

# **Simon Says How**

### Materials

Bible verse written up in large print so that all can see A die Die Number and Action Chart (see below)

### **Preparing the Game**

Make a sign as follows:

- 1 = Head
- 2 = Feet
- 3 = Hands
- 4 = Head and Feet
- 5 = Feet and Hands
- 6 = Whole Body

#### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children spread out facing the leader. Tell the children that they are going to play "Simon Says How", a game in which everyone will take turns making up different actions that they will try to do while trying to say the verse. Explain that "Simon" will roll the die and make up actions that use the parts of the body that correspond to the number on the chart. Everyone else will then recite the verse while doing the actions "Simon" made up. Simon will then choose another person to be Simon in his place.

Game continues until all children get to be Simon, or as time and attention span allow.

#### **Optional <u>TAKING IT TO OTHERS</u> Activity: Quiz Questions**

# Scrambled Eggs

### Materials

Bible Verse written up in large print so that all can see Plastic Hollow Easter Eggs, 10 of one color for each team Pen and paper 2 carpet squares or other base marker

### **Preparing the Game**

1. Clearly print out the words to the verse on paper and cut it into 10+ sections. Number each section in sequence. Place each section in Easter eggs of the same color. Print out another copy of the verse, also numbered sequentially on another piece of paper. Repeat for each team.

2. Hide the eggs around the classroom. Place the two carpet squares down in opposite ends of the classroom.

### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children form two teams seated at their bases. Give each team a written out copy of the verse and place it on their base. Assign each team a particular color of Easter egg and tell them that pieces to the verse are hidden in eggs around the room. They are to find all their eggs, remove the verse section from the egg and put it in order. They can use the copy of the verse (and numbers on each section—especially helpful for pre- and early readers) to help them put it in order. The first team to find all the verse, put it in order and recite it as a group wins.

Game continues until all the eggs have been found or as time allows.

#### **Non-competitive Option**

Don't split the children into teams. Use any color Easter egg for the pieces of the verse. Hide them around the room. Have the children take turns finding an egg and bringing it back to the group. Have the child open the egg and read (or have you read) the word/s on the piece of paper. Stick them in place on the copy of the verse. If desired, have the children say the verse each time before each "hunt", reinforcing the verse.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

# **Ball Circle Toss**

### Materials

Bible Verse written up in large print so that all can see Foam or other soft surface ball

Preparing the Game

None.

#### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

- 1. If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game.
- 2. Explain the game to them as follows:

Have the children spread out in a circle, arm's length apart. Explain that everyone together will chant the verse slowly, word by word, and toss the ball to another child with each word chanted. They want to try to chant the whole verse without dropping the ball. Speed up the pace of the chanting as the children get good at chanting and catching.

Game continues as time and attention span allow.

#### Alternative Game Version:

- 1. Individual chant version: After the children can get through the verse without dropping the ball and chanting the verse together, have them try to get through the entire verse with only the person throwing the ball saying the next word.
- 2. No Hands Version: Have the children sit on the floor and roll the ball to each other. They must try to trap the ball with their legs, etc. (no hands) instead of trying to catch it.

#### **Optional <u>TAKING IT TO OTHERS</u> Activity: Quiz Questions**

# **Cross the Raging River**

## Materials

Bible verse written up in large print so that all can see Two yardsticks or long pieces of rope

# Preparing the Game

Make up some questions about the verse and/or story (use the Bible verse Discussion and Story Review Discussion Questions).

# Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

# Directions

1. If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game. 2. Explain the game to them as follows:

Have the children line up in a straight line behind the leader. Explain to them that there's a river to cross and they get to jump the bank without getting wet. Each child will say the verse and then jump across the two yardsticks/ ropes lying next to each other on the floor. After each round, the sticks/ropes will be separated by more space, making it a wider river to jump across. As the river gets wider, some children will not make it but "fall in". Explain to them that they are stuck in the river unless they can answer a question (that you make up) about the Bible verse or the story. Feel free to let a child "stuck in the river" ask another child for a "lifeline" and help them answer their question.

Game continues as time and attention span allow.

Caution: Avoid accidents by not letting the "river" get too wide.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Duck, Duck, Goose

### Materials

Bible verse written up in large print so that all can see

#### Preparing the Game

None.

### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children sit in a circle, cross-legged on the floor. Choose a child to be "it". "It" will walk around behind the seated children, tapping each one on the head, the whole group recites the verse, saying one word for each head tap. The child whose head is the last one to be tapped must get up and chase "It", hoping to tag "It" before "It" can get around the circle and sit down in the open spot in the circle. If the child does tag "It" then he may take his place in the circle. If not, then the new child is "It." Repeat as frequently as desired.

Game continues until all children are out; or, as time and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Mr. Freezie Ball

### Materials

Bible verse written up in large print so that all can see Medium size foam or other soft surfaced ball, or tennis ball

### **Preparing the Game**

None.

## **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children spread out around the leader, who will be the first Mr. Freezie. Everyone says the Bible verse together. Then, Mr. Freezie throws the ball up in the air as he calls out the name of one child. That child runs to get the ball, while everyone else spreads out. When the child gets the ball, he yells "freeze" to the other children. He then rolls the ball to gently hit another child. That child tries to say the memory verse, getting the assistance of one other person if desired. If he says it correctly, he becomes the new Mr. Freezie and will be the next to toss the ball. If not, then the child who rolled the ball remains Mr. Freezie for another turn. The person who rolled the ball would then become the new Mr. Freezie and be next to toss the ball. Class says verse together each time before Mr. Freezie says the next child's name.

Game continues as time and attention span allow.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

# Rush to the Store

### Materials

Bible verse written up in large print so that all can see 2 large pieces of paper or poster board A toy shopping cart or shopping bag per team Empty food or beverage containers such as milk cartons or cereal boxes—one for each word or group of words of the verse (no more than 10 per team) Paper and marker Bag or jar Masking tape Two tables

### Preparing the Game

1. Make copy of the verse per team and cut it apart into as many parts as containers per team. Number this verse pieces in order and tape them to the containers.

2. Make a sign per team of the verse. If you have a lot of non- or early readers, write the verse in easy to read print, numbering each word/section that correspond to the sections on the cut-up version of the verse. If your children are all proficient readers, do not write the verse on the poster board, but simply draw lines and number them 1-10, corresponding to the 10 verse pieces.

3. Write down and cut out the numbers used on the verse pieces and put in a little bag or jar.

4. Use the masking tape to mark each team's home starting line.

5. Place each team's "groceries" in separate piles at the far end of the room with space between the two piles for the teacher to stand.

### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

1. If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game. 2. Explain the game to them as follows:

WARNING: Limit the children to walking quickly if you have a slick floor.

Divide the children into two teams and have them line up at their home lines. Explain that the class will say the Bible verse together, then you will pick a number out of your bag. The first player of each team will rush to the store to find the grocery item with that number on it. Instead of money to pay for the grocery, a child says the memory verse to the teacher. Then they rush home with the item in their bag, this place it on their team's table of groceries. The whole class will say the verse again, the teacher will choose another number and the next two children will go find that item, etc. until all items have been purchased and retrieved. Then, the children will line up their groceries so that their verse is in the right order and say the verse together. If working with less confident readers, point out to them that they can use the sign you made and the numbers in the verse pieces as hints to help them line it up properly. The team then says the verse together. The first team to do so, wins.

#### **Non-competitive Option**

Don't split the children into teams. Have only one set of groceries. Have the children take turns retrieving the item and adding it to the class groceries on the table. Together they will work to put the verse together after collecting all the groceries.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Paper Boot Shuffle**

#### Materials

Bible verse written up in large print so that all can see 2 large pieces of paper or poster board two paper grocery bags per team a chair per team paper and marker bag or jar masking tape

#### **Preparing the Game**

1. Make copy of the verse per team and cut into 10 sections.

2. Make a sign per team of the verse. If you have a lot of non- or early readers, write the verse in easy to read print, numbering each word/section that correspond to the sections on the cut-up version of the verse. If your children are all proficient readers, do not write the verse on the poster board, but simply draw lines and number them 1-10, corresponding to the 10 verse pieces.

3. Write down and cut out the numbers used on the verse pieces and put in a little bag or jar.

4.If desired, crop the tops of the bags so they are not so tall, but more like boot height for the children.

5. Mark the start line with masking tape.

6. Place chairs with the pieces of each team's verse at the other end of the relay area.

#### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

1. If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game. 2. Explain the game to them as follows:

Divide the children into two teams and have them line up at the start line. Explain that the class will say the Bible verse together, then you will pick a number out of your bag. The first person in each line will put their feet into the bags, like shoes, and shuffle up to the chair. They will then say the verse to the leader, receive a piece of the verse and return to the line. The class will say the whole verse again, the teacher will pull a new number out of the bag and then the next person on each team will then put on the "boots" and shuffle up for another piece of verse, etc. until all pieces are retrieved. The teams will then put all the pieces in verse order on their team's posterboard sign. If working with less confident readers, point out to them that they can use the sign you made and the numbers in the verse pieces as hints to help them line it up properly. After getting it in order, the team will finish by saying the verse all together. The first team to do so, wins.

#### **Non-competitive Option**

Don't split the children into teams. Have only one set of verse pieces. Have the children take turns retrieving the pieces. Together they will work to put the verse together after collecting all the pieces.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

# Day at the Beach

### Materials

Bible verse written up in large print so that all can see 2 large pieces of paper or poster board 10 or so various beach items, per team (shells, sunglasses, beach balls, lotion bottle, fish, sand bucket, shovel, etc.) Paper, marker 1 towel (preferably beach towel) per team

### **Preparing the Game**

1. Make copy of the verse per team and cut it apart into as many parts as many pieces as beach articles per team. Number this verse pieces in order and tape them to the beach articles.

2. Make a sign per team of the verse. If you have a lot of non- or early readers, write the verse in easy to read print, numbering each word/section that correspond to the sections on the cut-up version of the verse. If your children are all proficient readers, do not write the verse on the poster board, but simply draw lines and number them 1-10, corresponding to the 10 verse pieces.

3. Write down and cut out the numbers used on the verse pieces and put in a little bag or jar.

4. Use masking tape to mark starting line.

5. Tape the numbered verse pieces to the beach items and make a pile for each team at the far end of the relay area.

6. Place a towel at the starting line for each team.

#### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

WARNING: Limit the children to walking quickly if you have a slick floor.

Divide the children into teams. Explain everyone will say the verse together, then you will pull out a number from your bag. The first two children in each line will rush down to the other end of the relay area with the ends of the towel in each partner's hands. The partners are to say the verse to the leader, then they are to find the beach item with the corresponding number in their beach towel for them to carefully carry back to the "beach house" (start). If they drop it, they have to go all the way back and start again. When all items have been retrieved, they are to place them in verse order. The team will then put all the pieces in verse order. If working with less confident readers, point out to them that they can use the sign you made and the numbers in the verse pieces as hints to help them line it up properly. After getting it in order, the team will finish by saying the verse all together. The first team to do so, wins.

#### **Non-competitive Option**

Don't split the children into teams. Have only one set of beach items. Have the children take turns retrieving the items in pairs and adding it to the class beach house. Together they will work to put the verse together after collecting all the beach items are collected.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Handball

### Materials

Bible verse written up in large print so that all can see A soft-surfaced, medium sized ball, such as a foam ball Masking tape

Paper and markers

Helpful, but optional: colored team "pennies" (jerseys) to identify members of each team.

### **Preparing the Game**

1. Clearly print out the words to the verse on paper and cut it into 10+ sections. Number each section in sequence. Place each section in Easter eggs of the same color. Print out another copy of the verse, also numbered sequentially on another piece of paper. Repeat for each team.

2. Partition the floor into even sections as shown in the diagram above

#### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Divide the children into two teams and have them put on pennies. Give each child a section and alternate players from each team. Explain to them that everyone will say the verse together, then when you say "go," they are to roll the ball out of their sections each time it rolls in until time is called. The person who has the ball in his section when time is called can win 2 points for his team if he can say the verse by himself. If he asks someone else from his team to help him, then he can earn 1 point. If he does not get it right, then someone from the other team can try to say it for 1 point.

If desired, you can have less but bigger sections and put 2 team members in each section, that way two children will work together to keep the ball out and recite the verse.

Game continues as time and attention span allow.

#### **Non-competitive Option**

Don't split the children into teams. Give the children a group target amount of points to earn and challenge them to try to make the target amount in as few turns as possible. Always give two points to the class for getting the verse right, even if they have a partner help them.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

Team .	•	Team B	Team A	Team B	Team A
Player		Player	Player	Player	Player
Team		Геат А	Team B	Team A	Team B
Playe		Player	Player	Player	Player

# Forceball

# Materials

Bible verse written up in large print so that all can see One kick ball or other rubber ball Masking tape Yard stick

### **Preparing the Game**

1. Use the tape to mark 2 lines about 3 yards apart.

### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Divide the children into two teams and have each team line up behind one of the lines. Players should stand side to side, with legs apart and feet touching. The two teams are facing each other. Have all the children say the verse together. Then, one team rolls (with their hands) the ball to the other team, trying to get it through the other team's legs without being blocked. The defending team cannot more their feet to block the ball. They can only blocks it with their hands. If the ball gets through their legs, the other team can get 2 points if they can say the verse correctly. If they do not say it correctly, then the defending team can try for 1 point. The defending team then bats the ball and tries to get it through the other team's legs. Give all to other team. Have everyone say verse together, then begin play again. Repeat. The team with the most points wins.

Game continues as time and attention span allow.

#### Non-competitive option

This game is difficult to make completely non-competitive. You can, however, not keep track of points.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Frisbee Toss**

### Materials

Bible verse written up in large print so that all can see 1 or more Frisbees (or bean bag) Masking tape marker and paper small container

### Preparing the Game

1. Divide the verse into 5 to 10 sections and place a word/verse section in each section. Write point values on the word/verse section, higher points for a word near the beginning of the verse; lower points for a word closer to the end. Tape these down.

### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Divide the children into two teams and sit down in line. Explain that everyone will say the verse together. Then a child from one team will come up and toss the Frisbee into a word section. The leader/group will say the verse up to that word. The child can then win total point values by completing the verse on his own, or have point values by asking a team member to help him. If they are unsuccessful, the other team will have a chance to complete it for the half point amount. Have whole group say verse together again, then choose a child from the other team to toss the Frisbee.

Game continues until all children get a turn, or as time and attention span allow.

#### **Non-competitive Option**

Don't split the children into teams. Have the children take turns throwing the Frisbee, letting the child or a child with a partner, say the rest of the verse on their own.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Memory Verse Limbo

### Materials

Bible verse written up in large print so that all can see A broom or other long pole

Preparing the Game

None.

### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children line up. Have everyone say the verse together. Start with the pole at head height and have each child say the verse before "limbo-ing" (bend backwards without touching the pole) under the pole. Feel free to help the children say the verse. After everyone has gone through at the first height, lower a few inches and repeat the process. (Say verse and have children go through). A child is "out" when he/she can no longer limbo without falling down or touching the pole.

Give children who have a failed limbo attempt the option of being restored to the limbo line again by saying the verse a second time (on their own, with a partner or with you); or, allow them sit quietly in a line in front of the limbo line so that they can help others still "limbo-ing" saying the verse (if needed) or simply watch.

Game continue as time or attention span allow.

#### **Non-competitive Option**

Let the children continue to limbo at each height, even if they have a failed attempt at a particular height.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Hot and Cold Hide**

## Materials

Bible verse written up in large print so that all can see An object to hide

## Preparing the Game

None.

# Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

## Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children sit or stand in a group. Tell them that one person will leave the room and another person will hide the object. After the object is hidden the Seeker will begin to look for the object. The rest of the children, led by the teacher, will begin to repeat the verse over and over, reciting it louder as the Seeker gets closer to the object and more quietly as the Seeker gets further from the object. When the object has been found, the leader will choose another Hider and Seeker and the game continues.

Game continues as time or attention span allow.

# Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Balloon Find**

### Materials

Bible verse written up in large print so that all can see 2 large pieces of paper or poster board Paper, pencil, permanent marker Balloons, at least one per child and up to one per word of verse per team. 2 Baskets or garbage bags Masking Tape

### **Preparing the Game**

1. Make copy of the verse per team and cut it apart into as many parts as there are balloons per team. Number these verse pieces in order. Make a sign per team of the verse. If you have a lot of non- or early readers, write the verse in easy to read print, numbering each word/section that correspond to the sections on the cut-up version of the verse. If your children are all proficient readers, do not write the verse on the poster board, but simply draw lines and number them 1-10, corresponding to the 10 verse pieces. Write down and cut out the numbers used on the verse pieces and put in a little bag or jar. Designate particular colors /shapes of balloons for each team. You can choose to have only one color per team (i.e., Team 1 has only blue balloons); Team 2 has only red ones) or multiple colors/shapes per team (i.e., Team 1 has orange and blue balloons, Team 2 has red and blue balloons). Roll up the pieces of paper and insert each one into each of the balloons. Write the corresponding number on the outside of the balloon with the permanent marker. Make sure to have a complete set of the verse for each team. Store each set of balloons in baskets or garbage bags until game time. Make a circle of masking tape: one larger one in the middle, where all the balloons will be released. Make two starting lines, one for each team.

### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Split the children into two teams and have them stand/sit in line. Tell them that all the words to the Bible verse are inside of the balloons. Let them know what color balloons their team will be looking for. Release all the balloons into the middle circle. Say the verse together as a group. Draw a number out of the bag and tell it the group. Then, at your word, let the first child in each team go find the correctly numbered balloon from the pile of balloons. They will each bring back their balloon and sit on it to pop it (or let you or someone else pop it. Remove the piece of verse and put them in a pile. Everyone one then says the verse again, the teacher pulls another number out and the next two children go to find the new number. Continue until all the numbers are found. Have each team stick their verse pieces up on their poster board, then say the verse together. If working with less confident readers, point out to them that they can use the sign you made and the numbers in the verse pieces as hints to help them line it up properly. The team then says the verse together. The first team to do so, wins. The first team who does, wins.

**Non-competitive Option**: Have the teams add each piece of verse to their poster board as it is retrieved from the balloon. At the end, have everyone say the verse together again.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Who's Got the Penny?

#### Materials

Verse written up in large print so that all can see a Penny or other small object

### **Preparing the Game**

None.

## Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children spread out in a circle. Explain to them that you are the Penny Detective and you have come to find the missing penny. Have everyone say the verse together. Blindfold yourself, count to 10, while the children quietly and quickly pass the penny around the circle. At the count of 10, tell the child who has the penny to hold onto. Take off the blindfold and tell them that you have 2/3 guesses to guess who has the penny. If you guess correctly, then the child who has the penny says the verse, and you will stay the Penny Detective. If you did not guess correctly, then you have to say the verse and the person with the penny identifies himself and becomes the new Penny Detective. Everyone says the verse together, then repeat. (All players can have one other person help them say the verse, if desired.)

Game continues until all children get to be the Penny Detective, or as time and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Puzzling Wall Ball

### Materials

Bible verse written up in large print so that all can see Three 11.5" x 17" pieces of construction paper, two pieces of one color for each team Masking Tape Small Nerf Ball or other soft ball Marker Use masking tape to lightly tape the pieces to a wall, mixing up colors

#### Preparing the Game

None.

### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Divide the children into teams. Explain to them that they are going to take turns trying to hit pieces of their team's colored puzzle pieces with the ball. Each time they hit one of their team's pieces, that piece is removed from the wall and fit into their puzzle. Have the entire group say the verse before each child takes a turn.

Game continues until one team has completed their puzzle, or as time and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Use only one copy of the verse and one puzzle to make. Have everyone work together on the puzzle until completed.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Verse Hi-Lo

### Materials

Bible verse written up in large print so that all can see A long pieces of rope

## **Preparing the Game**

1. Make up some questions about the verse and/or story. Use the Bible verse and Story Review Discussion questions, if desired.

# Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

## Directions

1. If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game.

2. Explain the game to them as follows:

Have the children line up in a straight line behind the leader. Explain to them that they will recite the Bible verse and then have a chance to see how high they can jump. After each round, the rope will be raised a little higher. jump across. For caution sake, don't raise it so high that most children will likely trip. One foot high is a good stopping height. Help younger children by holding one of their hands while they jump over. If a child can't make it over, he can answer one of the questions about the verse you prepared to get another chance to jump (Let him have a partner to help with answering their question, if desired.)

Game continues as time and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Hoop n' Holler

### Materials

Bible verse written up in large print so that all can see 1 hula hoop for every 2 children

### **Preparing the Game**

1. Make up some questions about the verse and/or story. Use the Bible verse and Story Review Discussion questions, if desired.

### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children pair up. Give each pair a hula hoop and tell them that you are going to tell them different things that they will do with the hula-hoop after they say the verse all together. Three activities might be: having the children hold hands and jump in and out of the hula hoop, for each word the group recites, rolling it back and forth on each word the group recites,; or having buddies take turn while one person from each group sees how far through the verse he can keep the hula hoop going. Allow the children to think up other activities. Repeat the verse again after each activity.

Game continues as time and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Take a Step Back

### Materials

Bible verse written up in large print so that all can see 1 beanbag for every 2 children

#### **Preparing the Game**

None.

## Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

1. Pair up the children, giving a beanbag to each pair. Line up one child from each team, then have the partners face their team partner, about one foot apart from each other, forming a second line.

2. Have all the children say the verse together, then have the partner throw the beanbag to the other partner. Those who successfully catch the beanbag stay in for the next round.

3. Have each child take a step back.

4. Lead the children in saying the verse again, then have them throw the beanbag to their partner. Those who successfully catch the beanbag stay in for the next round.

5. Have the children take another step back, and so on.

6. Continue until only one team remains.

Alternate Play: Continue to allow all children to play the game, even if they drop their beanbag, but keep track of how many successful catches each team makes. The team with the most successful catches, wins.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Spider Web

## Materials

Bible verse written up in large print so that all can see Ball of yarn

Preparing the Game

None

### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children form a circle. Explain to them that they will be building a spider web as they recite the verse by tossing the ball of yarn to each other. The whole group will chant the verse together with a child tossing it with each word. The child who catches the ball will pass it behind his back and then throw it to another child as the group says the next word of the verse.

Caution: Children will be very tangled up by the end of play. To avoid injury, it is best to play this game with everyone seated on the floor.

Game continues as time and attention span allow

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Horse Play Verse Tag

## Materials

Bible verse written up in large print so that all can see

### **Preparing the Game**

None.

### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children spread out around the playing area. Explain to the children that they will say the verse together, then the person who is "It" (start with you) will try to tag another child while walking on all fours like a horse. The tagged child and "It" say the verse together, then the tagged child becomes the new "It." Everyone says the verse together, then the new "It" tries to tag someone else. Other options: do a crab walk (hands and feet, belly-up) or slither like snakes.

Game continues until all children get to be It or as time and attention span allow.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Jump for Joy**

## Materials

Bible verse written up in large print so that all can see A very long rope or jump rope

### Preparing the Game

None.

### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Have the children form a line. Have two people be the Rope Turners for the jump rope. While the entire group recites the verse, have the children take turns trying to jump through the whole verse without stopping. For children adept at jumping rope, you can even have them try running in and jumping, jumping with a partner, etc. or other variations the children come up with.

Game continues until all children get to jump, or as time and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Protectors**

### Materials

Bible verse written up in large print so that all can see One paper cup for each student 2 manila folders or 4 empty paper towel tube Masking tape Foam or other soft-surfaced balls, ideally one for every child.

**Preparing the Game** 

1. Use the masking tape to make X's to show placement for each team's cups.

2. Cut manila folder along seam into 2 sheets. Roll up each sheet along the short side and tape seam.

#### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Divide the children into two teams. Have the children on both teams set up their cups on the X's. Designate one or two children from each team to be the "Protectors" for their team's cups. These children will stand in front of their team's cups and ward off invading balls that the other team is ROLLING (not throwing) to knock down their cups. Arm each protector with one or two of the manila envelope/paper towel tubes. Have all the other of Team A and B stand back behind their team's cups. Give them the foam balls to ROLL at the other team's cups. Play begins as everyone says the verse together. When you say "go" both teams begin rolling and protecting the cups until you tell them to stop, gathering up the balls and rolling them back at the other team's cup when they come their direction. Allow 30 seconds or a 1 minute for each round. Maybe longer if the protectors are particularly good or the invaders are particularly unsuccessful at knocking down the cups. The number of cups knocked down are the number of points each team gets for the round. If desired, you can have each team say the verse to earn the points. Otherwise, set up the cups again, designate new protectors and have everyone say the verse. When you say "go", children begin Round 2 of rolling and protecting.

Game continues as time and attention span allow.

#### **Non-competitive Option**

This game is difficult to do completely non-competitively. You can choose to not keep track of points.

#### **Optional <u>TAKING IT TO OTHERS</u>** Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during <u>TAKING IT TO OTHERS</u> time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children. Make sure you read the Bible verse aloud before you ask your questions.

 $\begin{array}{c|c} \mbox{Team A Invaders (rest of team)} \\ \mbox{X} & \mbox{X} & \mbox{X} & \mbox{X} & \mbox{Team A Cups} \\ \mbox{Team A Protectors (1 or 2 children)} \end{array}$ 

 $\begin{array}{c|c} \mbox{Team B Protectors (1 or 2 children)} \\ \mbox{X} & \mbox{X} & \mbox{X} & \mbox{X} & \mbox{Team B Cups} \\ \mbox{Team B Invaders (rest of team)} \end{array}$ 

# **All Dressed Up**

## Materials

Bible verse written up in large print so that all can see Various items of clothing (shirts, hats, shoes, gloves, coats, pants, dresses, etc.), about 10 per team Two baskets or boxes Masking tape

### **Preparing the Game**

1. Put the clothing items for each team in a basket/box and place at far end of relay area. Mark the starting line with masking tape.

### **Learning the Verse**

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Divide the children into two teams and have them line up behind the starting line. Explain to them that they will run down to the leader at the other end of the relay area, recite the verse to him, pick out a piece of clothing and put it on. After getting it on, they are to run back to their team and sit down at the back. The next player then goes. This is repeated until all team members are dressed. The team is then to stand up, grab hands and chant the verse together. The first team to do so, wins.

Game continues as time and attention span allow.

#### **Non-competitive Option**

Don't split the children into teams. Instead, the children will try to beat the clock. Have the whole class say the verse before each child goes to get and put on a piece of clothing. When everyone has their costume clothes on, say the verse together one last time. Time how long it takes the children to do all of this. Repeat and see if they can do it more quickly the second time.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

# **Balancing Act**

#### Materials

Bible verse written up in large print so that all can see 10 or so various balance-able items, per team (erasers, plates, rulers, books, shoes, etc.) Paper, marker 2 baskets/boxes per team

## **Preparing the Game**

1. Make copy of the verse per team and cut it apart into as many parts as there are items per team. Number these verse pieces in order.

2. Make a sign per team of the verse. If you have a lot of non- or early readers, write the verse in easy to read print, numbering each word/section that correspond to the sections on the cut-up version of the verse. If your children are all proficient readers, do not write the verse on the poster board, but simply draw lines and number them 1-10, corresponding to the 10 verse pieces.

3. Write down and cut out the numbers used on the verse pieces and put in a little bag or jar.

4. Use masking tape to mark starting line. Tape the verse pieces to the items and make a pile for each team at the far end of the relay area.

5. Place items for each team in a basket and place at each team's starting point. Place the other baskets at the other end of the relay area.

#### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a <u>FEW</u> of the most important questions before beginning game.
 Explain the game to them as follows:

Divide the children into teams and have them line up at a start line. Have the whole group say the verse together. Then draw a number from the bag. Tell the first person in each line to pick an item from the basket at the starting line. They are to put it on their head, and balance it down to the other end. If they drop the item, they just pick it up and continue from that point. When they get there, they are to put their balanced item in the basket and then say the verse to the leader. The leader will then give them the piece of verse with the number on it that was drawn. The two children then rush back to their team with the verse piece and sit down at the back of the line. When all items have been taken down to the other end and all verse pieces retrieved, have been retrieved, they will then put all the pieces in verse order. If working with less confident readers, point out to them that they can use the sign you made and the numbers in the verse pieces as hints to help them line it up properly. After getting it in order, the team will finish by saying the verse all together. The first team to do so, wins.

#### **Non-competitive Option**

Don't divide the children into teams. Have them say the verse together, then have one child retrieve the correctly numbered verse piece for the group. Everyone assembles and says the verse together at the end.

#### **Optional <u>TAKING IT TO OTHERS</u> Activity: Quiz Questions**

# **Bowling Ball Verse**

## Materials

Bible verse written up in large print so that all can see 10 Plastic bowling pins or empty 2-Liter soda bottles Playground or foam ball

#### Preparing the Game

None.

#### Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

#### Directions

If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game.
 Explain the game to them as follows:

Divide the children into two teams. Have everyone say the verse together. Explain to the children that they will take turns trying to knock down bowling pins The bowler then will recite the verse. If he can do it alone, he gets as many points for his team and pins he knocked down. If he asks for the help of another team member, then their recitation of the verse is worth half the points. If they cannot recite it, someone from the other team can try for the half point value. If a child does not knock over any pins, he can still say the verse for 1 point. The team with the most points at end of play wins.

Game continues until all children get a chance to bowl, or as time and attention span allow.

#### **Non-competitive Option**

Don't split the children into teams. Give the group a target number of points to make. Challenge the children to see how few turns it will take to reach the target number of points. Let the children take turns bowling and knocking down pins. You can have them say the verse individually, with a partner, or with the whole group. Tally the number of points on a piece of paper. Continue until target number is reached. Repeat, seeing if they can do it in less turns the second time.

#### **Optional <u>TAKING IT TO OTHERS</u> Activity: Quiz Questions**

# Which Way Did It Go?

### Materials

Bible verse written up in large print so that all can see Coin Beanbag or other small object

### **Preparing the Game**

None.

## Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

## Directions

1. If desired, lead the children in a discussion of a *FEW* of the most important questions before beginning game.

2. Explain the game to them as follows:

Divide the children into two teams. Have the children sit or stand in a circle, alternating team members. Have everyone say the verse together. Explain to the children that they will pass the beanbag, stating clockwise, around the circle. Outside the circle one person, the Coin Flipper, will flip the coin. Each time the Coin Flipper gets a tails, he yells "Change" and the children in the circle change the direction they are passing the beanbag. After 5 changes whoever has the beanbag says the verse for their team. He gets 2 points for his team if he can say it be himself. One point, if he can say it with the help of another team member. If they can't say it, then the person next to him (on the other team) can try to say it for 1 point for his team. The child who correctly recited the verse is the next Coin Flipper. Have everyone say the verse again, then repeat steps.

Game continues until all children get to be the Coin Flipper, or as time and attention span allow.

## **Non-competitive Option**

Don't split the children into teams. Give the group a target number of points to make. Challenge the children to see how few turns it will take to reach the target number of points. Tally the number of points on a piece of paper. Continue until target number is reached. Repeat, seeing if they can do it in less turns the second time.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Secret Agent**

### Materials

Various detective looking items (a hat, dark glasses, tie, suit, watch, etc) Paper and Marker Tape Story Review Questions

#### **Preparing the Game**

 Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
 Write out the questions on small, thin strips of paper. (Or photocopy the review questions and cut them apart). Tape (or pin) each of these in secret places on the detective outfit, such as on the bottom of your shoe, underneath your watch band, inside the hat, on the side of the glasses, etc.

#### **Playing the Game**

Divide the children into two teams. Teams will take turn having one of their members guess where a location of a Story Review question on your detective outfit. A team gets a point for finding a question and a point for answering the question correctly. Have the children be specific in their guesses, such as: "on top of your hat" or "inside your hat", or "under your left shoe, etc. That makes for more of a challenge.. If a team is unable to answer the question correctly, the other team can try to answer it for a point.

Game continues until the children find all the questions, or as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Tell the children how many questions you have hidden on your outfit and challenge them to work together to find them all and answer the questions. Keep track of how many questions they've found with tally marks on a piece of paper.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Four Corners**

### Materials

Red and Green Construction paper 2 rulers 4 Large pieces of paper and a Marker Masking Tape Four small pieces of paper Cup or bag Story Review Questions Optional: Team Pennies to differentiate each team

### **Preparing the Game**

1. Make up story review questions that answer the questions: Why? What? How? What would you do? You will want to have 20+ questions. Many of the Story Review Discussion Questions can be modified to fit one of these four questions.

2. Make a stop sign and a green light out of the red and green construction paper and tape them each to the end of a ruler.

3. Make four signs out of the paper: Why? What? How? What would you do? Tape these signs in 4 different locations, such as corners of the room.

4. Write these 4 names also on four small pieces of paper of equal size and place in the cup/bag.

## **Playing the Game**

Divide the children into two teams. At the leader's signal, all the children will run to one of the four signs and place their hand on it or near it. When leader yells "Freeze" then the children must stay at their station. The leader then pulls one of the pieces of paper out of the cup and asks the children at that particularstation a Story Review question. If they get it right, then they gain as many points as children from that team who were at that station. Play then resumes again.

Game continues as number of questions, time, and attention span allow.

## **Non-competitive Option**

Don't split into teams. Simply ask the children at the particular station the question and let them work together to answer it.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Tell the Truth Basketball**

### Materials

3 baskets A ball Paper and marker Masking Tape 20+ statements that are true, false or not in the story

#### **Preparing the Game**

1. Use the Story Review Questions to come up with 20+ statements about the story that are true, false, or not in the story.

2. Write the words "true", "false", and "not in the story" on separate pieces of paper and tape each to a basket. Use the masking tape to make a throw line. Place the baskets in a line, a reasonable throwing distance from the throwing line.

### **Playing the Game**

Divide the children into two teams and have them line up at the throw line. Ask a child to come up to the throw line. Read him one of the statements and ask him to give his answer: true, false, not in the story by throwing the ball into the basket with the right answer card on it. If correct, then he scores 2 points for his team. If incorrect or accidentally goes into the wrong basket, the statement is read to the first person in line for the other team. If he tosses the ball into the right basket, then he scores one point for his team.

Play continues as statement cards last, or as time and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Have the children take turns making baskets and answering the questions.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Go Fish

### Materials

Broom stick or pole String U-shaped magnet Paper clips, 1 per question Construction paper Scissors Basket/Pail Story Review Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Cut out fish (different sizes and shapes, if desired), one per question. Write a question on each fish. And assign a point value to each fish based on difficulty. Attach a paper clip to the mouth of each fish. Place the fish in the basket. Attach the magnet to one end of the string and the pole to the other end.

#### **Playing the Game**

Divide the children into two teams. Teams will take turns catching fish by hooking them with the magnet and the paper clip. The question is then read to the child/team. A correct answer is worth as many points as is indicated on the fish. If answered incorrectly, the question goes to the other team for a possible one point.

Play continues as questions last, or as time and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Have the children take turns catching fish and answering the questions together.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

# Windsock Wallyball

### Materials

Small ball such as a tennis ball, Nerf or foam ball The bottom half of a pantyhose leg 16 sheets of variously colored construction paper Paper and marker Masking Tape Story Review Questions or other story review questions

#### Preparing the Game

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.

2. Make a windsock ball by placing the ball in the pantyhose leg and tying a knot right above the ball.

3. Choose three different point values for questions and write each value on three sheets of the construction paper. On the last four sheets draw a question mark shape. Tape these sheets of paper to the wall (or on the floor, if no wall is available) in the shape of a square, mixing up all of the point values. Make a shooting line with the masking tape.

#### **Playing the Game**

Divide the children into two teams and have them line up at the throw line. Ask a child from Team A to come up to the throw line. Hand him the windsock ball and let him throw it at the point cards on the wall. If he hits a point value, then the leader reads a Story Review question to his team. If they answer it correctly, they get the points. If not, then Team B can get the points for a correct answer. If he hits a star instead of a point value, then Team B gets to think up a question to ask Team A. If Team A gets it right, then they get double the highest point value on the board. If Team B stumps them—and can answer the question, themselves—then THEY get the double point value.

Play then resumes as the first player for Team B throws the windsock ball. Read him one of the statements and ask him to give his answer: true, false, not in the story by throwing the ball into the basket with the right answer card on it. If correct, then he scores 2 points for his team. If incorrect or accidentally goes into the wrong basket, the statement is read to the first person in line for the other team. If he tosses the ball into the right basket, then he scores one point for his team.

Play continues until everyone gets a chance to toss the windsock ball, as Story Review questions last; or, as time and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Have the children take turns throwing the ball and answering the questions together. Tally up the points as a group number.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Obstacle Course Quiz**

## Materials

Various materials, such as jump ropes, balls, inner tubes, carpet squares, boxes, tunnels made from chairs and bedspreads, etc. to make a simple obstacle course for each team. Masking Tape

20+ Story Review Questions and other story review questions, 1+ per child

Paper/post-it notes & marker/pencil

## **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.

2. Set up two identical obstacle courses, one for each team, that both end up at the same wall of your room.

3. Write a question on the back of a post-it note. On the front, write a point amount, such as 5, 10, 25 points, depending upon the difficulty of the question. Place these questions on the wall at the end of the obstacle courses. 4. Use the masking tape to make starting lines.

# **Playing the Game**

Divide the children into two teams and have them sit down in a line. Demonstrate how they are to go through the obstacle course. At the leader's command, the first person in each line goes through the obstacle course. Whoever reaches the question wall first wins 1 point for their team and gets to take down one question to give to the teacher. The teacher will ask the question to both teams, calling on the team who raises their hand first. If that team is correct in their answer, they get 2 points. If not, then the question goes to the other team. Process in repeated with next 2 children in line, etc.

Game continues until all have had a chance to run the course, or as question cards, time and attention span allow.

## **Non-competitive Option**

Send the children through two at a time, each child choosing a question from the wall. Have the children ask their question to the whole group and work together on the answer. Have the two children come back through the obstacle course and go to the back of their own lines. Repeat with next two children.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **String Along**

## Materials

Ball of string Scissors A jar/bag big enough to fit all the string Masking tape Paper and marker 20+ Story Review Questions and other story review questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Cut various lengths of string and place them in the jar, mixed up so it is not easy to see how long they are.

#### **Playing the Game**

Divide the children into two teams and have them line up at the masking tape line. Read Team A a Story Review question. If they can correctly answer it, then the first child in line stands up and picks a piece of string from the bag/jar without looking. He holds up the string for every one to see. The leader places the piece of string at Team's A's line, but lets it point away from the group. If Team A does NOT correctly answer the question, the Team B can try to correctly answer it. If they do, then the first person in the Team B line gets to pick out a string instead of Team A. Next, it is Team B's turn. Continue as above. Each time a team gets a new piece of string, it is tied to the other strings. The goal is to see who can get the longest string by the end of the game.

Play continues as Story Review cards last; or, as time and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Mark a length along the floor, wall, etc. Tell the children this is their target string length and they will work together to see how few questions it takes the group to reach the target length. Have the children take turns pulling out a piece of string to be added to the group as the leader reads a question. If the class gets the right answer, the piece of string is added onto the group's string. Continue until the target length is reached, noting how many pieces it took. Untie the string pieces, put them back in the jar and start again, seeing if they can reach the target length with less pieces the second time.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## I'm Not Looking

## Materials

Beanbag or other small, soft, toss-able object Masking Tape Paper and marker 20+ Story Review Questions and other story review questions Optional: CD player and music

## **Preparing the Game**

- 1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
- 2. Use masking tape to make a line where the "Tosser" will stand at one end of game area.
- 3. Set up CD player and music.

## **Playing the Game**

Choose one child to be the first "Tosser". He is to stand on the taped spot, with his face away from the other children. At your signal or at the sound of the music, the rest of the children are to move around (don't allow fast running). When time is called, or the music stops, they are to stop where they are and face the Tosser's back. The Tosser will then toss the beanbag backwards. Whoever the beanbag lands closest too, picks up the beanbag. The leader asks him a Story Review question. If he answers it correctly (or with the help of one other child of his choosing), he becomes the next Tosser. If not, then the present Tosser has another turn.

Play continues until all children have gotten a chance to be the Tosser; or, as questions, time and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Yes, No and Go

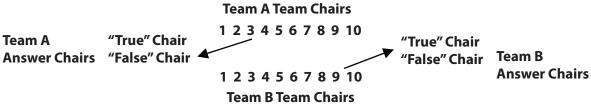
#### Materials

Paper and Marker Tape Story Review Questions

## **Preparing the Game**

1. Use the Story Review questions for ideas to come up with 20+ statements that are true, false, or not in the story.

2. Set up the chairs in two lines, with chairs facing each other. Each chair should be spaced far enough from it's neighboring chairs so that a child could run around it. Place at each end of the rows, two chairs that also face towards the middle. Write the words "true" and "false" on 2 index cards each and tape each to one of the chairs at the end of the rows. There should be one set of true and false chairs at one end and one set at the other end, one set for each team. With the remaining index cards, make 2 sets of numbers that correspond to the number of chairs in each long row. (If 5 chairs on a side, then number two sets of cards from 1 to 5.) Tape these numbers to the back/bottom of each chair. Have the numbers descend on one side and ascend on the other side. (i.e., if using numbers 1 to 5, then number 1 on one row be across from number 5, number 2 across from number 4, etc.) See diagram for illustration of chair set up.



#### **Playing the Game**

Divide the children into two teams and have them take their places in the chairs. Assign the child the number on their chair. After everyone is seated, the leader reads one of the true/false/not in the story statements and then calls out a number. The player from each team with that number is to run to sit in their team's true or false chair. If the answer is not in the story, the children are to run around their chair and sit down in their seat with arms folded over their chest. The first of the players to make it to the correct seat scores a point for his team.

Play continues as statement cards last, or as time and attention span allow.

#### **Non-competitive Option**

Instead of using two sets of the same numbers for each "team," use only one set of numbers. (For example, instead of having two sets of chairs numbered from 1-10, number the chairs from 1-20). And, have only one true/false chair. The child whose number is called runs to the right chair.

#### **Optional <u>TAKING IT TO OTHERS</u> Activity: Quiz Questions**

## **Sticky Pad Search**

## Materials

Re-stickable scratch pad sheets Paper and marker 20+ Story Review Questions and other story review questions

## **Preparing the Game**

Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
 On the sticky pads write various point values, from 1 to 4...with perhaps two 10's thrown in for fun. Make perhaps 50 of these point values. Stick these all over the room, high, low, unusual places. Place the two 10 point sticky pad sheets in the most unusual spots.

## **Playing the Game**

Divide the children into two teams and have them sit in two lines. At the leaders signal the first child from Team A will get up and have 10 seconds to gather as many point values as he can and get back to his spot. If successful, then that will be the point value for the Story Review question you ask the team. If the team answers the question correctly, they get the point values. If not, then the other team can try to answer it for half the point value. If a player doesn't get back to his spot before time is called, then he loses all his points (they are replaced to their spots) and it is the other team's turn. Play then resumes with the first player from Team B, etc.

Play continues as Story Review cards last, or as time and attention span allow.

## **Non-competitive Option**

Don't split into teams. Set a target point value for the children to reach together. Tell the children that they are going to work together and see how many turns it takes to reach the target point value. Have the children take turns gathering the point values and everyone together answering the question. If they get it right, then the group keeps the points. If not, then they are returned to their spots. Keep track of how many turns it takes to reach the target point value. Replace all of the sticky pads and play again, seeing if the group can make the target in less turns.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Ring Toss**

## Materials

Pre-made Ring toss board and rings OR Large piece of cardboard, popsicle sticks, and a child's plastic bracelet Paper and marker Masking Tape 20+ Story Review Questions and other story review questions

## Preparing the Game

Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
 Set up the ring toss board; or, cut a triangle shape from the cardboard and stick popsicle sticks into the board and assign point values for different sticks

## **Playing the Game**

Divide the children into two teams and have them line up at the throw line. Ask a child to come up to the throw line and toss the ring onto the board. Each child gets three tries, adding up the total points from all three tries. The leader then reads a Story Review question. If the child answers it correctly by himself, it is worth the number of points he scored from the ring toss. If he has another team member help him, it's worth half the point value. If he cannot answer it correctly, it goes to the other team with half points for a correct answer. Play resumes as the first player from the other team takes a turn tossing.

Play continues until each child has a turn, as Story Review questions last; or as time and attention span allow.

Tip: You might find that this game works best with the board laying flat on the floor rather than standing up and tilted.

## **Non-competitive Option**

Don't split into teams. Set a target point value for the children to reach together. Tell the children that they are going to work together and see how many turns it takes to reach the target point value. Have the children take turns toss the ring for points. Read a question for everyone to work together to answer. If the group gets it right, then they get to keep the points. Keep track of how many turns it takes to reach the target point value. Replace all of the sticky pads and play again, seeing if the group can make the target in less turns.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Balloon Volleyball**

## Materials

20+balloons small strips of paper pen Masking Tape 20+ Story Review Questions and other story review questions

#### **Preparing the Game**

Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
 Write out each Story Review question on a small strip of paper. (Or photocopy the review questions and cut them apart). Roll it up and place it inside of the balloon. Inflate the balloon. Continue this process for each Story Review question. Make a line with masking tape across the middle of the playing area.

## **Playing the Game**

Divide the children into two teams and have them spread out on each side of the masking tape line. Take one of the balloons and bat it out into the field of play. The children will bat it back and forth without letting it hit the floor. When it hits the floor, play stops and the team on the opposite side scores a point. The balloon is popped, the question is unrolled and read. The team who scored the point gets first try at answering the question. If they get it correctly, they get another point. If not, then the other team can try for a point. Play resumes by the leader batting another balloon out into the court.

Play continues as balloons last, or as time and attention span allow The team with the most points at the end wins.

## **Non-competitive Option**

Don't keep track of points. Encourage the children to see how many times they bat the balloon back and forth, counting out loud with each hit. When the balloon hits the floor, the leader pops the balloon and reads question for all to answer.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Spoon and Ball Relay**

#### Materials

Spoons, one per each team Ping-pong Balls, one per each team Masking Tape Baskets: one small one per team; plus, one large one to be shared by all teams. Story Review Questions, one per child Paper and marker/pencil for writing questions and keeping score

## Preparing the Game

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. Write point values to each question, such as 5, 10 and 25 points, depending upon how difficult they are.

**5 point questions: What does it say?** Simple fact questions, such as "How did Satan tempt Jesus to disobey God, His Father?"

**10 point questions: What does it mean?** Meaning questions, such as "Why was it important that Jesus obeyed God perfectly?"

**25 point questions: What does it mean to me?** Life application questions, such as "What is something God wants you to do that you find especially difficult to obey?

2. Fold up all the questions and place them in the large basket. Place all of the questions in the larger basket at a central point in the room. Use the tape to mark starting points for each team and place the smaller baskets next to the start line. Have a spoon and ping pong ball ready for each team.

## **Playing the Game**

**Part 1: Getting the Questions:** Split the children into two teams. Have them line up behind the taped lines on the floor. Give the first person in each line a spoon and a ping pong ball. Tell the children that at your signal the first person will walk with the ball balanced in the spoon down to where the basket is. They are to drop the ball into the basket, pick up the ball again as well as a question from the basket and run back with the spoon, ball, and question to their team. They hand the spoon and ping pong ball to the next person in line and deposit their question in their smaller team basket located next to the start line. The relay continues until all children have had a turn.

#### Part 2: Asking the Questions

After the relay is finished, the children sit down in their groups. The leader will take a question from a team's basket, tell them how many points it is worth and ask them the question. If the team gets it right, then they get the points. If not, then any other team has a chance to win the points. The teacher then proceeds to the next team's basket and continues the process. At the end, add up the points and see who wins.

#### **Non-competitive Option**

Split the children into two groups and retrieve the questions as above until all the questions have been retrieved. Have the children of the two groups take turns pulling a question out of their basket for all the children to answer. Tally how many questions the children were able to get right. If desired, can play the game again, using only the questions they did not correctly answer. Ask them these again and see how many they get right the second time. Repeat as long as attention span allows or until all the questions have been correctly answered.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Shoe Search and Ransom

## Materials

The children's shoes Masking Tape Story Review Questions, one per child Paper and marker/pencil for writing questions and keeping score

#### **Preparing the Game**

Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
 Hide the questions around the room. Make a line out of tape for each team, approximately long enough to place one shoe per child per team on it.

## **Playing the Game**

Have the children sit down in lines of equal teams. Have them take off one of their shoes and give them to you to place along the taped line in front of their team and then sit back down in their groups. Tell them that in order for them to get back their shoes, they will have to do a little searching and ransoming. Explain that questions on small pieces of paper are hidden around the room. You will alternate between the two teams asking the first person in each line to get up and find a question for their team to answer. (The person hunting can ask for suggestions, if desired, from his/her seated teammates.) If the team answers it correctly, then that child's shoe is "ransomed". If not, then the question goes to the other team to answer. If they answer it correctly, then the first team member's shoe is ransomed.

Continue until all shoes are ransomed. Repeat game as time and attention spans allow.

#### **Non-competitive Option**

Don't split into teams. Have the children sit down in a circle around the pile of shoes. Let one or two children at a time search for a question for the teacher to ask the group. If the group gets it right, then the child/children can ransom one of their shoes. Continue until everyone has their shoes ransomed.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## The Answer's in the Tent

## Materials

Various props, objects, costumes, or even pictures from the story, enough for one idea per child at least. A small pup tent or blanket and chairs made into a tent Paper and pencil/pen to write down questions Jar or bag

#### **Preparing the Game**

1. Make a list of main characters, objects, elements from the story. For example in the story of Jesus being tempted in the wilderness you could have rocks, bread, blocks (like from the Temple), a globe, a red robe/shirt, etc. (for Satan), white robe for angels who came to comfort Jesus at the end, a Bible (the word of God that Jesus used to refute Satan), a picture of a desert or the sun, the number 40 (for 40 days and nights without food). The Plan-a-Play story sheet is a good source of ideas. If desired, you can write different point values--such as 5, 10, 25 points-- on questions, depending upon how hard they are. Place these objects in the tent.

2. Make up questions that have these props as their answers, such as: What did Satan tempt Jesus to turn the rocks into when He was so hungry? (bread)

3. Place the questions in a jar or bag.

#### **Playing the Game**

Have the children sit down in lines of equal teams. Tell them that in the tent are answers to the questions that you have folded up in the bag. They will take turns listening to a question and having the first person in line go into the tent and find the prop/costume piece/etc. that answers the question. If a team doesn't get the right prop, then the first person from the other team gets to go up and see if they can find it for a point.

Continue until all have had a chance to play or all questions have been answered. Tally points. Repeat game as time and attention spans allow.

#### **Non-competitive Option**

Don't put points on the questions. Don't split into teams, but instead sit in a circle around the tent. Have the children take turns going into the tent to retrieve the prop that fits the answer to the question.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Frisbee Toss n' Quiz

#### Materials

Frisbee Paper and Marker Masking Tape Story Review Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Tape sections on the floor and designate each with a point value that you write on a piece of paper and tape to each section. Make the higher point sections smaller and more difficult to hit; the lower point sections easier. You may even decide to make a target shape.

#### **Playing the Game**

Divide the children into teams. Teams will take turn having one of their members toss the Frisbee into the sectioned areas. A correct answer to a question wins the designated points for the team. If the person is unable to answer the question correctly, the other team can try to answer it for a point.

Game continues until all children get to toss the Frisbee, or as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Set a target point number for the group, telling them that together they are going to see how many turns it takes to reach the target number. Have the children take turns tossing the Frisbee. Tally number of turns on a piece of paper. When the target number has been reached, start over and try to reach the target number in fewer turns.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

## **People Pins**

#### Materials

A ball Paper and marker 10 Safety pins Masking Tape 20+ Story Review Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Use the masking tape to mark bowling pin placement on the floor as well as a bowling line.

#### **Playing the Game**

Divide the children into two teams, Team A and B. Team A will line up behind the bowling throw line, Team B will take their places on an x as a bowling pin. Attach with tape or safety pins on each "bowling pin", with number 1 on the person in front and working across the rows from side to side, so that the biggest numbers will be on the last row of "pins". Ask the first child on Team A to come up to the bowling throw line. Have the child roll the ball into the "bowling pins" Whoever is touched by the ball is considered a knocked down pin. The pin numbers on those people are added up. The bowler is then asked a question. If he can answer it correctly on his own, the team gets as many points as the value of the pins knocked down. If he can answer it with the help of his team, then the team gets half the point value. If he answers it incorrectly, it goes to the Team B for the half point value amount for a correct answer. All pins resume their positions, ready for the next player on Team A to bowl. After everyone on Team A has a turn to bowl, the two teams switch places as pins and bowlers.

Play continues until everyone has had a chance to bowl, or as time and attention span allow.

#### **Non-competitive Option**

Divide the children into two groups. Set a target point number for whole group, telling them that together they are going to see how many turns it takes to reach the target number. Have one set of children be the bowling pins and the other set take turns bowling. Once one set of children have had a turn, switch out bowling pins and bowlers. Tally number of turns on a piece of paper. When the target number has been reached, start over and try to reach the target number in fewer turns.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Beanbag in the Hole

## Materials

Paper and pencil Markers Story Review Discussion & Quiz Questions Beanbag 2' by 2' piece of cardboard Tape

## **Preparing the Game**

Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
 Bend back about 3" along two opposite sides of the cardboard. Cut 3 to 5 holes in the main part of the cardboard that are just large enough for the beanbag to be thrown in easily. Use the tape along the top and bottom to hold back in place the bend sides of the cardboard, making a stand for the target. Use the markers to write point values for each hole in the target.

## **Playing the Game**

Divide the children into two teams. Teams will take turns tossing the beanbag at the target board. Each child gets three chances to get the beanbag in a hole. If he does, the leader reads a question to the child/team. A correct answer is worth as many points as is indicated on the target hole.. If answered incorrectly, the question goes to the other team who can get half the point value for a correct answer.

Game continues until the children find all the questions, or as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Set a target point number for the group, telling them that together they are going to see how many turns it takes to reach the target number. Have the children take turns tossing the beanbag (three tries each). Tally number of turns on a piece of paper. When the target number has been reached, start over and try to reach the target number in fewer turns.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Keep It Under Your Hat

## Materials

Paper and pencil 5+ hats Story Review Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Write each question on a separate, small piece of paper. Assign a point value to each question, based on difficulty. Pin a question to the underside of each hat, except one. Save the unused questions to pin to the hats when the first set have all been selected.

3. Place all the hats on the floor or on the table.

#### **Playing the Game**

Divide the children into two teams. Teams will take turns choosing one of the hats and answering the question pinned to the hat. Each question is worth the number of points indicated on the question. If the first team does not get the right answer, then the question goes to the other team who can win half the points for a correct answer.

When the blank hat is chosen, the team who chooses gets to come up with their very own question to try to stump the other team. If they can, then they get the highest point value worth on the question AND another turn. If the other team gets the right answer, then play continues as normal. When all the questions on the hats have been answered, pin a new set in, changing the empty hat.

Game continues until all children get to choose a hat, or as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Divide the children into two groups. Set a target point number for whole group, telling them that together they are going to see how many turns it takes to reach the target number. Have one set of children be the hat wearers and the other set be the hat pickers. Once one set of children have had a turn, switch out hat wearers and the hat pickers. If someone chooses the blank hat, they make up a question to ask the rest of the children. Tally number of turns on a piece of paper. When the target number has been reached, start over and try to reach the target number in fewer turns.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Triple Play Baseball**

## Materials

4 carpet squares or construction paper for bases 3 balls of different sizes, such as a foam ball, tennis ball, and soccer ball. A basket or cardboard box Masking tape Paper and pencil Story Review Questions

## **Preparing the Game**

Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
 Place the carpet squares at the four corners of a diamond, like for baseball, approximately 10 feet apart.
 Place the basket with the balls in it next to "home" base.

## **Playing the Game**

Divide the children into two teams. Team A will be up to bat, Team B will be out in the field. One player from Team B stands behind the batter as catcher. The leader will read a question to the batter. If the batter answers it correctly, he then picks up all three balls from the basket and tosses them out into the "field" in rapid succession. He then tries to run as many bases as possible around the diamond,, touching each base ,before the Team B players in the field return all three objects to the catcher who puts the balls into the box. The batter scores as many points as bases he was able to get to: 1 point for first base, 2 points for 2nd base, etc.. The next person on Team A becomes batter now, and repeats the process. A team incurs an "out" if a batter is unable to answer a question; or, if a batter is caught in between 2 bases when all the items are back in the box, then they are out. Teams switch positions after 2 outs.

Game continues until all children get to bat, or as number of questions, time, and attention span allow.

WARNING: You may want to have the children only walk (rapidly) around the bases if you have slick floors. If you do this, you can also have the catchers have to crawl on all fours/do a crab walk to slow them down.

#### **Non-competitive Option**

This game is difficult to play in a completely non-competitive way. You can take the "edge" off of the competitive nature of it by not assigning point values and simply letting each child have a chance to see how far around the bases they get on their turn. When all the children on Team A have a turn, switch batters and catchers and let the Team B children become the batters.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Chair Pile Up**

#### Materials

A Chair for every two players Index Cards Paper and Marker Tape Story Review Questions Optional: Game "Pennies" for easy recognition for members of each team

#### Preparing the Game

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Form a circle with the chairs. On the index cards, make identical two sets of numbers corresponding to the number of chairs. Use one set to tape a number onto the back of each chair.

## Playing the Game

Divide the children into teams. Have all players select a seat and share it with one other person. (No special ordering of players needed.) The players from both team will move from chair to chair according to the directions you give. ("If you have shoes that have Velcro, move 1 chair to your left,." "If you came to church in a mini van, move four chairs to your right.", "If you have a sister, stay where you are, but everyone else move 1 chair to the left", etc.) If there are too many students to sit on one chair, have them at least put their hands on the chair. After giving several direction, choose a number from the 2nd set of index cards. All the children at that particular numbered chair will answer a Story Review question. If they answer it correctly, they earn as many point for their team as team members at that particular chair, (i.e., if 2 people from Team A and 1 people from Team B are on the same chair, then Team A gets 2 points and Team B gets 1) If they do NOT answer it correctly, then their teams are DOCKED the same number points as team members at that chair. The team with the most points at the end of play, wins.

Game continues as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Simply play the game and have the children at whatever numbered chair is chosen answer the question.

#### **Optional <u>TAKING IT TO OTHERS</u>** Activity: Quiz Questions

# Spin the Light

## Materials

Flashlight Paper and Marker Story Review Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.

## **Playing the Game**

Divide the children into two teams. Have them sit in a close circle, alternating Team A and Team B players. Have the children sit in a circle. Put the light in the middle of the circle. Spin the light. Whoever the light points to, answers the question. If it points to a Team A player and he gets it right on his own, it is worth 2 points for his team. If he needs help from another team member, then it is worth 1 point. The question goes to the Team B player on his right for a possible 1 point if the Team A player fails to answer correctly.

Game continues until all children get to toss the Frisbee, or as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Don't split into teams. Have the children sit in a circle and spin the light, asking whoever it points to a question. If desired, you can let each child choose another child to help them answer the question.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Stepping Stones**

#### Materials

10 Carpet Squares or Different Colored Construction Paper Paper and Marker Masking Tape Small paper bag or basket Story Review Questions Optional: CD player and music, Game "Pennies" to differentiate the teams

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Tape numbers on the carpet squares or make "squares" out of construction paper. Place the squares in random order on the floor, not more than 2 feet apart. (so that they can jump from stone to stone: see diagram) Write the numbers 1-10 on separate, small pieces of paper and place in bag/basket.

## **Playing the Game**

Divide the children into two teams. Tell the children that the players from both Team A and Team B are to jump from "stone to stone" until you call "time." (You could also play the music and they freeze when the music stops.) At that point, everyone is to freeze on their stepping stone. The leader then draws a number out of the bag/basket and then asks a Story Review question to the child/children on that stone. If he/they answer it correctly, he/they each win two points for their team. Play then resumes again.

Game continues as number of questions, time, and attention span allow. The team with the most points at the end wins.

#### **Non-competitive Option**

Don't split into teams. Simply play the game, having the children at whatever numbered stone is chosen answer the question.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Basketball Toss**

## Materials

Small basketball or other ball 3 (or 4) baskets Paper and Marker Masking Tape Story Review Questions

### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Use tape to mark a free throw line. On the paper make three point values,(starting with two points and going up), one for each basket, and tape them to the corresponding basket. Set out the baskets with the one worth least points, the closest to the free throw line. The one worth the most points, set the farthest out. With younger children, make sure to set one basket so close in that they are almost guaranteed to get a basket. If desired, use the extra fourth basket to make a long bomb basket that is almost unreachable, but worth a lot of points.

#### **Playing the Game**

Divide the children into two teams. Teams will take turns having one of their members make a shoot. Each child gets three tries. The highest point value being what the question will be worth. Then ask the child a Story Review question. If he gets it right, then he earns those points for his team. If the person is unable to answer the question correctly, the other team can try to answer it for half the point values. If a child does not make a basket, he can still answer a question for 1 point.

Game continues until all children get to try to make a basket, or as number of questions, time, and attention span allow. The team with the most points at the end wins.

#### **Non-competitive Option**

Don't split into teams. Set a target point number for the group, telling them that together they are going to see how many turns it takes to reach the target number. Have the children take turns tossing the basketball(three tries each). Tally number of turns on a piece of paper. When the target number has been reached, start over and try to reach the target number in fewer turns.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## What's in the Box?

#### Materials

10-20 Various props or pictures with an association with the story Paper and Marker Large box or basket Story Review Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Place the props/pictures in the box.

#### **Playing the Game**

Divide the children into two teams. Teams will take turn having one of their members reach into the box and pull out a story prop/picture. He will show it to his team and they will come up with an answer as to how that particular prop relates to the story. A correct answer wins 2 points for the team. The team can double their points if they can also tell something from the story they learned about God or about how He wants His people to live. If the team is unable to come up with an answer, then the other team can give an answer for 1 point. For extra fun, you can add some props/pictures that have nothing to do with the story, making the children eliminate them....or even try to think of way it could be added to the story.

Game continues until all children get to pull out a prop/picture,, or as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Have the children sit down in a circle around the box. Have the children take turns pulling props/pictures out of the box for the other children to tell what it has to do with the story.

#### **Optional <u>TAKING IT TO OTHERS</u> Activity: Quiz Questions**

# Egg Toss

## Materials

3-5 Plastic Open-able Easter Egg of the same colors (that close well!) or balls of crumpled foil of the same size Small piece of construction paper Paper and Marker Story Review Questions

## **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Put a small piece of construction paper in one of the eggs (or in one piece of crumpled foil, if using foil). The other eggs/foil balls remain empty.

## **Playing the Game**

Have the children spread out randomly (or in a circle) at about arms' distance apart.. Have the children begin to toss an egg around between each other. When the leader stays, "Freeze," the child with the egg opens it and reads the question to the group. If question is correctly answered, the egg is permanently retired. If the question is incorrectly answered, the egg goes back into the pile. The teacher (or the child who opened the egg) chooses another egg and play continues.

Game continues as number of questions, time, and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Forceball

## Materials

One kick ball or other rubber ball Masking tape Yard stick Story Review Questions

## **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Use the tape to mark 2 lines about 3 yards apart.

## **Playing the Game**

Divide the children into two teams and have each team line up behind one of the lines.

Players should stand side to side, with legs apart and feet touching. The two teams are facing each other. Play starts as one team rolls (with their hands) the ball to the other team, trying to get it through the other team's legs without being blocked. The defending team cannot more their feet to block the ball. They can only blocks it with their hands. IF the ball gets through their legs, the other team can get 2 points if they can answer a Story Review question correctly. If they do not say it correctly, then the defending team can try for 1 point. The defending team then bats the ball and tries to get it through the other team's legs. The team with the most points wins.

Game continues as number of questions, time, and attention span allow.

## Non-competitive option

This game is difficult to make completely non-competitive. You can, however, not keep track of points.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Give These to Farmer Brown**

## Materials

Straw hat Small Plastic Shovel, gardening glove or other farming implement, Shoe box or equivalent...or play clay 20 Drinking straws 20 Scraps of Construction paper Tape Paper and Marker Story Review Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own. 2. Make 20 flowers, using construction paper to make blossoms and taping them to drinking straw stems. Write a number on each flower that will correspond to each Story Review Question. Cut small slits in the top of the shoe box and stick each flower stem into one (or, take small lumps of clay and stick on bottom of stems for free-standing flowers.) Place the flowers in what will be the center of your circle.

3. Number the Story Review questions from 1-20.

#### **Playing the Game**

Have the children sit in a circle. Put the straw hat on your head and turn to the child on your right in the circle and say, "Give this to Farmer Brown!" Take the hat off and place it on the child's head. Tell him to pass it on, repeating the same phrase and taking off the hat and placing it on the next child's head. Then, put the glove/hold the shovel and turn to the child to your LEFT as say, "Give this to Farmer Brown". Take off the glove(shovel) and pass it over to the child and tell them to pass it on. That child continues to pass the glove/shovel to the left. At some point, the hat going to the right and the glove/shovel going to the right will meet at the same child. That child is " leader reads the question with the same number for the child to answer. Allow children to choose someone to help them with the answer if they are having difficulty.

Game continues until all children get to pick a flower; or as number of questions, time, and attention span allow.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

## Beanbag Scramble

## Materials

Beanbags, enough for the all the children, minus 1 Drum, guitar or just your hands! Tape Small bowl or bag Bible Truth Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Beanbags are placed in a circle on the floor, with children forming a circle just outside the beanbags. Tell the children that you will beat a beat on the drum, strum a strum on the guitar, or clap your hands and they are to march to the beat. As the beat gets faster, they march faster. As it gets slower, they march slower, etc. Suddenly stop the music and the children scramble for the beanbags. The child who has no beanbag picks a question for the class to answer.

Game continues as number of questions, time, and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Storks

## Materials

Three large, but soft balls Tape Bible Truth Questions

## **Preparing the Game**

Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own.
 Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Divide the children into two teams, each on opposite sides of the room, facing each other. One team is "The Hunters". The other team is "The Storks." The hunters have three balls and they are to stand about twenty feet away from the storks, who are lined up, similarly to ten bowling pins. Storks are to balance on one leg without leaning on anything. They can switch from leg to leg, but must not stand on both at the same time. Read a question to the hunters. If they get it right, then one of the hunters gets three chances (3 balls) to roll the ball at the storks FAIRLY GENTLY and try to get them to put their other foot down. The Hunters score as many points as storks who lost their balance and put their foot down. Sides get switched when all the Hunters have had a turn: or, when they have been stumped by a question.

Game continues as number of questions, time, and attention span allow.

## **Non-competitive Option**

Set a target number of points for the whole group. Challenge the children to see how many turns it takes score the target number of points. Once the target has been reached, start the game over and see how many turns it takes to reach the target the second time.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Silly Grand March

## Materials

CD and CD player Small bowl or bag Bible Truth Questions

## **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Have the children form partners, then form a big double circle. Tell the children to move however you command them to move, such as march, walk, skip, tip toes, big knee bends, pat head, fly like a bird, etc. (BUT NOT RUN!!!) when you play the music. But when the music stops, they and their partner are to grab hands and sit down as quickly as possibly. The last pair to sit down become the Question Choosers for the class. If the class answers it correctly, then the pair is added back into the group immediately. If not, then the pair stays out until another round when a correct answer is given to a question. (Feel free to add back incorrectly answered questions into the bag).

Game continues as number of questions, time, and attention span allow.

NOTE: Have the children who are "out" help make up actions for the other children to do, put them in charge of the music, etc. along with you. This will keep them happily occupied as they continue.

## **Non-competitive Option**

Don't exclude the Question Choosers from the game, even if class gets the wrong answer.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Menagerie

## Materials

Small Bag/Bowl Bible Truth Questions

## **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Divide the children into three or four teams, depending on how many children you have. Each group of children is given the name of an animal and is assigned a corner of the room. You are "It" and stand in the middle of the room. When everyone is ready, give instructions to different groups of animals, such as "I want the bears to change places with the monkeys." The bears and monkeys when then run to change places. You, as It, will try to tag bears and monkeys. Choose a question from the bag to read to your caught animals. If they get it right, they are released to be back with their fellow animals. If not, they must wait until another, correct answer to be released.

Game continues as number of questions, time, and attention span allow.

## **Non-competitive Option**

Do not exclude "caught" animals from the game, even if they get the answer wrong. Instead release them back to their fellow animals and put the question back in the bag for review again.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Inspecting the Troops**

## Materials

Crown (if desired) Bible Truth Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Tell the children that they are the Queen's/King's soldiers and are to follow her/his every command. Have the soldiers march, pretend to hold out their swords, ride their horses, etc. Then, finally have them stand at attention, very still and showing no emotion. Tell them that you are the Queen/King and have come to inspect the troops. (Put on the crown). You have to remove anyone who is not very straight and still, and show no emotion. As you inspect the troops, make faces or say things to try to get the troops to break into a smile, etc. Watch them for movement. Whoever breaks a smile or moves, etc. told to step forward and must answer a question to be reinstated to the Troops. If it is just one soldier, he/she may choose two other soldiers to help them answer the question. If the soldier (and the soldiers he chose to help him) answer the question correctly, everyone goes back into the line. If they get it wrong, they must wait out one turn. If desired, let some of the children take turns being the king/queen.

Game continues as number of questions, time, and attention span allow.

NOTE: Have the children who remain out help you to give commands to the troops.

#### **Non-competitive Option**

Don't exclude the soldiers from the Troops, even if they get the wrong answer. Do put the answer back in the bag to be reviewed again.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Enemy Invaders**

## Materials

Index cards of two different colors (or use red and black playing cards, such as hearts and spades) Bible Truth Questions String or yarn Two chairs Masking Tape

## **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own.

2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

3. Tie an end of the string to each chair and draw the line across the room where the teams will be. Preferably this line will be about 4' above the ground.

4. Tape a line about 6' to 9' from the string on each side.

5. Cut cards in half along the long side, making them about the same size as playing cards.

## **Playing the Game**

Divide the children into two teams and have them stand (or kneel to make it even harder!) on their team's line. Give each child an index card, the same color for the children on one team. At your signal, have them try to toss their cards over the line and into their "enemy's" territory on the other side. Add up how many cards fell on each side. That is how many points they can win by answering a question. Choose a question for each team. If the team gets it wrong, the question goes to the other team for an extra point. Distribute the cards and play again.

Game continues as number of questions, time, and attention span allow.

## **Non-competitive Option**

Set a target number of points for the whole group. Challenge the children to see how many turns it takes score the target number of points. Once the target has been reached, start the game over and see how many turns it takes to reach the target the second time.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## BIBLE 'TRU'TH REVIEW GAME use as a story or concept review game

## Help the Blind Man

#### Materials

Blindfold Cane Bible Truth Questions Bag/Bowl

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Children form a circle, with "It", a blind man, in the center. The circle moves slowly to the left or to the right at the Blind Man's command. Then, the Blind Man says, "Halt!" Everyone in the circle stands still. The Blind Man then begins walking out towards the circle of children, GENTLY touching his cane out until he touches someone. When he does, the blind man gets to choose a question from the bag for the teacher to read to the class. When they get a correct answer, the blind man gives up his blindfold to the other child who becomes the blind man, while the former blind man joins the circle.

Game continues as number of questions, time, and attention span allow.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Squirrel and Nut**

## Materials

Marble Chairs Bible Truth Questions

## **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Have children seated in chairs in a circle, with their heads down and their eyes closed. "It" is in the middle and is holding the marble. He walks around quietly and chooses someone's lap to drop the marble into. The person who receives the marble jumps up and chases "It" around the circle and tries to tag "It" before "It" gets to the chair and sits down. Either the tagged old "It" or the new "It" gets to choose a question from the bag for the class to answer. Play continues after the question is answered. Be careful about running on slick floors! You may want to ask the children to walking rapidly instead.

Game continues as number of questions, time, and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## **Circle and Cross**

## Materials

Beanbags, 1 per child Masking Tape Bible Truth Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own.

2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

- 3. Tape a circle about 2' in diameter on the floor. Tape a large X in the middle of it.
- 4. Mark one team's set of beanbags with a small piece of masking tape or other distinguishing mark.

## **Playing the Game**

Divide the children into two teams, giving the members of each team a beanbag of the same color or marking. Have all the children stand outside of the circle, about 6'back. At your signal, have the children toss their beanbags into the circle, trying to make them land on the taped X. Count up the beanbags for each team that landed on it. That's how many points their quiz question is worth. Choose a question for each team from the bag/bowl. If a team gets it wrong, the question goes to the other team for 1 point, if they can get the correct answer. Gather up the beanbags and continue play.

Game continues as number of questions, time, and attention span allow.

## **Non-competitive Option**

Set a target number of points for the whole group. Challenge the children to see how many turns it takes score the target number of points. Once the target has been reached, start the game over and see how many turns it takes to reach the target the second time.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# **Rush to Safety**

## Materials

Construction Paper CD and CD player Masking Tape Small bowl or bag Bible Truth Questions

## **Preparing the Game**

Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own.
 Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.
 Cut circles about 9" in diameter, enough for every child but one.
 Tape the circles on the floor around the room.

## **Playing the Game**

Point out the safety spot circles on the floor. Tell the children that you will tell the children to move however you command them to move, such as march, walk, skip, crab crawl, etc. (BUT NOT RUN!!!) when you play the music. But when the music stops, they are to get to a safety spot. Show them that there is one spot too few for them all so that someone will be caught out. The child who has no safety spot picks a question for the class to answer. If the class answers it correctly, then the child is added back into the group. If not, then the child stays out and another safety spot is removed.

Game continues as number of questions, time, and attention span allow.

NOTE: Have the children who are "out" help make up actions for the other children to do, put them in charge of the music, etc. along with you. This will keep them happily occupied as they continue.

#### **Non-competitive Option**

Have the child without a safety spot choose a question for the class, but then join the game, even if the class gets it wrong. Add the question back into the bag for further review. Don't reduce the number of safety spots.

#### **Optional TAKING IT TO OTHERS** Activity: Quiz Questions

## BIBLE 'TRU'TH REVIEW GAME use as a story or concept review game

## **Circus Lions**

## Materials

Optional funny wig, glasses, hat, etc. Hula hoop, etc. Bible Truth Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Tell the children that they are circus lions. Have them get on all four and roar and roam like lions. Have them "jump" through a hula hoop, etc. Then tell them they are getting very, very sleepy and must lie down...on their backs... in their den. Tell them that sleeping lions lie very still, make no noise, and keep their eyes open! Tell them that you are the Lion Trainer and are trying to wake up the Sleeping, Lazy Lions to perform in the circus. Any lion that makes a move, a sound or smiles will have to get up! Put on your funny wig, glasses, hat, etc. and make your rounds, trying to catch the lions moving, making noise or to make them smile. Lions who are caught are asked to answer a question correctly as their circus trick to before they can go back to their den. Have one of the lions caught to pick a question. Read it to the whole class and take their answers. If they don't get it right, then the child/children must stay out until the next round and next correct answer. If desired, let some of the children take turns being the Lion Trainer.

Game continues as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Let all the caught lions join back into the circus, even if the class answers a question incorrectly. Put the question back in the bag for further review.

#### **Optional <u>TAKING IT TO OTHERS</u> Activity: Quiz Questions**

## BIBLE TRUTH REVIEW GAME use as a story or concept review game

# Beanbag Grand March

## Materials

Small bowl or bag 1 Bean Bag per child CD and CD player Bible Truth Questions

## **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Have the children form partners, then form a big double circle. Give each child a bean bag. Have them balance them on their heads. Tell the children that you will start the music and tell the children to move however you command them to move, such as march, walk, skip, tip toes, big knee bends, pat head, fly like a bird, etc. (BUT NOT RUN!!!) and try not to let their bean bag fall off their heads. When/if the bean bag falls off, a team is to sit down. When the music stops, all of the seated children are asked a question. If they get the right answer, then everyone is released to the march again. If not, then they must wait until the next time a question is asked and answered correctly.

Game continues as number of questions, time, and attention span allow.

NOTE: Have the children who are "out" help make up actions for the other children to do, put them in charge of the music, etc. along with you. This will keep them happily occupied as they continue.

#### **Non-competitive Option**

Let all the children whose beanbag fell join back into the march, even if the class misses the question. Add the missed question back into the bag for further review.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## BIBLE TRUTH REVIEW GAME use as a story or concept review game

## **Omit! Obey!**

#### Materials

**Bible Truth Questions** 

## **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Divide the children into two teams, having them line up in straight lines, arms' length apart, side to side. The leader stands at one end of the two lines and tells the children that he/she will tell them to do a certain action, saying "Obey" or "Omit" right before doing it. Children are to do the action if the leader says "Obey", but NOT do it if they say "Omit" first. Any child caught moving when the leader has said "Omit" is identified and is the Question Chooser for the class. If the class answers the question correctly, then the child resumes play. If not, then the child must sit out until another round when a correct answer is given.

Game continues as number of questions, time, and attention span allow.

NOTE: Have children who are "Out" help give you ideas for actions.

## **Non-competitive Option**

Let the Question Chooser immediately back into the game, even if the class misses the question. Add the missed question back into the bag for further review.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

## Sit Ball

## Materials

Two or Three soft baseball sized balls. Or, could use beach balls Bible Truth Questions

## **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

## **Playing the Game**

Have children sit is a circle on the ground, with about 2' spacing. Give them two or three soft indoor baseballs and are to throw them from one to another, avoiding "It" who is moving around trying to catch one. When a ball is caught, the child who threw the ball chooses a question for the class to answer. If correctly answered, the player becomes the new "It". If not, then the old "It" remains in place.

Game continues as number of questions, time, and attention span allow.

## Optional TAKING IT TO OTHERS Activity: Quiz Questions

# Red Light, Green Light...for Storks

#### Materials

Tape Bible Truth Questions

#### **Preparing the Game**

Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own.
 Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.
 Tape a starting line and finish line at each end of the room.

#### **Playing the Game**

Have all the children stand facing you on the starting line. Tell them that you are the traffic light controller for storks. When you say "Green light" they can move forward with your back towards them. But when you say "Red light" they must freeze in stork position, balancing on one leg. You will turn around quickly and try to catch anyone moving or off balance. These children will choose a question to ask the class. If the class gets it right, then the children can join the game back at Start. If they do not, then the children have to wait it out until another round when a correct answer is given. Whoever makes it to the finish line first becomes the new traffic light controller for storks.

Game continues as number of questions, time, and attention span allow.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during <u>**TAKING IT TO OTHERS**</u> time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children. Make sure you read the Bible verse aloud before you ask your questions.

## BIBLE TRUTH REVIEW GAME use as a story or concept review game

# **Circle and Basket**

#### Materials

Beanbags, 1 per child Basket Masking Tape Bible Truth Questions

#### **Preparing the Game**

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own. 2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

3. Mark one team's set of beanbags with a small piece of masking tape or other distinguishing mark.

#### **Playing the Game**

Divide the children into two teams, giving the members of each team a beanbag of the same color or marking. Have all the children stand in a circle around the basket, about 6' back. At your signal, have the children toss their beanbags into basket, trying to make get them in. Count up the beanbags for each team that landed in it.. That's how many points their quiz question is worth. Choose a question for each team from the bag/bowl. If a team gets it wrong, the question goes to the other team for 1 point, if they can get the correct answer. Gather up the beanbags and continue play.

If desired, use different sized baskets, or move closer or further away from the basket to add challenge to the game.

Game continues as number of questions, time, and attention span allow.

#### **Non-competitive Option**

Set a target number of points for the whole group. Challenge the children to see how many turns it takes score the target number of points. Once the target has been reached, start the game over and see how many turns it takes to reach the target the second time.

#### Optional TAKING IT TO OTHERS Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during <u>TAKING IT TO OTHERS</u> time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children. Make sure you read the Bible verse aloud before you ask your questions.

Use the words and sign language from your song to play this game!

### **Word Take Away**

#### Materials

Sign Language Signs and Song White board and marker Eraser

#### **Preparing the Game**

1. Write the words to the song on a white board.

#### **Playing the Game**

- 1. After children have learned the song and signs well, then tell the children that you are going to leave out words from the song (that you've learned signs for) and just do the sign in its place.
- 2. Have the children help you choose a word to take out. Erase the word from the board. Review the sign the for erased word.
- 3. Sing the song, trying to remember to NOT sing the word and do only the sign.
- 4. Continue to take out words until all of the words (with signs) have been taken out.

Use the words and sign language from your song to play this game!

## **Big Voice, Little Voice**

#### Materials

Song Sign language signs used in the song printed out onto little cards Blindfold

#### **Preparing the Game**

None.

#### **Playing the Game**

1. Practice the song and signs until the children know them well. Then tell them: "Children, we are going hide a sign language sign and see if one of you can find it... with a little help from the rest of us!"

2. Choose someone to be "It" and blindfold them. Choose another child to hide one of the sign language cards. When it's hidden, "It" can remove the blindfold and begin to look.

3. The rest of the children will sing the song in a louder voice when "It" gets closer to the hidden sign and quieter when "It" gets further from the sign.

4. When "It" finds the hidden clue, another "It" is chosen and play begins again.

Use the words and sign language from your song to play this game!

### Sign It, Say It, What Does It Mean?

#### Materials

Sign Language signs used in song, particularly choose words with important meanings you want the children to learn, such as "grace", "redeem", etc.

Bag or bowl

#### **Preparing the Game**

1. Cut out signs and put in bowl.

#### **Playing the Game**

1. Practice the song and signs until the children know them well. Then put all the signs we've learned in this bag/ bowl and mix them up.

2. Ask one of the children to choose a sign, but not show it to anyone...but you, if they need some help.

3. Ask the child to do the sign for the rest of the children and see if the other children can guess which one it is. Do the sign with the child, if desired.

4. When the children guess the sign, ask them the meaning of the word. If no one guesses the sign, put it back in the bowl to be picked again.

5. Choose another child to pick a new sign from the bag and continue.

NOTE: You might want to sing the song after you do each word or couple of words.

Use the words and sign language from your song to play this game!

## **Pass the Secret Sign**

#### Materials

Sign Language signs used in song, particularly choose words with important meanings you want the children to learn, such as "grace", "redeem", etc. Bag or bowl Blindfold

#### **Preparing the Game**

1. Cut out signs and put in bowl.

#### **Playing the Game**

1. Practice the song and signs until the children know them well.

Have all the children stand in a tight circle, except one, "It." who will stand in the middle of the circle, blindfolded.
 Have the children in the circle to put their hands behind their backs. Choose a sign from the bag and hand to a child in the circle, still keeping hands behind their backs, not looking at the sign.

4. When "It" says "Pass the Secret Sign", the children will begin to pass the sign around behind their backs.

5. When "It" says "Stop the Passing!" the child who has the sign freezes with the sign behind his back.

6. The child with the sign brings it around and looks at it. You can help the child practice the sign.

7. Then take the blindfold off of "It", watch the child with the card do the sign, then have "It" guess the name of the sign. (If desired, "It" can ask another child in the circle for help with their guess.)

8. The holder of the sign then becomes "It." Sing the song with all the signs, then repeat.

Use the words and sign language from your song to play this game!

### Mimic Me!

Materials Sign Language Song

#### **Preparing the Game**

None.

#### **Playing the Game**

1. Practice the song and signs until the children know them well. Choose a person to be the leader and let them decide upon an action for everyone to do as they sing the song, such as jump on one foot, etc.

- 2. Sing the song while doing the chosen action.
- 3. Select another child to be the leader.
- 4. If desired, you can choose a different action for different important words in the song, such as jump on one foot when you sing the word "grace", but clap your hands when you sing the word "Jesus". Ask the children the meaning of each of the words before adding in their action.

Use your VIPP Clue Cards to play this game

### **Picture Run**

Materials Information for two VIPPs 2 Sets of Clue Cards Tape Different color construction paper for each picture.

#### **Preparing the Game**

- 1. Fill in one set of clue sheets for each VIPP you are using.
- 2. Put all the Clue Cards in a bag, except for the ones with the names and pictures of the VIPPs.
- 3. Use tape to put up the pictures of each VIPP on a piece of construction paper. Tape each up in a different location/wall around the room.

#### Playing the Game

Reveal: Tell the children about the VIPPs, showing them your filled-in clue cards as you tell about them.

**Review:** Put the Clue Cards for the VIPPS put in a bag. Mix up. Have children stand together in middle of the room. Tell them that you will pull out a clue card, show it to them, and they are to run to the picture of the person who it belongs to. Give them the answer after everyone has run to their guessed person. Continue until all clues have been used up. (If you have a slick floor, you may want to avoid running. Make it fun by giving them a different way to go to each picture, such as skip or hop.)

Use your VIPP Clue Cards to play this game

### **Mix and Match**

#### Materials

Information for two VIPPs 2 Set of Clue Cards Bag

#### **Preparing the Game**

Fill in one set of clue sheets for each of the VIPPs you are using.
 Put all the Clue Cards in a bag, except for the ones with the names and pictures of the VIPPs.

#### Playing the Game

**Reveal:** Tell the children about each VIPP, showing them your filled-in clue cards as you tell about them.

**Review:** Put all the Clue Cards for both VIPPS in the bag. Mix up. Have children take turns pulling clues out and have the class try to remember which clue goes with which VIPP. You can make this a team game by splitting the children into two teams and giving points when their team players correctly put a clue in the right place.

Use your VIPP Clue Cards to play this game

## Hit the Wall

#### Materials

Information Sheet for one VIPP 2 Set of Clue Cards 8 8.5" x 11" Manilla Envelopes Nerf Ball or other soft ball for indoor use

#### **Preparing the Game**

1. Fill in one set of clue sheets for the VIPP you are using.

- 2. Tape the other (blank) set of Clue Cards to the outside of the manilla envelopes.
- 3. Put the filled-in clue cards in the corresponding envelope.

4. Tape the envelopes to the wall.

#### **Playing the Game**

**Reveal:** Tell the children about the VIPP, showing them your filled-in clue cards as you tell about them.

**Review:** Have the children take turns trying to hit an envelope with the ball. The teacher (or the child) tells the Clue Card category. The other children try to remember what the VIPP's answer was. Open it up and see if they got it right. If they did, the Clue Card is retired. If not, it can be added back into the Clue Cards to be aimed at.

Use your VIPP Clue Cards to play this game

### **Crabbin' Around**

#### Materials

Information Sheet for two VIPPs 2 Sets of Clue Cards Tape A Bag

#### **Preparing the Game**

1. Fill in one set of clue sheets for the VIPP you are using.

- 2. Put all the Clue Cards in a bag, except for the ones with the names and pictures of the VIPPs.
- 3. Tape the picture and name of each VIPP to the wall, about 3 feet from the ground.

#### **Playing the Game**

Reveal: Tell the children about the VIPPs, showing them your filled-in clue cards as you tell about them.

**Review:** Put the Clue Cards for both VIPPS put in one bag. Mix up. Have children sit down, with their legs in front of them and their hands propped behind them. Show them how to get in crab position and try moving around. (Moving on hands and feet, with front side facing up). Tell them that you will pull out a clue, tell them what it is and they are to crab-crawl their way to the picture of the person who it belongs to. Give them the answer after everyone has run to their guessed person. Continue until all clues have been used up.

Use your VIPP Clue Cards to play this game

# Hot and Cold Hide

#### Materials

Information Sheet for one VIPP 2 Set of Clue Cards 8 8.5" x 11" Manilla Envelopes Blindfold

#### **Preparing the Game**

1. Fill in one set of clue sheets for the VIPP you are using.

- 2. Tape the other (blank) set of Clue Cards to the outside of the manilla envelopes.
- 3. Put the filled-in clue cards in the corresponding envelope.

#### Playing the Game

**Reveal:** Tell the children about the VIPP, showing them your filled-in clue cards as you tell about them.

**Review:** Choose one child to be "The Finder" and cover his eyes with the blindfold. Choose one of the Clue Card envelopes. Choose another child to be "The Hider". This child will hide the envelope somewhere in the room. When the clue is hidden, the Finder takes off his blindfold and begins to look for the envelope. The other children say "hot, cold, etc" as the child gets closer or further from the envelope to help the child find it. When the folder is found, the teacher (or the child) tells the Clue Card category. The other children try to remember what the VIPP's answer was. Open it up and see if they got it right. If they did, the Clue Card is retired. If not, it can be added back into the Clue Cards to be hidden.

Use your VIPP Clue Cards to play this game

### **Beanbag Toss In**

#### Materials

Information for one VIPP 2 Sets of Clue Cards 8 Letter-sized Envelopes or folders Bean Bag(s), one per child Tape

#### **Preparing the Game**

1. Fill in one set of clue sheets for the VIPP you are using.

2. Tape the other (blank) set of Clue Cards to the outside of the manilla envelopes.

3. Put the filled-in clue cards in the corresponding envelope.

4. Tape each down to the floor, fairly close together.

#### **Playing the Game**

**Reveal:** Tell the children about the VIPP, showing them your filled-in clue cards as you tell about them.

**Review:** At your signal, have the children take toss their bean bags onto the envelopes. Then one that has the most bean bags on it./near it is the one you will open. (The children may have fun taking turns designating one as the target before tossing.) The teacher (or the child) tells the Clue Card category. The other children try to remember what the VIPP's answer was. Open it up and see if they got it right. If they did, the Clue Card is retired. If not, it can be added back into the Clue Cards to be tossed at.

Use your VIPP Clue Cards to play this game

# Over, Under and Throw

#### Materials

Information Sheet for one VIPP
2 Set of Clue Cards
8 8.5" x 11" Manilla Envelopes
Nerf Ball or other soft ball for indoor use
Box or basket big enough for the envelopes to fit in and the ball to land in.

#### **Preparing the Game**

1. Fill in one set of clue sheets for the VIPP you are using.

2. Tape the other (blank) set of Clue Cards to the outside of the manilla envelopes.

3. Put the filled-in clue cards in the corresponding envelope.

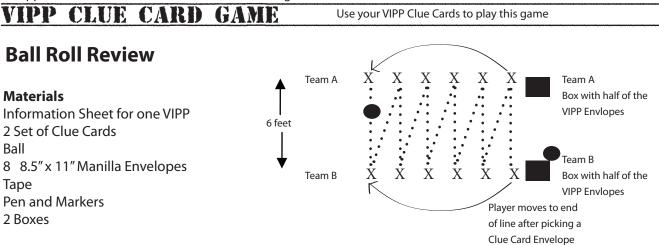
4. Put all the Clue Cards envelopes in a bag, except for the ones with the names and pictures of the VIPPs.

5. Place the envelopes in the basket, a good shooting distance from where the child at the head of the line will stand.

#### **Playing the Game**

**Reveal:** Tell the children about the VIPP, showing them your filled-in clue cards as you tell about them.

**Review:** Have the children line up, all facing forward. Give the ball to the last child in line. At your signal, have them pass the ball to the next child with an overhead pass; then that child passes the ball through the legs of the next child, etc. until the ball reaches the first child. The first child in line then tries to make a basket. If he succeeds, he gets to go up and pick out an envelope to open. the teacher (or the child) tells the Clue Card category. The other children try to remember what the VIPP's answer was. Open it up and see if they got it right. If they did, the Clue Card is retired. If not, it can be added back with the Clue Cards in the basket. Game continues until all the envelopes have been retired or as time or attention span allows.



#### **Preparing the Game**

1. Fill in one set of clue sheets for the VIPP you are using.

2. Tape the other (blank) set of Clue Cards to the outside of the manilla envelopes.

3. Put the filled-in clue cards in the corresponding envelope.

4. Put half the Clue Card Envelopes in one box and the other half in the other box. These are the Team A and Team B Boxes.

#### **Playing the Game**

Reveal: Tell the children about the VIPP, showing them your filled-in clue cards as you tell about them.

**Review:** Have the children break into two even groups and sit down on the floor facing each other, with about a 6' spread between the 2 lines (see diagram above). For Round 1, Give the ball to the first child in Team A and have them roll it across to the child on Team B directly across from them. Then, that Team B child rolls it back across to the next child on Team A, etc. all the way down the line to the last child on Team B. The last child to get the ball will then pick a Clue Card envelope out of their team's box. They (or the teacher) will tell the group and the Clue Card category by looking at the picture of the Clue Card on the outside of the envelope. Have the children try to remember the VIPP's answer to the category. If the class gets it right, the category is "retired". If they get it wrong, then it gets put back in the pile of category envelopes. The child who picked the Clue Card, then takes their place at the other end of the line. They begin Round 2 by rolling the ball to the first person on Team A, etc. This time, the ball will end up with the last child in the Team A line. ending with the last child in the other line, who gets up and chooses a clue from their Clue Card box. Continue until all the clues have been chosen/answered correctly.

Use your VIPP Clue Cards to play this game

# Stop and Go

#### Materials

Information for one VIPP 2 Sets of Clue Cards 8 8.5" x 11" Manilla Envelopes Ball Blindfold Bag

#### **Preparing the Game**

- 1. Fill in one set of clue sheets for the VIPP you are using.
- 2. Tape the other (blank) set of Clue Cards to the outside of the manilla envelopes.
- 3. Put the filled-in clue cards in the corresponding envelope.
- 4. Put all the Clue Cards envelopes in a bag, except for the ones with the names and pictures of the VIPPs.

#### **Playing the Game**

**Reveal:** Tell the children about the VIPP, showing them your filled-in clue cards as you tell about them.

**Review:** Have the children stand or sit in a circle. Choose one child to be the Caller. The Caller stands in the center of the circle, blindfolded. Hand the ball to a child in the circle. At the Caller's "Go" command, the ball is passed around the circle. It is passed around until the Caller says "Stop." Whoever has the ball when the Caller says stop chooses a Clue Card envelope. The child (or the teacher) tells the class the Clue Card category and asks them if they can remember the answer for the VIPP. The envelope is opened to see what the answer is. If the children get it right, the category is retired. If they get it wrong, it goes back into the pile of envelopes.