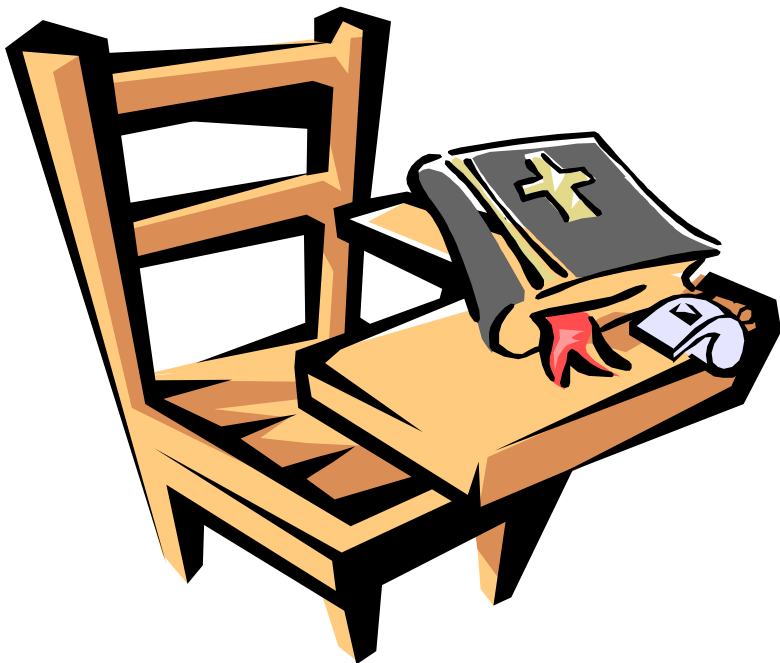


Games in the Classroom



WHO'S WHO IN THE JESUS LOVES YOU AND ME GAME

J
E
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V
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S

A
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D

Have the kids copy above example, or use attached sheet.

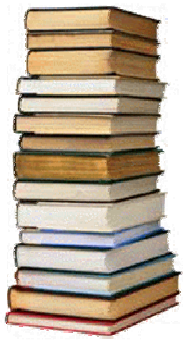
Give the kids 5-10 minutes to go around the room finding out each others names. If the name starts with one of the letters that spell "JESUS LOVES YOU AND ME" they write the name next to the letter that corresponds. In the case of a small class or few usable names extend out to parents, brothers, sisters, pets names, etc.



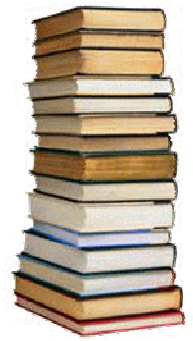
- 1) As always divide the class into two teams.
- 2) Using one ½ sheet of paper for each name, write several names of men and women from the Bible. Different colored paper for boys and girls is recommended.
- 3) Tape one of the sheets on the backs of each child WITHOUT letting them see what name it is. Put the men's names on boy's backs and the women's names on the girl's backs.
- 4) Tell the kids NOT to tell anyone what the name is on their backs.
- 5) A child can ask questions of his/her fellow students until they know who they are. The Questions are to be general questions such as these:
 - “Am I in the Old Testament?”
 - “Am I a prophet?”
 - “Am I one of the twelve disciples?”
 - “Did I write a book in the New Testament?”
 - etc.
- 6) The child who is asked the question, looks at the name written on the questioner's back and answers the general question. Answers are to be mostly yes or no. Elaborating is up to your discretion, but it is important that a child NOT give the name written on the questioner's back.
- 7) After all the students have guessed correctly, or time runs out, whichever team has all or most guessed correctly, wins.

POSSIBLE NAMES TO USE FROM THE BIBLE

Adam, Joseph, Moses, Elijah, David, Solomon, Peter, Paul, John, James, Eve, Sarah, Rahab, Naomi, Ruth, Esther, Mary, Martha, etc.



STACKING UP VERSES



Getting kids to memorize Bible verses can be a difficult thing. Candy, prizes and other things have been used in the past to get them to memorize. If that has not worked try the following game and see what happens.

1. At the beginning of class give the kids an opportunity to come to the front of the class and say their memory verse to you.
2. If they are correct, give them a predetermined prize (some small candy)
3. After that give them a chance to “Speed Stack”
4. Give them one practice round followed by the real thing. If their practice round gets a better time they can retain that time instead.
5. After they are complete put their time on the board or chart.
6. At the end of the class the child that correctly spoke their verse and got the high score will get the prize (Candy Bar or whatever you predetermined).

Keep the high score from all the weeks
so the kids can have a goal to achieve

\$29.99

Retailers



K•B toys



TOYS R US

or www.speedstacks.com

Bible Sword Drills



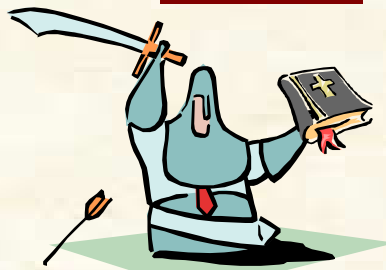
Bible sword drills are fun and easy to set up. In fact, there is really no set up to it at all.

1. Make sure all the student's Bibles are closed, and on their desks.



2. Choose a verse out of the Bible that references the study you just taught.

3. Tell the students the reference starting with the verse, then the chapter, and then the book it's found in.



4. Say go.

5. The first one the stand up and read the correct verse is the winner.



Bible Sword Drills Z

AGRICULTURAL OPERATIONS

- | | |
|----------------------|--------------------|
| 1) 1 KINGS 19:19 | PLOWING |
| 2) JOB 39:10 | HARROWING |
| 3) ECCLESIASTES 11:4 | SOWING AND REAPING |
| 4) AMOS 7:1 | MOWING |
| 5) JOEL 3:18 | WATERING |

ANIMALS OF THE BIBLE

- | | |
|----------------------|----------|
| 1) LAMENTATIONS 5:18 | FOXES |
| 2) JUDGES 7:5 | DOG |
| 3) REVELATION 6:2 | HORSE |
| 4) JOB 40:15 | BEHEMOTH |
| 5) JOHN 21:10 | FISH |

FOUND IN A BEAUTY PARLOR

- | | |
|------------------------|-----------------------------|
| 1) EZEKIEL 5:1 | A BARBER'S RAZOR |
| 2) SONG OF SOLOMON 3:6 | ALL SCENTED POWDERS |
| 3) JAMES 1:23 | GLASS OR MIRROR |
| 4) 2 SAMUEL 14:26 | HAIR CUT |
| 5) PROVERBS 27:9 | OINTMENT OR OIL AND PERFUME |

BIRDS OF THE BIBLE

- | | |
|------------------|-------------|
| 1) MATTHEW 23:37 | HEN, CHICKS |
| 2) HOSEA 7:11 | DOVE |
| 3) LUKE 12:6 | SPARROWS |
| 4) HABAKKUK 1:8 | EAGLE |
| 5) ZECHARIAH 5:9 | STORK |

COLORS

- | | |
|-------------------|---------------------|
| 1) EXODUS 28:31 | BLUE |
| 2) MATTHEW 16:2 | RED |
| 3) JEREMIAH 11:16 | GREEN |
| 4) JOEL 1:7 | WHITE |
| 5) ISAIAH 1:18 | SCARLET, WHITE, RED |

TYPES OF CRAFTSMEN

- | | |
|-------------------|-----------------------------|
| 1) 2 TIMOTHY 4:14 | COPPERSMITH |
| 2) MATTHEW 4:18 | FISHERMAN |
| 3) ISAIAH 64:8 | POTTER |
| 4) EXODUS 31:5 | STONE CUTTERS, WOOD CARVERS |
| 5) 1 KINGS 9:27 | SHIPMEN OR SAILORS |

TYPES OF CROWNS

- | | |
|-------------------------|------------------------|
| 1) JAMES 1:12 | CROWN OF LIFE |
| 2) EXODUS 29:6 | HOLY CROWN |
| 3) ESTHER 1:11 | VASHTI'S CROWN |
| 4) SONG OF SOLOMON 3:11 | SOLOMON'S CROWN |
| 5) 2 TIMOTHY 4:8 | CROWN OF RIGHTEOUSNESS |

DAYS MENTIONED IN THE BIBLE

- | | | |
|----|-----------------|-------------------|
| 1) | GENESIS 1:5 | THE FIRST DAY |
| 2) | ISAIAH 13:9 | DAY OF THE LORD |
| 3) | HEBREWS 3:8 | DAY OF TEMPTATION |
| 4) | 2 PETER 2:9 | DAY OF JUDGEMENT |
| 5) | REVELATION 1:10 | LORD'S DAY |

KINDS OF EYES

- | | | |
|----|-----------------|------------------------------|
| 1) | PROVERBS 20:12 | THE SEEING EYE |
| 2) | PSALM 33:18 | EYE OF THE LORD |
| 3) | EZEKIEL 20:17 | A SPARING EYE |
| 4) | LEVITICUS 21:20 | BLEMISHED, OR DEFECTIVE EYES |
| 5) | PROVERBS 23:6 | A GUIDING EYE |

MEMBERS OF YOUR BODY

- | | | |
|----|---------------------|---------|
| 1) | PROVERBS 30:33 | NOSE |
| 2) | 1 CORINTHIANS 11:10 | HEAD |
| 3) | AMOS 2:15 | FOOT |
| 4) | PSALM 32:8 | EYE |
| 5) | 1 TIMOTHY 5:23 | STOMACH |

NAMES OF GOD

- | | | |
|----|---------------|--|
| 1) | PSALM 28:1 | ROCK |
| 2) | EXODUS 6:3 | GOD ALMIGHTY, JEHOVAH OR LORD |
| 3) | GENESIS 22:14 | JEHOVAH-JIREH OR THE LORD WILL PROVIDE |
| 4) | EXODUS 17:15 | JEHOVAH-NISSI, OR THE LORD IS MY BANNER |
| 5) | JOB 6:10 | THE HOLY ONE |
| 6) | ISAIAH 43:14 | THE LORD, YOUR REDEEMER, THE HOLY ONE OF |

BIBLE PLANTS

- | | | |
|----|---------------|--|
| 1) | JEREMIAH 6:20 | SWEET CANE, (CALAMUS, YAM) |
| 2) | NUMBERS 11:5 | CUCUMBERS, MELONS, LEEKS, ONIONS, GARLIC |
| 3) | JOHN 19:29 | HYSSOP |
| 4) | LUKE 11:42 | MINT, RUE, HERBS |
| 5) | HOSEA 2:12 | VINES |

WHOSE SWORD?

- | | | |
|----|----------------|---------------------|
| 1) | NEHEMIAH 4:18 | BUILDER'S |
| 2) | JOSHUA 5:13-14 | CAPTAIN OF THE HOST |
| 3) | GENESIS 3:24 | CHERUBIM |
| 4) | JUDGES 7:14 | GIDEON'S |
| 5) | 1 SAMUEL 21:9 | GOLIATH'S |

THINGS FOUND IN HEAVEN

- | | | |
|----|-------------------|---------------------------|
| 1) | REVELATION 15:5 | TABERNACLE OF TESTIMONY |
| 2) | DEUTERONOMY 33:13 | PRECIOUS OR CHOICE THINGS |
| 3) | JOB 26:11 | PILLARS |
| 4) | PSALM 78:23 | DOORS |
| 5) | ISAIAH 66:1 | THRONE |

NAMES OF WELLS

- | | | |
|----|----------------------|--------------------------|
| 1) | 2 SAMUEL 23:15 | THE WELL OF BETHLEHEM |
| 2) | SONG OF SOLOMON 4:15 | THE WELL OF LIVING WATER |
| 3) | ISAIAH 12:3 | THE WELL OF SALVATION |
| 4) | PROVERBS 10:11 | THE WELL OF LIFE |
| 5) | NEHEMIAH 2:13 | THE DRAGON'S WELL |



BRIGHT THINGS

- | | |
|---------------------|--------------|
| 1) LEVITICUS 13:2 | BRIGHT SPOT |
| 2) REVELATION 22:16 | BRIGHT STAR |
| 3) EZEKIEL 1:13 | BRIGHT FIRE |
| 4) MATTHEW 17:5 | BRIGHT CLOUD |
| 5) JOB 37:21 | BRIGHT LIGHT |

WHAT DAY IS IT?

- | | |
|----------------------|------------------|
| 1) NEHEMIAH 8:2 | FIRST DAY |
| 2) ESTHER 7:2 | SECOND DAY |
| 3) 1 JOHN 4:17 | JUDGMENT DAY |
| 4) 2 CORINTHIANS 6:2 | DAY OF SALVATION |
| 5) ACTS 13:27 | SABBATH DAY |

BIBLE FOODS

- | | |
|------------------------|-------------------------|
| 1) OBADIAH 5 | GRAPES |
| 2) NUMBERS 11:7 | MANNA |
| 3) NAHUM 3:12 | FIGS |
| 4) 2 SAMUEL 23:11 | LENTILS |
| 5) SONG OF SOLOMON 2:5 | APPLES AND RAISIN CAKES |

WHAT OUR GOD IS

- | | |
|--------------------|---|
| 1) 1 JOHN 1:5 | OUR GOD IS LIGHT |
| 2) PSALM 59:9 | MY DEFENSE OR STRONGHOLD |
| 3) ISAIAH 5:16 | OUR GOD IS HOLY |
| 4) JOHN 4:24 | OUR GOD IS SPIRIT |
| 5) EPHESIANS 2:4 | RICH IN MERCY |
| 6) PSALM 73:1 | GOD IS GOOD |
| 7) GALATIANS 3:20 | GOD IS GOOD |
| 8) HEBREWS 12:29 | A CONSUMING FIRE |
| 9) PHILIPPIANS 1:8 | GOD IS MY RECORD OR WITNESS |
| 10) JONAH 4:2 | GOD IS GRACIOUS & COMPASSIONATE, MERCIFUL |

NAME THESE PRISONERS

- | | |
|------------------|----------------|
| 1) PHILEMON 1:9 | PAUL |
| 2) GENESIS 39:20 | JOSEPH |
| 3) MARK 15:7 | BARABBAS |
| 4) ACTS 16:25 | PAUL AND SILAS |
| 5) JUDGES 16:25 | SAMSON |

BIBLE WEATHER REPORT

- | | |
|-------------------|--------------|
| 1) AMOS 4:7 | RAIN |
| 2) PROVERBS 25:13 | COLD, SNOW |
| 3) MICAH 5:7 | DEW, SHOWERS |
| 4) JONAH 1:11 | CALM |
| 5) EZEKIEL 30:3 | CLOUDY DAY |

WHAT TIME IS IT?

- | | |
|---------------------|------------------------------|
| 1) ROMANS 13:11 | TIME TO AWAKE |
| 2) DANIEL 9:25 | TIMES OF TROUBLE OR DISTRESS |
| 3) ECCLESIASTES 3:1 | AN APPOINTED TIME |
| 4) 2 TIMOTHY 3:1 | PERILOUS OR DIFFICULT TIMES |
| 5) EPHESIANS 1:19 | THE FULLNESS OF TIMES |





When playing this game with younger aged students you will have to make it as simple as possible so the students will enjoy it and not get frustrated.

HOW TO PLAY:

- 1) Break the class into two teams (students love boys vs girls)
- 2) Take two chairs and set them with their backs to a chalkboard/dry erase board
- 3) Select one student from each team and have them sit down in one of the two chairs
- 4) While the two students are looking forward, write one word on the board behind them. Choose a word from the Bible study.
- 5) Starting with whatever team goes first, ask the student in the chair to pick out one person on their team to give a one word hint to what the word on the board is.
- 6) Continue this process until a team correctly answers and then start the process over with a new word and new students from each team.

IMPORTANT NOTE:

Students due to peer pressure may feel uncomfortable if they answer incorrectly so it is very, very important to encourage the students.

Many times students will be somewhat standoffish during class until a game like this one starts up. Then they come alive interacting with the other kids.



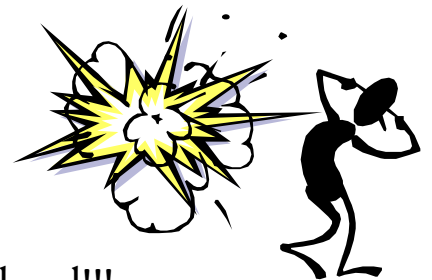
ZONK!

PREPARATION

1. Cut out 70, 2 x 2 inch flannel squares (red is a good color for this game).
2. Separate those flannel pieces into 6 groups, 12 flannel pieces each.
3. 11 flannel pieces get the number 500
11 flannel pieces get the number 750
11 flannel pieces get the number 1000
11 flannel pieces get the number 1250
11 flannel pieces get the number 2000
14 flannel pieces get the word ZONK

HOW TO PLAY

1. Place all pieces, label side down on a flannel board.
2. Separate class into 2 teams.
3. If a student answers the question correctly the student can pick up as many pieces as desired. The student has the ability to stop or continue picking up as long as the “ZONK” is not seen.
4. If “ZONK” is picked up then the student forfeits all points for that turn (not all points for the game).
5. The team with the most points at the end wins the game.



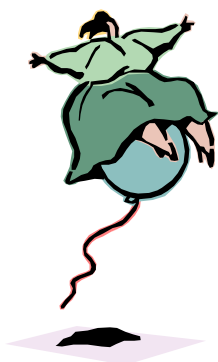
This game is very competitive and loud!!!



BALLOON BLAST

This game, depending on the size of your class, will have more than two teams.

- 1) Before class, write four questions on a sheet of paper. Copy that sheet of paper and use it for each team you have. **COLOR-CODE** the balloons so not to mix up the teams. Cut the questions out and put one in each balloon and then fill up the balloon with air.
- 2) Divide the class into teams of (4) students, (3) if class is too small. Allow each team to pick a team name.
- 3) If possible, put each team at separate tables.
- 4) Have each team choose a team captain.
- 5) Pass out balloons – each team gets a different colored set
- 6) Tell the kids **NO** jumping on balloons, using feet or any sharp objects such as pencils, etc., on the balloons.
- 7) Standing, the kids put the balloon on their chair. When you say “GO” they then sit on their balloons, until it **POPS!**
- 8) Each child then answers his/her question. Teammates can help.
- 9) When the questions are answered, or the time runs out (determine before the game how long they have), the team captain runs the sheets of paper up to the teacher.
- 10) The first team to the teacher get (2) **BONUS** points. Each right answer is worth one point. The team with the most points wins.



USE HELIUM STRENGTH BALLOONS!!!

