ask a game's winners to answer questions or to consult with each other and answer as a group. You might discuss three questions between the rounds of a game or ask a question at the beginning of the round, inviting answers when the round is over.



Leading a Good Discussion

A good discussion requires leaders to listen as much as—or more than—they speak. However, encouraging others to speak up can be difficult. The following questions are commonly asked about making a discussion truly productive, and not an unfocused, rambling monologue.

How do I keep the discussion on track?

Use the discussion questions provided with the Life Application Games to focus on children's personal experiences. When Bible truths relate to daily life, interest in the discussion will grow.

How do I get the discussion back on track if a digression occurs?

If significant interest is shown in the new topic and it has real value and if you feel able to guide this new topic for discussion, then you may decide to stay with the new issue. Otherwise, use questions to bring attention back to the original topic. Move on to a new question, restate your question or rephrase it if the group did not understand what you asked.

If an outside interruption catches the group's attention, acknowledge it as matter-of-factly as possible, and then restate the question being discussed. You may also want to summarize some of the key points already made in the discussion.

What do I do when no one says anything or when kids are giving "pat" answers?

If you've asked a thought-provoking question, assume that kids need at least a few moments to think. Be silent for a bit (no more than 20-30 seconds), and repeat or rephrase the question. If you still get no response, give your own answer to the question and move on.

If silence is a recurring problem, evaluate the questions you ask. Are they too vague? Threatening? Do they require knowledge the kids do not have? Are the answers too obvious?

If the questions are fine, evaluate your response to what the group says. Are you unwilling to accept answers if they differ from what you consider to be the correct responses? Do you tend to always improve the students' answers? Work to create a climate of openness and trust.

Finally, add some variety to your approach in asking questions:

- Have students write their answers on paper. This allows them time to organize their thoughts. Then invite them to read what they wrote.
- Divide the class into smaller groups. You may ask all groups the same questions, or assign different questions to each group. Invite volunteers to share the answers for their groups.

The same suggestions apply when students are giving only "pat" answers. The root problem is often the same in either case: The discussion participants do not feel secure sharing what they really think.

Leading a Child to Christ

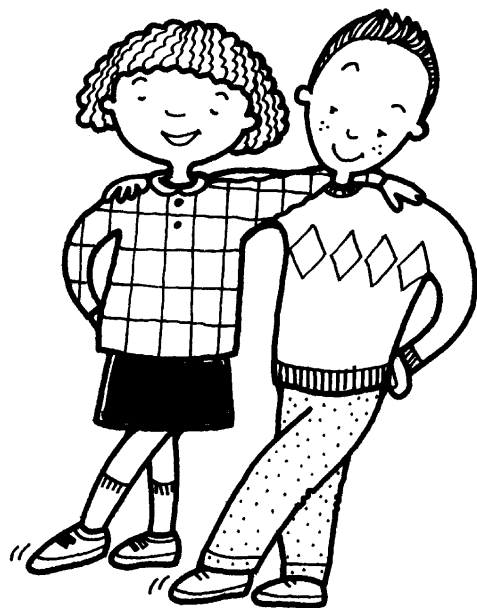
One of the greatest privileges of serving in children's ministry is to help children become members of God's family. Pray for the children you know. Ask God to prepare them to understand and receive the good news about Jesus and to give you the sensitivity and wisdom to communicate effectively and to be aware as opportunities occur.

Because children are easily influenced to follow the group, be cautious about asking for group decisions. Instead, offer opportunities to talk and pray individually with any child who expresses interest in becoming a member of God's family—but without pressure. A good way to guard against coercing a child to respond is to simply ask, "Would you like to hear more about this now or at another time?"

When talking about salvation with children, use words and phrases they understand; never assume they understand a concept just because they can repeat certain words. Avoid symbolic terms that will confuse these literal-minded thinkers. Here is a simple guideline:

1. God wants you to become His child. Why do you think He wants you in His family? (See 1 John 3:1.)
2. Every person in the world has done wrong things. The Bible word for doing wrong is "sin." What do you think should happen to us when we sin? (See Romans 6:23.)
3. God loves you so much that He sent His Son to die on the cross to take the punishment for your sin. Because Jesus never sinned, He is the only One who can take the punishment for your sin. (See 1 Corinthians 15:3; 1 John 4:14.)
4. Are you sorry for your sin? Tell God that you are. Do you believe Jesus died for your sin and then rose again? Tell Him that, too. If you tell God you are sorry for your sin and believe that Jesus died to take your sin away, God forgives you. (See 1 John 1:9.)
5. The Bible says that when you believe Jesus is God's Son and is alive today, you receive God's gift of eternal life. This gift makes you a child of God. (See John 3:16.) This means God is with you now and forever.

There is great value in encouraging a child to think and pray about what you have said before responding. Encourage the child who makes a decision to become a Christian to tell his or her parents. Give your pastor and the child's Sunday School teacher(s) his or her name. A child's initial response to Jesus is just the beginning of a lifelong process of growing in the faith, so children who make decisions need to be followed up to help them grow.



Bible Learning Games Bible Skills



Bible Ball Toss

Bible Skill ▶ Put Bible Books in Order

Materials

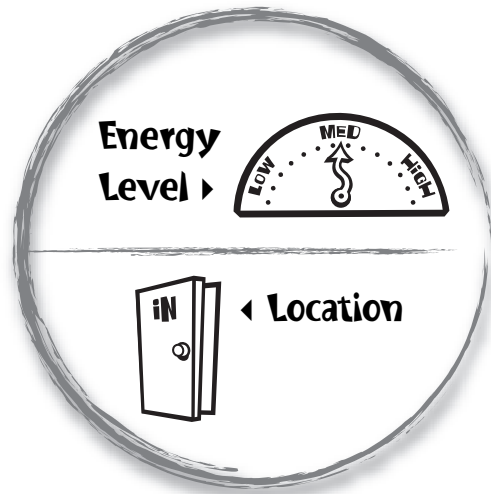
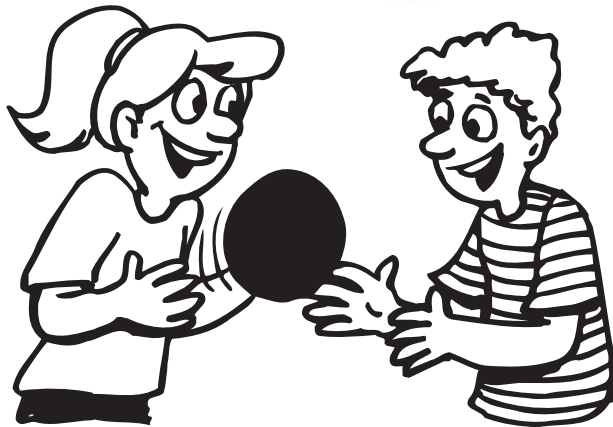
Bibles, ball.

Preparation

Make copies of the contents page in a Bible.

Lead the Game

1. It is easier to find places in the Bible when we know the order of the books. Let's practice saying the books of the Bible in order.
2. Distribute copies of the Bible contents page for students to review.
3. Students stand in a circle. Toss a ball to a student and say "Genesis." Student who catches the ball says, "Exodus" and tosses the ball to another student. Continue tossing the ball and saying the names of the books of the Bible in order until all the books have been named. Repeat game as time permits.



Options

1. For younger students, limit the number of books named, gradually adding more books as students are able to recall them.
2. For older students, form more than one circle and have circles compete to see which circle can say the names of Bible books in a specific division of the Bible, such as minor prophets.

Game Tip

If students are unfamiliar with books of the Bible, ask students to read aloud the names, referring to Bible contents pages. As students say names, print names of books in order on large sheet of paper. Display paper where all students can see it. Each student chooses a book to find in his or her Bible. After playing several rounds of the game, remove the paper.

Book Guess

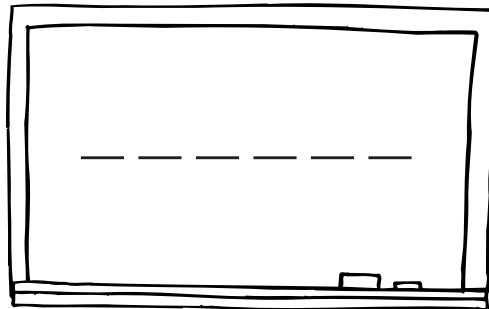
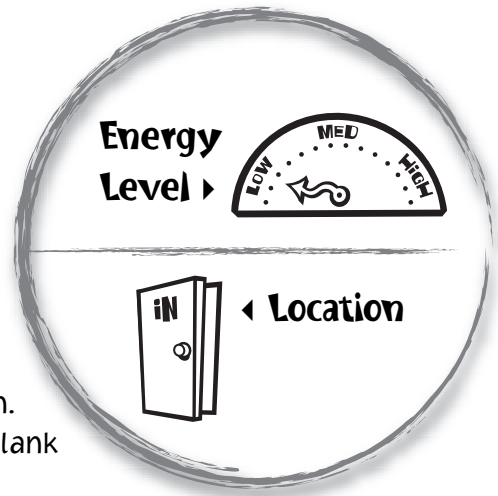
Bible Skill ▶ Identify and Spell Books

Materials

Bibles, chalkboard and chalk or large sheet of paper and marker.

Lead the Game

1. Lead students to play a game similar to Hangman. On chalkboard or a large sheet of paper draw blank lines for each letter of a Bible book.
2. Students guess letters of the alphabet. Print correct letters on the appropriate blank lines. Print an incorrect letter to the side of the blank lines and print one letter of the word "Bible." Students try to guess and find the correct book in their Bibles before the word "Bible" is completed. Student who correctly guesses the word secretly chooses a different book of the Bible and draws lines for other students to guess. Continue as time permits.



Game Tips

1. This game will help students begin to recognize and spell the names of Bible books so they will become confident when reading these names, and will help them to recognize and find books in their Bibles.
2. If playing this game with only a specific section of the Bible, introduce the game by making a comment such as, **Today we are going to play a game to find out more about the second group of books in the Bible. These books are called the books of History because they tell the story of how God brought Abram's descendants back to their homeland many years after Abram died. The books also tell about how the people sometimes obeyed God, but more often did not obey God.** Referring to contents page in their Bibles, students take turns reading aloud the names of books of History (Joshua, Judges, Ruth, 1 Samuel, 2 Samuel, 1 Kings, 2 Kings, 1 Chronicles, 2 Chronicles, Ezra, Nehemiah, Esther). Students may also locate each book.



Gospel Puzzles

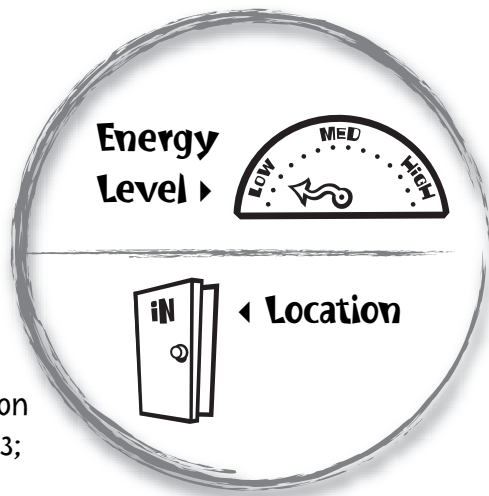
Bible Skill ▶ *Locate References: New Testament*

Materials

Bibles; index cards; blue, red, purple and green markers; scissors.

Preparation

Print in the colors indicated the following references on separate index cards: blue—Matthew 21:1-3; Mark 11:1-3; Luke 19:28-31; red—Mark 11:4-6; Luke 19:32-34; purple—Matthew 21:9; Mark 11:9-10; Luke 19:38; John 12:13; green—Matthew 21:15,16; Mark 11:18; Luke 19:39-40. Cut each card into two puzzle pieces as shown in sketch.



Lead the Game

1. Count the number of students present. Ask students to close eyes while you hide puzzle pieces, making sure to hide one piece for each student. (Use all the cards of one color before using another color.) Participate in this activity yourself if needed to create an even number of players. Each student finds a hidden puzzle piece and then finds the student holding the matching puzzle piece. Students read the Bible passage in their Bibles.
2. Invite students to read their Bible passages aloud. **In what section of the Bible are these verses found?** (The Gospels.) **What is similar about all the (blue) passages?** (They tell what Jesus told His disciples to do.) **How are the (blue) passages different from each other?** **Each of the Gospels tells the story of Jesus' life in a slightly different way. The people who wrote these books included different information about the same events. When we read the different accounts of each event, we get a better idea of everything that happened.**
3. Repeat activity as time permits, hiding different puzzle pieces or hiding the same pieces again.



Mixed-Up Books

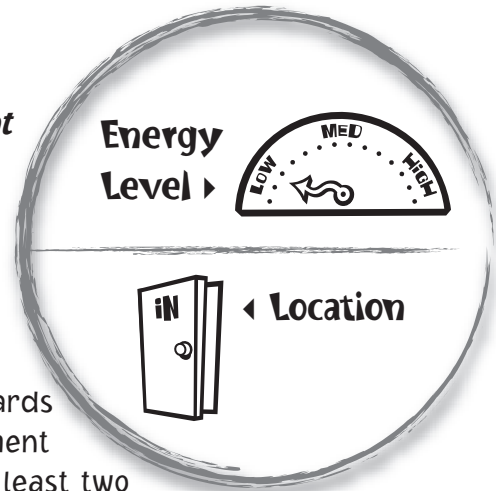
Bible Skill ▶ Identify Bible Divisions: New Testament

Materials

Bibles, index cards, marker, masking tape.

Preparation

Print names of the books of the New Testament on index cards, one name on each card. On separate cards print the names of the main divisions of New Testament books (Gospels, History, Letters, Prophecy). Make at least two sets of cards or one set of book and main division cards for every 10 students. Tear masking tape into 3-inch (7.5-cm) strips, making at least 56 strips of tape. Place strips on a table or chair where they can easily be reached and removed by students.



Lead the Game

1. Mix up the book cards you prepared. One at a time, hold up the cards.

Students tell which division each book is



part of. **All the stories in the Bible—from Adam and Eve to the very end—fit together to show us God’s great plan for our world and for our own lives. In the New Testament part of the Bible we read about the coming of the King and Savior God promised to send and all the great things that happened after God kept His promise.**

2. Divide class into at least two teams of no more than 10 students each. Teams line up in single-file lines at opposite side of classroom from where the masking-tape strips have been placed. Place a set of mixed-up book cards facedown in a pile on the floor next to the first student on each team. Tape a set of main division cards on the wall across from each team near the masking-tape strips. Leave room under each card for book cards to be taped.
3. At your signal, the first student in each line takes a book card, runs to the division cards, grabs a piece of tape and tapes the book card to the wall, below the correct division card. Student returns to his or her team and tags the next student in line. Play continues until all the cards are taped onto the wall under the correct category.

Game Tip

If your students are not familiar with the New Testament divisions, give each team a copy of the contents page from a Bible.

People Scrabble

Bible Skill ▶ *Locate References: New Testament*

Materials

Bibles, graph paper, pencils, index cards.

Preparation

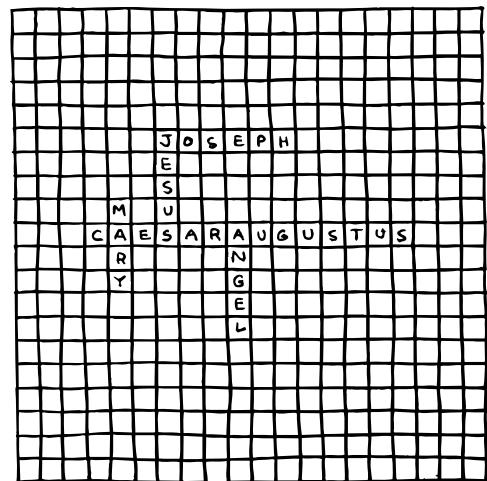
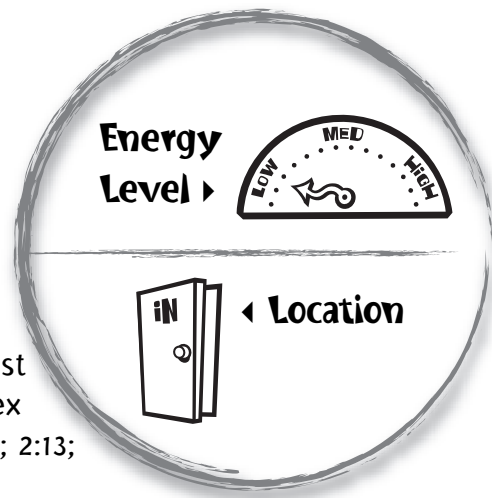
On a sheet of graph paper, outline a grid with at least 20 vertical and horizontal columns. On separate index cards, print these Bible references: Matthew 1:18; 2:1; 2:13; Luke 1:5; Luke 1:14; 1:26-27; Luke 2:1; 2:8; 2:10; 2:46.

Lead the Game

- 1. What do you think are some of the most famous stories in the Bible?** Volunteers tell opinions (stories of creation, Noah's ark, David and Goliath, Jesus' miracles, etc.). **Why are these stories so famous?** (People like hearing them. The stories are exciting. They tell about important things.) **Some stories in the Bible are so important they are written about more than once. The events that happened during the time when Jesus was born and grew as a child are described in several different books of the Bible. What are the books called which tell the stories of Jesus' life?** (The Gospels: Matthew, Mark, Luke and John.) **Let's practice finding references in these books.**
- 2.** Group students into pairs or trios. Place index cards facedown near grid. At your signal each group chooses an index card and finds the Bible reference printed on the card. First group to find reference reads verses to discover one or more names of people. Group prints name(s) of person on graph paper, trying to connect the names together as in Scrabble (see sketch).
- 3.** If a group is unable to connect a name, group selects another Bible reference, trying to add the first name to the grid later on. Groups continue taking turns until all references have been read or until there is no more space to add names onto the grid. (Names may be written more than once.) **What are some of the events these names remind you of?** Volunteers answer.

Game Tip

If you do not have any graph paper, draw grid on large sheet of paper.



Promise Search

Bible Skill ▶ *Locate References: Old Testament*

Materials

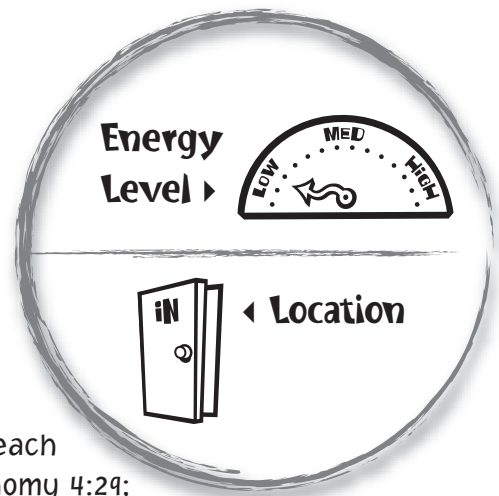
Bibles, large sheet of paper and markers or chalkboard and chalk.

Preparation

Print these Bible references on paper or chalkboard in random order, leaving room to write near each reference: Genesis 8:22; Exodus 15:13; 20:12; Deuteronomy 4:29; Joshua 1:9; 1 Samuel 26:23; 2 Chronicles 7:14; Nehemiah 9:31.

Lead the Game

1. **God's promises are written about in the Bible.** Show paper you prepared. **Each of these Bible verses tells about a promise God makes or something we can depend on God to do. The verses are all in the first two sections of the Bible. What are these sections called?** (The books of Law and History.)
2. Group students in pairs or trios. Assign each pair or trio a Bible reference you prepared. Group finds and reads assigned verse, choosing a key word from the promise described in the verse. To help groups choose key words ask, **Which word is most important in this verse? Why? Which word helps you understand the main idea of the verse?**
3. Volunteer from each group takes a turn to say a word that rhymes with the key word. Other students try to guess the key word. Volunteer says additional rhyming words as needed. When the key word has been identified, group reads verse from Bible and writes key word near the correct reference.



Prophet Talk

Bible Skill ▶ Identify Bible Divisions:
Old Testament—Prophecy

Materials

Bibles, chalkboard, chalk and eraser or large sheet of paper and marker, children's music CD and player.

Preparation

Print the books of the Major and Minor Prophets in order on large sheet of paper or chalkboard.

Lead the Game

1. Students sit on the floor in a circle. Volunteer reads book names aloud from chalkboard or paper. **God sent many messengers, called prophets, to His people. These prophets spoke or wrote what God wanted His people to know. They gave many warnings to obey God and many promises about the great King and Savior who was coming! We can read these messages in the books of Prophecy. The first five books of prophecy are called the “Major Prophets” because these books are longer than the “Minor Prophets,” 12 smaller books that complete the Old Testament.**
2. Students play a game of Hot Potato, passing the eraser or marker while music plays. When music stops, say either “Major Prophets” or “Minor Prophets.” Student with eraser erases a book of division you name (if using marker, student completely marks out the name).
3. Students repeat books of Major and Minor Prophets together, reciting erased or marked out books from memory. Continue playing until all books are erased or marked out and students can repeat all the books in each division from memory.

Game Tips

1. If you have a student who is reluctant to play the game, invite him or her to start and stop the music and name the division.
2. Sit in the circle with the students. Students enjoy getting to know their teachers while playing games together.

