



Appendix

Come On In Games

Choose one of these games to review the books of the Bible with your class. Use the Books of the Bible Flashcards (additional purchase), or print flashcards from the Teacher Digital Resources.

Memory Verse Games

Choose one of these games to practice the memory verse with your class.

Lesson Review Games

Choose one of these games to review with your class at the end of each lesson.

All game instructions and materials can also be accessed from the Teacher Digital Resources.

Come On In Games

We recommend that you work with sets of 10 cards at a time then add on the next 10 until the order of all the cards has been memorized.

Allow students to refer to the Books of the Bible Poster during the games.

Bible Book Match

Teams flip over flashcards to make matches.

Materials

- Books of the Bible Flashcards
- Tape or poster putty

Instructions

Print two sets of flashcards. Lay the flashcards out on the floor facedown or attach them to the wall. Divide the

class into two teams. Teams will take turns choosing two flashcards, turning them over to see if they match. If they do not match, flip the flashcards back over. Teammates can help each other decide which flashcards to choose. You may want to have the whole class play this game together.

As students find matches, discuss each Bible book (give a few details from the back of the color flashcards if you have those).

Flashcard Take Away

Start with all of the flashcards—but wait! What happens when flashcards are taken away? Can students still say them in order?

Materials

- Books of the Bible Flashcards
- Tape or poster putty

Instructions

Print one set of flashcards. Put them in order on the wall or board as you recite them together. Choose a student to remove one card. Recite the books again. Continue to choose students to remove flashcards one at a time, reciting the whole list of books between each one. When all of the flashcards are gone, see if they can say the whole set together!

I Have You Have

Students will respond to each other with the name of the book on their flashcard in the correct order. See if they can get through the whole set without starting over!

Materials

- Books of the Bible Flashcards

Instructions

Print one set of flashcards. Have students sit around a table or in a circle. Pass the flashcards out to the students. The person with the first book will say the name of the book on his card and the next person in order will respond, for

example, "I have Genesis, who has Exodus?" The person with the next card in order will respond with, "I have Exodus, who has Leviticus?" You could play a variation of this by having the whole class ask the question. For example, the student says, "I have Genesis." Then the whole class can ask, "Who has Exodus?" Continue through the set.

Each student will respond and repeat until everyone has repeated their card. Allow students to help each other and to use the poster. Play with any set of 10 flashcards for an easy amount to remember. But if you have a larger class, add enough flashcards so every student has one or divide into groups.

Popcorn

Students “pop” up as they say the name of the book on their flashcard. Start out slowly and see how fast you can go!

Materials

- Books of the Bible Flashcards

Instructions

Print one set of flashcards. Have students sit around a table or squat down in a circle. Pass the flashcards out to the students in order. Have the person with the first book on his card begin by popping up and saying the name of the book.

As you go around the circle, have each student take turns “popping” up as they say the next book.

Once you get to the end of the set of flashcards you are working on, start over until everyone is standing up. Then go around again and have the students sit back down when they say their book.

Allow students to refer to the Flip Chart Memory Verse Page during the games.

You may want to cover it up after a few weeks for more of a challenge.

Memory Verse Games

Allow students to refer to the Flip Chart Memory Verse Page during the games.

You may want to cover it up after a few weeks for more of a challenge.

Balloon Bop and Pop

Each balloon has a word from the memory verse on it, but what happens when you pop one? You have to say the verse without that word!

Materials

<input type="checkbox"/> Flip Chart Memory Verse Page	<input type="checkbox"/> Container
<input type="checkbox"/> Bop and Pop Cards	<input type="checkbox"/> One piece of yarn or rope for each balloon
<input type="checkbox"/> One balloon for every word in the memory verse	<input type="checkbox"/> Clothespins or other clips to attach the balloons
	<input type="checkbox"/> One large safety pin

Instructions

Inflate the balloons. Write one or more words from the memory verse on each balloon. Attach the balloons to the yarn or rope with the clothespins in the proper order. Hang the balloon rope low enough for students to reach the

balloons. Print and cut out one set of Bop and Pop Cards. Put the cards into the container. Have a safety pin available during the game.

Practice the verse with the students by gently "bopping" (or tapping) each balloon as you recite the verse. Refer to the words on the balloons. Choose a student to draw a Bop and Pop Card from the container.

If the card says "Bop!" the student will recite the verse while gently bopping each balloon. If the card says "Pop!" the student will choose a balloon to pop with the pin. After popping a balloon, have the students recite the memory verse including the missing word. Continue play until all students have had a turn or until all balloons are popped.

Echo Echo

Do what I do—say what I say! Groups will echo each other as they recite the memory verse together.

Materials

Flip Chart Memory Verse Page

Instructions

Divide the class into two groups. You will say a word or phrase of the memory verse while doing some sort of action—sit down, stand up, spin in a circle, touch your toes, etc. The groups will take turns "echoing" what you say and do as you recite the verse. Repeat several times. You can whisper, shout, squeak, etc. Switch around and let older students take turns leading.

Egg Hunt

Hunt for all the parts of the memory verse hidden in the eggs! This game can be played all year round. The plastic eggs just happen to be great little containers that can be hidden easily.

Materials

Flip Chart Memory Verse Page
 Strips of paper
 Plastic Easter eggs

Instructions

Write the memory verse on strips of paper with one or two words on each strip. Put one strip inside of each plastic Easter egg. Hide all the eggs around the room.

Have the students search for the eggs and bring them back to the table. They will open the eggs and work together to put the verse in the proper order.

For a larger class, prepare more than one set of eggs (sorted by colors for different teams). Students can work in teams to collect and construct the verse.

Follow the Leader

Follow the leader around the room. Say the verse and do the motion before moving on.

Materials

- Flip Chart Memory Verse Page
- Follow the Leader Cards
- Tape

Instructions

Print and cut out the Follow the Leader Cards. Tape each one to walls or furniture randomly around the room. You will lead the students around the room and stop at each card. Read the card and lead the children to do what the card says while reciting the memory verse. Then move to the next one. You may want to repeat this activity or have students take turns leading.

Freeze

Stomp like a dinosaur or spin in circles, but when it's time to freeze, get ready to say the memory verse.

Materials

- Flip Chart Memory Verse Page

Instructions

Students will move around the room in a specified action you give, such as crawling, skipping, turning in circles, galloping, walking in giant steps, etc. Then when you say, "Freeze!" the students will stop and freeze in position. Recite the memory verse, then begin again with a different action. You may need to show them how to freeze and hold a position.

Funny Voices

Recite the memory verse together using different voices. Be squeaky like a mouse or whisper as quietly as you can. How many can you do?

Materials

- Flip Chart Memory Verse Page
- Funny Voice Strips
- Container

Instructions

Print and cut out one set of the Funny Voice Strips and put them into a container. Choose a student to draw out a strip and lead the whole class in reciting the memory verse using that kind of voice. Have fun with it and repeat several times choosing a new voice each time!

Popcorn

Students "pop" up as they say their part of the memory verse. Start out slowly and see how fast you can go!

Materials

- Flip Chart Memory Verse Page

Instructions

Have students squat down in a circle. Begin by saying the first word in the memory verse. As you go around the circle,

have each student take turns "popping" up to say the next word then squatting back down. Repeat.

You may want to divide the class into two groups. Have the first group pop up together and say the first word then squat back down. Then the second group pops up together saying the next word and squats back down and so on until the verse is completed. Repeat—going faster and faster!

Lesson Review Games

These games are written for team play; however, they can easily be adapted for smaller classes.

Allow students to refer to the Flip Chart during the games.

Basket Toss

Students give the correct answer and toss the beanbags to see how many points they can collect for their team. Each basket has greater points.

Materials

- Review Questions
- Two beanbags
- Three laundry baskets or boxes
- Masking tape

Instructions

Print one copy of the Review Questions for your use. Use masking tape to make a tossing line. Bring in three laundry baskets or boxes. Set the baskets in a line, making each one a little farther away from the tossing line. Label the baskets

with 5, 10, and 25 points so the farther away it is the higher the score.

Divide the class into two or more teams depending on size. Have the teams line up at the tossing line. Take turns asking the first students in line from each team a review question. When a student answers correctly, he will have a chance to toss a beanbag into a basket then go to the end of the line. If the beanbag misses, there are no points scored. If someone does not answer correctly, he may ask his teammates for help. Keep track of the scores for each team on the board. Continue until all the questions have been answered. Repeat questions if necessary.

Bible Baseball

Students will answer questions and run the bases!

Materials

- Review Questions
- Three chairs set out for bases
- Optional: gift wrap tube and a large balloon

Instructions

Print one copy of the Review Questions for your use. Set out chairs as bases. Have the students line up by the home base area facing you (at the pitcher's mound). Each student

up to "bat" will have a chance to answer a review question. If he can answer it correctly, let him run the bases. If he can't answer correctly, give the answer and ask him to go to the end of the line and try again.

You may want the students to sit on the chair at each base while they wait to run to the next base or have them run all the way around and return to the line. Repeat the questions until all the students have run around the bases.

For some added fun, you can use a gift wrap tube as a bat and toss a large balloon for students to hit after they answer each question.

Board Game

Teams will answer questions and make their way to the finish on the Game Board.

Materials

- Review Questions
- Game Board (provided in the Teacher Kit)
- Dice, numbered cards, or spinner
- Buttons or other small items as game pieces for each team

Team members will take turns answering the review questions. If they answer correctly, they will roll the dice, spin, or draw a numbered card and move that number of spaces on the Game Board. Follow the directions on the spaces to move ahead, fall back, or switch places with another team. If someone does not know or does not answer correctly, he may ask his teammates for help. Alternate between teams as long as time permits, repeating questions if necessary. The first team to make it all the way to the finish wins.

Instructions

Print one copy of the Review Questions for your use. Divide the class into teams.

Bowling

What do you do with extra water bottles and softballs? Go bowling, of course. Students will answer questions then bowl for points.

Materials

- Review Questions
- Six to ten empty water bottles
- Softball or other small playground ball
- Masking tape
- Optional: dried corn or beans

Instructions

Print one copy of the Review Questions for your use. If available, pour a small amount of dried corn or beans

into the bottom of each water bottle (to add weight) and tighten the lid. Set out the bottles on one end of the room. Use masking tape to form a "lane" from the bottles to where the students will line up across the room.

Divide students into teams. Have students line up. Ask the first student a review question. If he answers correctly, let him roll the ball down the lane toward the bottles. Each bottle that is knocked down is worth 1 point. A strike (knocking down all the bottles) is worth 20 points. Take turns asking questions of each team. If a student gives an incorrect answer or does not know the answer, he can ask his teammates for help. Keep track of scores.

Goofy Golf

Hit the sock with the noodle? Teams must work together to answer the questions and putt to get a hole-in-one in this crazy golf game!

Materials

- Review Questions
- Swimming noodles or rolled up newspapers
- Rolled up socks
- Masking tape
- Ten sheets of paper
- Markers

Instructions

Print one copy of the Review Questions for your use. Use the markers to number sheets of paper 1–10 (more or less

depending on class size and time). Tape down the sheets of paper around the room in a random pattern to form a golf course. You may want to add chairs as obstacles in the path.

Divide the class into teams. Give each team a rolled up sock and a swimming noodle. Ask the first person a review question. If he answers correctly, allow him to use the noodle to drive the rolled up sock toward the sheet of paper labeled #1, the first hole. Continue with the next team. Take turns allowing teams to answer questions and putt the socks along the course to each hole, continuing from where the last teammate left off. The sock must touch or roll over the sheet of paper to consider it in the hole. The first team to reach the last hole wins.

Toss for It

How many points? Toss for it! Students answer questions and toss the beanbag to earn points for their team.

Materials

<input type="checkbox"/> Review Questions	<input type="checkbox"/> One beanbag
<input type="checkbox"/> A deck of numbered cards, or numbers and "wild" written on index cards	<input type="checkbox"/> Masking tape
	<input type="checkbox"/> Two baskets or containers for cards

Instructions

Print one copy of the Review Questions for your use. Place several rows of numbered cards facedown with a few inches between them to form a grid pattern (make sure to put several wild cards or jokers down, too). Use the

masking tape to make a tossing line several feet from the cards.

Divide students into teams and have them line up behind the tossing line. Ask the first student a review question. If he gives the correct answer, have him toss the beanbag onto a card. Turn the card over to reveal the points he receives for his team. Face cards or word cards are 10 points each. Wild or jokers are also 10—plus another turn. All other cards are face value.

Have the student pick up his card and put it in the team's basket to be counted at the end of the game. Next team's turn. If a student gives an incorrect answer, he should go to the end of the line. Give the answer and repeat that question later. Continue until all students have had a turn tossing the beanbag. Repeat questions and add more cards to the grid as necessary.