

God's Word . . .

Your Roadmap for Life



**Children's Bible Drill  
Games & Activities  
Blue Cycle**

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## ***INTRODUCTION***

Welcome to the wonderful world of Bible Drill! Bible Drill is an exciting program that helps children begin a life-long pattern of studying and applying God's Word. As children read their Bibles, develop skills in effectively using their Bibles, and learn memory verses, they begin to know God and how He wants them to live.

Children can learn what God wants them to know through listening to their leaders as they teach, working on material at home, and playing games that help them learn, discuss, and understand their Bible Drill material. As children memorize verses, they need to also learn the meanings of those verses and how they can apply them to their everyday lives. Take the time to read the verses from the Bible and talk about what each verse means to the children. Think about and explore the words of a verse in a variety of ways. Remember that God can use one verse to speak to people in many unique ways. God can take a very familiar verse and give us a fabulous new message. Exploration of verses can help the children gain deeper insights and change lives.

Please remember that the children must absorb this much material gradually. Every child is a unique individual, and, as a result, has a very individual pace. Be sensitive to the fact that some children will be able to memorize and learn faster than others. Make sure that plans are made that show sensitivity to all levels of ability. Your encouragement makes a child want to learn. Your enthusiasm is contagious!

Involve the children in the learning process. The more they are involved, the more easily and quickly they learn. Children learn by doing. They also learn through repetition, so repeat the material frequently. Just be sure to vary the method used, and the children will stay interested. Make learning an enjoyable experience for the children you teach. Use games and activities to capture the interest of the children and watch how God's Word becomes real in their lives.

## Bible Drill Encouragers



Way to  
GO!

A great way to help the Bible Drillers “stick with it,” as well as increase Bible Drill awareness in your church, is to have Bible Drill Encouragers.

A Bible Drill Encourager “adopts” one of the drillers for the length of time the children are preparing and participating in Bible Drill.

An encourager can be known openly to the child or can be a secret encourager.

An encourager writes periodic notes of encouragement, sends little gifts or goodie bags, prays for their driller, and attends the drills, if possible.

There are times when a child may feel somewhat overwhelmed by the material to be learned. An encourager can truly make a difference in whether a child participates fully in Bible Drill or not. It helps a child to see other people’s excitement and feel their approval.

It can be a good idea to have more than one encourager per child, since some encouragers may be more supportive than others.





## Home/Church Team Approach



It is ideal to have the home and church working together to help a child prepare for Bible Drill. A child will benefit tremendously from this type of team approach. Prepare a packet of material that includes things such as flash cards, simple activity ideas, hints for learning the material, study cards and schedules, devotional ideas (individual and family) using Bible Drill material, and clear instructions. Have a parent/child meeting to discuss the materials in the packet and how to use them. This can make such a difference.

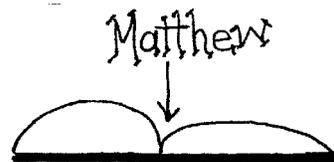
# **GENERAL HELPS**

## STRATEGIC LOCATIONS IN THE BIBLE DRILL BIBLE

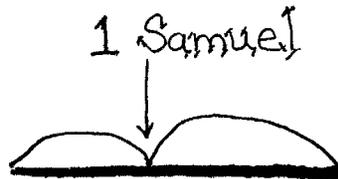


Open the Bible to the middle, and you find PSALMS.  
**NEHEMIAH – ESTHER – JOB – PSALMS – PROVERBS – ECCLESIASTES – SONG OF SOLOMON**

To the left of Psalms are Job, Esther, and Nehemiah  
To the right are Proverbs, Ecclesiastes, and Song of Solomon



Open the Bible to the last fourth, and you find MATTHEW.  
**HAGGAI – ZECHARIAH – MALACHI – MATTHEW – MARK – LUKE – JOHN**



Open the Bible to the first fourth, and you find 1 Samuel.  
**JOSHUA – JUDGES – RUTH – 1 SAMUEL – 2 SAMUEL – 1 & 2 KINGS – 1 & 2 CHRONICLES**



To find JUDE, 1, 2, or 3 JOHN, or 1 & 2 PETER, you would start at the back of the Bible and go toward the front

# STORY OF THE OLD TESTAMENT BOOKS



Everyone knows the first few books of the Old Testament: Genesis, Exodus, Leviticus, Numbers, and Deuteronomy. Then, it gets more difficult. Here's a better way to remember the rest of them.

JOSHUA wanted to become a judge (JUDGES), and he married RUTH. They had two children named 1 and 2 SAMUEL. These two children wanted to become kings, so, of course, they had to become 1 and 2 KINGS. They both liked to read history books, and they each had their own books 1 and 2 CHRONICLES.

They met this friend named EZRA, and he hurt his knee (that's NEHEMIAH). Then they met a girl named ESTHER. She was a pretty little thing, but it was really a job (JOB) to get her. So, they sang songs (PSALMS), but that presented problems (PROVERBS). However, they were ecstatic (ECCLESIASTES) about it all, so they sang more songs (SONG OF SOLOMON). One day they met ISAIAH and JEREMIAH, and they cried over that (LAMENTATIONS). Then, they met EZEKIEL and DANIEL, and they hosed (HOSEA) them down.

The rest of the books don't have a story yet. They are JOEL, AMOS, OBADIAH, JONAH, MICAH, NAHUM, HABAKKUK, ZEPHANIAH, HAGGAI, ZECHARIAH, and MALACHI.

**Be sure to remember what is really in Joshua, Judges, and Ruth.  
Don't think Joshua married Ruth!**

# HINTS FOR REMEMBERING THE OLD TESTAMENT

## BOOKS OF LAW

Moses wrote the first 5 books of the Bible, or, at least, he gets credit for most of them.

**Genesis, Exodus, Leviticus, Numbers, Deuteronomy**

## BOOKS OF HISTORY

Moses was not allowed in the promise land, and God chose Joshua to lead them. Joshua lived in the days of the Judges and so did Ruth. The last verse of Judges reads, "In those days, there was no king. . .," so Samuel anointed the 1 King. How do we know this? Chronicles (Diary of the Kings) tells us.

(Review) **Genesis, Exodus, Leviticus, Numbers, Deuteronomy, Joshua, Judges, Ruth, 1 Samuel, 2 Samuel, 1 Kings, 2 Kings, 1 Chronicles, 2 Chronicles**

Kids know about M & M; this is E N E (**Ezra - Nehemiah - Esther**).

(Review) **Genesis, Exodus, Leviticus, Numbers, Deuteronomy, Joshua, Judges, Ruth, 1 Samuel, 2 Samuel, 1 Kings, 2 Kings, 1 Chronicles, 2 Chronicles, Ezra, Nehemiah, Esther**

## **BOOKS OF POETRY**

I like church.

I like to sing.

I like preaching.

These are the things we think about when we think of church. Job went to church. He sang Psalms and heard Proverbs (wise sayings) in Ecclesiastes (refers to church), and at the end of the service sang a song – Song of Solomon.

Review –

**Genesis, Exodus, Leviticus, Numbers, Deuteronomy, Joshua, Judges, Ruth, 1 Samuel, 2 Samuel, 1 Kings, 2 Kings, 1 Chronicles, 2 Chronicles, Ezra, Nehemiah, Esther, Job, Psalms, Proverbs, Ecclesiastes, Song of Solomon**

## **MAJOR PROPHETS**

**Isaiah, Jeremiah, Ezekiel, Daniel**

These are the four major prophets, but there are five books in the major prophet area. Have you ever lamented (cried)? Jeremiah wrote Lamentations, because he was so sad. Lamentations comes after Jeremiah.

**Isaiah, Jeremiah, Lamentations, Ezekiel, Daniel**

## MINOR PROPHETS

Daniel's three uncles – Uncle Hosea, Uncle Joel, Uncle Amos

**Hosea          Joel          Amos**

“Oh” (say very loudly) – is what Jonah said when he was swallowed by the fish.  
Obadiah (strong accent on “O”) – Jonah wished he had a Micah (little window, mica – like microscope) to look through while he was floating in that fish. He got tired of wishing and yawned “NA-hum”, spit out his “Habakkuk” (sounds similar to tobacco) and hit Zephaniah, Haggai, Zechariah, and Malachi.

Remember Obadiah. Jonah wished he had a Micah, yawned “NA-hum”, spit out Habakkuk, and hit Zephaniah, Haggai, Zechariah and Malachi.

Repeat the Old Testament books now.

**Genesis, Exodus, Leviticus, Numbers, Deuteronomy, Joshua, Judges, Ruth, 1 Samuel, 2 Samuel, 1 Kings, 2 Kings, 1 Chronicles, 2 Chronicles, Ezra, Nehemiah, Esther, Job, Psalms, Proverbs, Ecclesiastes, Song of Solomon, Isaiah, Jeremiah, Lamentations, Ezekiel, Daniel, Hosea, Joel, Amos, Obadiah, Jonah, Micah, Nahum, Habakkuk, Zephaniah, Haggai, Zechariah, Malachi**

# HOW TO REMEMBER THE OLD TESTAMENT MAJOR AND MINOR PROPHETS

THINK IN THREE'S:

Think of the silly Old Testament story for these first two sets of three.

Isaiah		Ezekiel
Jeremiah	and	Daniel
Lamentations		Hosea

The next two sets of three start with the letter “J”. Also, notice that Jonah and Micah seem to just go together since they both end in “ah”

Joel	Jonah
Amos	Micah
Obadiah	Nahum

The next four books fit a pattern using the first letter of each of the books – H...Z...H...Z.

Habakkuk  
Zephaniah  
Haggai  
Zechariah

Then the last book of the Old Testament is Malachi.

(After you practice, you will feel a “rhythm” to saying these books. You will almost automatically say the correct ones.)

# HOW TO REMEMBER THE BOOKS OF THE NEW TESTAMENT

Everybody knows: Matthew  
Mark  
Luke  
John  
Acts  
Romans

2 C's: 1 Corinthians  
2 Corinthians

Go: Galatians  
Eat: Ephesians  
Pop: Phillippians  
Corn: Colossians

Big T's: 1 Thessalonians  
2 Thessalonians

Middle T's: 1 Timothy  
2 Timothy

Tiny T: Titus

P out of place; hard to pronounce: Philemon

What the Old Testament is written in: Hebrews

Young man's name, sometimes called Jim: James

2 P's out of place: 1 Peter  
2 Peter

J's: 1 John  
2 John  
3 John  
Jude

Revelation

# **MULTI-USE GAMES & ACTIVITIES**

## 1. Wild West Feud



Divide the class into two teams. Let the teams stand or sit facing each other. The first member of each team wears a western style hat and stands by a bell or tap light. The player stands with hands behind his/her back. One of the Bible Drill leaders reads a Bible Drill question aloud. The first player to hit the bell or tap light may give the answer. If answered correctly, the team gets two points. If the first player does not know the answer, he/she may ask his/her team before answering. If the question is answered correctly, the team receives one point. If the correct answer can still not be given, the other team gets an opportunity. The game continues as second players from each team play the next round.

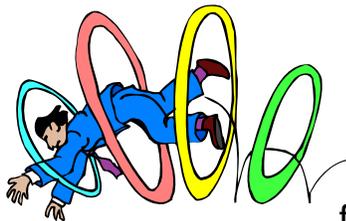
## 2. Mixed-Up Shoes Relay



This is a good activity for reviewing Bible Drill material. Divide the class into two teams. Children will remove their shoes as a team and place them in a pile across the room. Each team forms a line. There will be a Bible Drill leader standing opposite each team near the shoes. Each leader will have a set of Bible Drill question cards. When the signal to go is given, the first member of each team runs up to a leader. The leader reads a question and the child answers. If the answer is correct, the player may take a shoe from the pile and run back to his/her team. The owner of the shoe puts it on. If the answer is not correct, the player runs back to the line without a shoe. The next player in line takes a turn and the leader reads the next card. Play continues until one team has all their shoes on their feet.

## 3. Hula Hoop Hoopla

Divide into teams. Place a hula-hoop (as space allows) in



Each team should have a hula-hoop on the floor about 15-20 feet front of each team. The object is for each player to run to the hoop, pick it up, and “hula” it around five times, drop the hoop to the floor, answer a Bible Drill question, and return to the team. The next player would do the same. Points can be earned for correct answers.



#### 4. Bible Drill Football

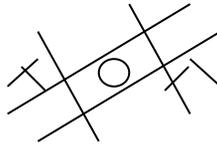
- A. The drillers have to work together in two teams (team effort) to make it to the goal (not just one or two players).
- B. There are penalties built in for speaking out of turn, unnecessary roughness (horseplay), and other needed disciplinary actions. Have a small yellow cloth to throw.
- C. Preparation – The football field is marked off on the floor using tape or cones with yard markers. The children will actually be up and physically moving toward the goal.
- D. Procedure – Line up one team on one goal and the second team on the other. Give them these instructions:
  - a) The team members will take turns answering the questions called out by the leader. A football is “passed” to the player whose turn it is to answer. For each correct answer, the team moves forward ten yards.
  - b) If the driller needs help in answering the question, his/her teammates may help as they meet in a huddle. After a huddle, the driller who received the question must answer the question or the ball goes over to the other team, and they have a chance at answering the question. If help is needed for answering the question, the team moves five yards instead of ten.
  - c) If anyone answers out of turn or answers for someone else, that team gets a five-yard penalty.
  - d) Unnecessary roughness is called and a five-yard penalty is given, if there is any pushing or other horseplay on the field. Be especially careful as opposite team members meet on the field.
  - e) The driller has ten to thirty seconds to answer the question.
  - f) Answers must be given in standard Bible Drill procedure.

5. **“Hot Potato”**



In a circle, pass a bag containing Bible Drill questions (key passage titles, verse references, or underlined portions of the Bible). At a signal, (examples: music stops; a timer goes off) the person holding the “hot potato” must draw a card from the bag. He or she must respond with the correct answer in Bible Drill style by quoting the reference, or by saying the book that comes before the book drawn from the bag, the book drawn from the bag, and the book that comes after the book that was drawn.

6. **Human Tic-Tac- Toe**



Divide into two teams. Call out a Bible Drill question. The first team will try to answer. If correct, a person from the team will sit in a block of a tic-tac-toe display made out of masking tape on the floor. If the team misses, the other team gets a chance to answer. Have cards with X's and O's for team members to hold.

7. **Mad & Crazy Relay**



This is a different kind of relay race, because the players are not all doing the same thing. What the players do is determined by the directions in a bag at the other end of the relay course. Each team lines up single file. At the signal, the first person on each team runs to a chair at the other end of the course and pulls a card with instructions written on it from a bag sitting on the chair. The player reads the instructions and answers the Bible Drill question. Then, the player follows the rest of the instructions as quickly as possible. It needs to be something fun and crazy for the player to do such as waddling around the chair three times while quacking, singing a funny song, and so forth. Before returning to the team, the player must tag the chair. The player then runs back and tags the next player. Play continues until all cards have been used.

8. **Bible Bingo**



This game could be used to review the books of the Bible. Standard Bingo cards would need to be made with books of the Bible on them. The leader would call out a book of the Bible. The children would mark the book that comes before the book that is called or the leader could designate that the book following the one called should be marked instead. This game could also be used for reviewing verses and references by placing references on Bingo-type cards.

## 9. Time Flies



Have a poster board with two clocks marked on it. Have the clock hands at 12:00 to begin the game. Divide the children into two teams. Ask a question pertaining to the verses, the key passages, or books of the Bible. The answer should be given in standard Bible Drill style. If answered correctly, move the clock hand to the first number. If not answered correctly, go to the other team. The teams should try to move the hand all the way around the clock before time is called. This game can also be played where each team works independently of the other team. Competition is strictly against the clock. Using this method, if a child cannot answer a question, the next child on the same team would be given the opportunity to answer the question.

## 10. Concentration



This may be played to review the key passages or the verses. For the key passages, have cards made where the reference is on one card and the title of the reference is on another card. It is best to use different colors of card stock or construction paper (one color for the references and one color for the titles). Place these cards face down where the titles are on one side and the references are on the other side. The drillers take turns turning one title card over and then turning one of the reference cards over to try to find the correct match. If a match is not made, then both cards should be turned back over, and the next player receives a turn. If a match is made, the player gets to pick up those two cards and keep them in a personal stack. That player gets another turn until there is a miss. Play continues until all cards have been turned over and matched. To play this game for the verses, set it up the same way. The verses can be written on one set of cards and the references on another set of cards, or the underlined part may be placed on one set of cards and the rest of the verse and reference can be placed on the other set. Key Passage Card originals for this game may be found in a separate booklet.

## 11. Bible Bowling



Use a toy bowling set or make one of your own. Divide children into two teams. Teams take turns. The driller bowls. The leader asks a question that relates to the Bible Drill material. If the child answers correctly, then the team will score however many points the knocked-down bowling pins indicate.

## 12. Bible Baseball



The game is played with bases, outs, scores, and innings (decide how many) just as in a real baseball game. An adult will keep the score. Place bases around the room an equal distance from each other to form a diamond. The Bible Drill questions are used as the ball. The leader who asks the questions stands in the center of the diamond and acts as the pitcher. If a child answers correctly, he makes a hit and moves to first base. If the child misses the question, he is out. Each person on the team who moves around the bases and reaches home plate scores a point. A maximum number of “runs” per inning may need to be set so that the game moves along.

## 13. Hearts Off



Cut two equal-sized squares of Styrofoam, sponge, or florist clay. Stick an equal number of hearts attached to toothpicks into each square. Label one square “Hearts Off One” and the other square “Hearts Off Two”. Each time a question is answered correctly, a heart is removed from the team “Hearts Off” square. Play continues until both teams have removed all of their hearts. This game can be used for a Valentine’s Day game.

Variations: Use anytime by using lollipops (Pop off), golf tees, and so forth.

## 14. Touchdown



On a piece of poster board (a half sheet is sufficient), draw a football field. Color one end zone yellow and the opposite end zone blue. Cut two football-shaped markers. They should match the color of the end zones: yellow for one team and blue for the other team. Place the yellow team marker on the yellow goal line. Place the blue team marker on the blue goal line. Each time a team member answers a question correctly, the team’s marker is advanced ten yards. Each team tries to score a touchdown by reaching the other team’s goal line.

## 15. Spotlight



In a darkened room, have the drillers sit in a large circle. One adult will have a flashlight to serve as the “spotlight”. It is used to light up the individual faces in the circle. Only the person in the “spotlight” can speak. Give a Bible verse reference or other Bible Drill call, and then spotlight the face of one of the drillers. If it is a verse, that child says the first word, and then another child is spotlighted who says the second word, and so forth. It could also be done where the spotlighted child completely answers any Bible Drill question (book, key passage, or verse).

## 16. Lifesaver Relay

The drillers need to be divided into teams. Place Lifesavers candy in a bowl on a low chair at one end of the room. Each child holds a drinking straw and carries it to the other side of the room where another bowl is placed. The child is asked a Bible Drill question, and if answered correctly, must slip a Lifesaver onto his straw without using his hands. As soon as one child has a candy on his straw and puts it into the empty bowl, the next child may run to the candy and continue as already described. Play continues until all questions have been answered.

## 17. Grow a Flower



Divide the children into an appropriate number of groups to play the game. The leader reads a Bible Drill question and asks one of the teams to answer it. This may be done individually or as a team depending on how far along the drillers have come with their learning and confidence. If the answer is correct, the team is awarded a stem of a flower. This is drawn on a dry erase board or chalkboard. As each team continues to score points, draw a leaf, another leaf, the flower center, and then the petals (one by one). Play continues until each team “grows a flower”.

## 18. Cotton Ball Race



Divide into teams of four, six, or twelve. Provide each team with a number of cotton balls in a container (dish or pan). Each team is given a spatula and an egg carton. On a signal, the first person on each team picks up a cotton ball with the spatula and tries to balance it on the spatula while running to the goal and back. If they go too fast, they will lose the cotton ball and must start over. When the goal is reached, the driller must answer a Bible Drill question. If answered correctly, the driller continues with the cotton ball in the same way, returns to his/her team, and places it in the egg carton. If answered incorrectly, the player must return to his/her team and place it back in the original container. Each team plays until their egg carton is full.

## 19. “Hosed Down”

Make sure drillers are dressed appropriately for this game and that it takes place in the right type of setting. Players sit in a circle, and one of them is armed with a loaded squirt gun. The leader asks the player with the squirt gun to give the answer to a Bible Drill question. If the player knows the answer, he/she gets to squirt the people sitting on either side of him/her ONCE each. He/she then selects someone to have the next turn with the squirt gun. (Be sensitive to everyone having a turn.) If he/she can't answer the question correctly, he/she passes the squirt gun to the person on his/her right, who then may give the correct answer.

## 20. Plop and Fizz Game

Divide into teams. Provide a cup with water in it and an Alka-Seltzer tablet for each team. Line teams up relay style. At the signal, have a team member drop the tablet in the cup of water and come to the designated “goal”. The player must answer a Bible Drill question and then return to his team. If answered correctly, the team receives a point. If not, no point will be given. Play continues until the Alka-Seltzer tablet has completely dissolved. Use additional tablets to extend the game for the length of time desired. Play continues whenever another tablet is dropped in the water. Each team plays until all of their tablets have dissolved.

## 21. Frisbee Knock Down

Form teams. Each team should have a table with up to ten paper cups set up pyramid-style several inches back from the edge of the table. From a distance of about 15 - 20 feet away, players get three chances to knock as many of the cups onto the floor as possible by hitting them with a Frisbee. Each cup is worth one point if that person can answer a Bible Drill question correctly. If the person cannot answer correctly, then that person may seek assistance from his team. If the right answer is given, then the team will receive half of the original points. You can set up how many rounds will be done.

## 22. Inner Tube Golf



You will need a golf club (maybe a nine-iron or a plastic club), a half dozen tennis balls, a large blanket or something similar, and a large, inflated inner tube for each team. Mark a line 10 – 12 feet away from the front edge of the blanket. The players CAREFULLY take their strokes behind this line. Place the inner tube on the far edge of the blanket. Players get a designated number of strokes to earn points in the following ways:

Ball hits blanket	1 point
Ball stays on blanket	3 points
Ball hits inner tube	5 points
Ball stays inside inner tube	20 points

Points can be awarded cumulatively. For example, if a ball hits the inner tube (5 points), rolls across the blanket (1 point), and remains on the blanket (3 points), the player would earn 9 points. The player must answer a Bible Drill question in order for the team to receive the points. If the team member cannot answer, the team can answer and receive half of the original points.

# **BOOKS OF THE BIBLE GAMES**



## 1. **Books-of-the-Bible Toilet Paper Relay**

Divide into two teams.

Have each team sit in a “zigzag” line facing each other (↘ ↗ ↘ ↗). The first person holds the toilet paper roll and says the first book. If correct, that person will roll the toilet paper to the person across from him and that person says the next book and rolls it to the next person, and so forth. If someone does not know the next book or says it incorrectly, that person must hold the toilet paper for a count of five before rolling it to the next person. The goals are to complete all of the books of the Bible and to run out of toilet paper. All teams should finish the relay.

## 2. **NEW TESTAMENT CARD GAME (See originals in separate booklet)**

### **MAKING THE CARDS**

First, take some poster board and cut out enough cards to make as many decks of the New Testament as you will need, having three players to a deck (or use originals).

Take the cards and write Matthew, Mark, Luke, John, on the first card and Acts, Romans, etc., on each card thereafter. Then number each card on the right corner, Matthew, Mark, Luke, John (1), Acts (2), Romans (3), and etc.

### **PLAYING THE GAME AND LEARNING THE NEW TESTAMENT BOOKS**

Divide your group into groups of two or three children per group. If there are some players who know all the books of the New Testament, place them in different groups with two who do not.

Say to them: ***Listen closely to my instructions, do only as I instruct, and do not jump ahead.*** Tell them that ***you will be playing the cards five different ways. The first three ways are very easy; but it is necessary that everyone do them to be ready for the fourth and fifth ways, which are difficult.*** Tell them to ***shuffle and deal fast; everyone should have six or nine cards, but when you say the books, say them slowly so that the others in your group can say the books with you silently, and thus everyone learns.***

Before the first method of play is given, ask them to listen and say the books with you as you hold a card up. This is done so that they will properly pronounce books like Colossians, Philemon, and Thessalonians.

Ask the players to shuffle their deck and deal the cards to their group. Make sure they deal one card at a time to each player and not six or eight to one person. This helps to mix the cards. (Continued on the next 3 pages)

Next, ask them to arrange the cards in their hands by number – low to high. Point out that the numbers are there to help. Remember this is a learning game, not a test to see if you know them already, so the numbers make it possible for you to play. Of course, the numbers are on the wrong side of the card – if you fan out the cards in your hand, like most people do. This makes it where eventually, it will be easier to play by book rather than by number.

Now everyone should be ready to begin playing and learning the New Testament books.

**Say:**

The **first** method of play is – play in order laying the cards side by side and say out loud the card you play. In other words, the person who has card number one – “Matthew, Mark, Luke, and John” – will lay it down and say, “Matthew, Mark, Luke and John” – whoever has card number two will lay it beside the first one and say, “Acts,” number three, “Romans,” and so on. When all eighteen cards are side by side, leave them that way and wait until I instruct you to pick them up. Remember, only say the titles **you** play. **(After every group has played as instructed, and while cards are still laid out side by side, give them the following helpful hints that follow which will be useful for later play.)**

**Say:** Now I am going to give you some helpful hints on how to remember the books when this game gets a little more difficult.

**Here are the hints:**

You can probably say Matthew, Mark, Luke, John, Acts, Romans, and 1 & 2 Corinthians, but what comes next? To remember the next four, think of “GO EAT POP CORN”. “GO” for Galatians, “EAT” for Ephesians, “POP” for Philippians, and “CORN” for Colossians. Then next are the Big T’s, 1 & 2 Thessalonians, the middle T’s, 1 & 2 Timothy, and the tiny T, Titus (giving hand & arm signals will help). Then remember that the P’s are always out of place, and the first one is hard to pronounce, Philemon. The Old Testament is written in the next language, HEBREWS, a young man’s name sometimes called Jim – James, and remember just as you start the J’s, two P’s are out of place, 1 & 2 Peter, then the rest of the J’s – 1, 2, 3 John, Jude, and Revelation.

Let's see if you have them. Say them with me. Matthew, Mark, Luke, John, Acts, Romans, 1 & 2 Corinthians, GO \_\_\_\_\_, EAT \_\_\_\_\_, POP \_\_\_\_\_, CORN \_\_\_\_\_, BIG T's \_\_\_\_\_, \_\_\_\_\_, MIDDLE T's \_\_\_\_\_, \_\_\_\_\_, and TINY T \_\_\_\_\_, a P out of place and it is hard to pronounce \_\_\_\_\_, the Old Testament is written in it \_\_\_\_\_, a young man's name sometimes called Jim \_\_\_\_\_, TWO P's out of place \_\_\_\_\_, \_\_\_\_\_, the rest of the J's \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, and Revelation. Good!

Now pick up the cards, shuffle them, deal them out, and put them in order – low to high in your hand. Wait for the next instructions.

**SAY:**

I know those clues are kind of crazy, but that is why they help. Later when you give hints to one of the players in your group, give them these hints rather than saying

Ga-, Ga-, Galatians. It seems that when you help that way, it goes in one ear and out the other, but these crazy clues stick.

The **second** method of play is – you will play them as you did before except you will lay the cards on top of the one before. Remember, just say the title of the card you are playing. This is easy but do it because it will help for the fourth way of playing which is more difficult.

After all cards have been played (leader, walk among the groups to see that they are playing the game correctly), everyone can reshuffle the cards and deal them out again, and wait for the next instructions.

The **third** method is – the one with Matthew, Mark, Luke, John, will play it and say “Matthew, Mark, Luke, John.” The one with “Acts” will place it on top of the first card and say “John, Acts.” The one with “Romans” will place their card on top and say “Acts, Romans.” There is nothing difficult about this but get ready. This means you are to say just the card before yours and the one you are playing.

After all cards have been played, shuffle, deal, and place in order in your hand and wait for the next instructions.

The **fourth** method is each player will play their card, say what it is, and then call for the next one. That's right, call for the next one. In other words, I would play card 1 and say "Matthew, Mark, Luke, John" and call for "Acts." The person who has "Acts" will play it and say "Acts, I call for Romans." Whoever has "Romans" will play "Romans", say it, and call for "1 & 2 Corinthians."

After your group has finished, shuffle the cards, deal them, and place them in order in your hand.

For the **last** method – we will play the cards and say titles from the beginning to the card we play each time. The first player will play "Matthew, Mark, Luke, John" and say "Matthew, Mark, Luke, John." The next player will play "Acts" and say, "Matthew, Mark, Luke, John, Acts." The next player will play "Romans" and say, "Matthew, Mark, Luke, John, Acts, Romans."

By the way, if you happen to have Jude and Revelation, swap one off with someone in your group. We want to keep nice neat stacks this time, so place your cards on top of one another in nice neat stacks. Neatness counts. Leaders, walk among the groups and straighten the discard stacks as needed. You don't want the children to see the cards underneath, because they need to go from memory this time.

NOTE: You will notice in this game that there is a lot of repetition very close to what was previously done. The purpose of this is to make it progressively harder for the children/youth, but at no time make one big jump. Through the repetition, they will be able to learn the books of the New Testament in somewhere between fifteen and twenty minutes of play-time, and they will really enjoy learning this way rather than sitting down and trying to memorize them.

### 3. Clothespin Relay



Have the books of the New Testament on clothespins (one book per clothespin). Place the clothespins on a hanger. Have as many sets as teams. Divide the drillers into relay teams of equal number. Place them in a line, one behind the other, facing forward. Give the hanger to the first person in the line. On the call of "Start", the first person moves one clothespin to start the process of getting the New Testament books in order. That person then passes the hanger to the person behind him/her. That person also moves only one clothespin. After the last person in line moves a clothespin, he/she takes the hanger back to the first person in line and play continues until all of the books are in order. All teams should finish.

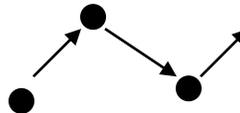
#### 4. Newspaper Relay



Divide the drillers into relay teams. Each person on a team receives two pieces of newspaper. The first players for the teams move between two points by stepping only on their two pieces of newspaper. They lay a piece in front of themselves and step on it. Then they pick up the piece behind them that they just stepped off of, place it in front of them, and step on it. If a player touches the floor, that player must return to the starting line and begin again. This continues until the players reach their destinations. At their destinations, the players must put a book of the Old Testament in order. A player may move only one card. After the move has been made, the player picks up the pieces of newspaper and runs back to his/her team. The next player in line is tagged and will play as the first one did. This continues until all books are in the correct order. All teams should finish playing.

**Variation:** Divide the drillers into teams of two. Together, they will move from the starting point to their goal. The first person places a piece of newspaper down and steps on it. The next person moves in front of the first, and places his/her newspaper piece down touching his partner's piece and steps on it. Then the first player takes her piece and places it in front, steps on it, and so forth. When the goal is reached, the partners work together to place all of the books in order. There does not have to be a winner in this game. The object is simply to place the books of the Old Testament in proper order.

#### 5. Dot-to-Dot New Testament Game



This game will be used to review the books of the New Testament. Each book of the New Testament should be written on a card stock circle and laminated. The drillers will be placed in two or more teams. Each team will be timed to see which one can connect the “New Testament book dots” the fastest using a ball of yarn. Procedure: Pin or tape a New Testament book dot to the front of each player. Each team should have a ball of yarn. Drillers stand in a circle and toss the yarn to the driller who is wearing the next book. That driller holds on to the yarn (does not let go until the end of the game) and throws the ball of yarn to the next person, and so forth. Play continues until all of the New Testament books have been connected.

## 6. Books of the Bible Flash Cards (Originals are in a separate booklet)



Prepare flash cards for the sixty-six books of the Bible and use them for these activities.

- a) Show a flash card. Drillers must say the name of the book correctly and say whether it is in the Old or New Testament.
- b) Scramble the cards from Genesis to Ruth. Choose a driller to unscramble. Scramble the cards from 1 Samuel to Job. Unscramble these. Scramble the cards from Psalms to Malachi. Unscramble these. Scramble the cards from Matthew to Revelation. Unscramble these. These sections of books divide the Bible into fourths. Have the driller practice finding 1 Samuel, Psalms, and Matthew.
- c) Show a flash card. Ask the drillers to tell the neighbor on the left and on the right. Example: Esther . . . neighbor on left, Nehemiah. Neighbor on right, Job.
- d) Give out one flash card to each driller. Each one must tell in what fourth it comes, or could tell the key location to which they would turn in their Bibles in order to find that book.
- e) Divide into two teams. Give Old Testament cards to one team and New Testament cards to the other team. Time each team as they put the cards in proper order. Switch cards and time teams again. Total time can be given to teams for fun.
- f) Have the children separate the books into Old and New Testament books.
- g) Give each team a set of cards; have each team get all of the books in the proper order as quickly as they can.

## 7. Volley Balloon



This game can be used to help the children learn the books of the New and Old Testaments. Have a few balloons on hand. Have the children form a circle. Inflate a balloon and toss it to one child. Have that child tap the balloon into the air and say, "Genesis". Before the balloon hits the ground, another child must tap the balloon and say "Exodus". Continue the game until the books have all been said in the correct order. The object of the game is to keep the balloon airborne throughout the entire listing of the Old Testament. Then do the New Testament books.

## 8. “Hearts” Relay Race



This is a great game to play near Valentine’s Day. Two teams will be needed (a pink team and a red team). A piece of butcher paper will be mounted on the wall on each end of the room with paper hearts attached to it. Write a book of the Bible on each one. There will be twelve hearts for each team. At the call of “Start”, the first member of each team will hurry forward and write the book that comes before the book written and the book that comes after the book written. They may choose any heart they would like. If an answer is written incorrectly, someone on the team must use one of the turns to correct it. Play continues until both teams finish all of the books correctly.

## 9. Setting Up the Bookshelf

The children must sort through scrambled books to find books and place them in order, according to divisions. Timing the teams is an option.

## 10. Shower Curtain Tic-Tac-Toe



On a shower curtain, draw off a tic-tac-toe board with masking tape. Write out appropriate questions for the game. Divide the drillers into two teams, assigning one team as “X” and the other as “O”. Have team members throw the beanbag onto a square and answer the designated question in order to “gain possession” of the square (X or O). Straight lines (horizontally, vertically, or diagonally) wins the game. If a team misses their question, the other team gets a chance at the question.

## 11. Bean Bag Division Toss

For each team, set up five buckets labeled for each of the divisions in the Old Testament. Students toss their beanbag into a bucket and name a book that belongs in that bucket. The leader notes the book named. A point is given; no points can be given for repeating a book previously named.

**12. Book Flash Cards – Bible Drill Style (See originals in separate booklet)**

Mark

Matthew  
Mark  
Luke

Use these cards in a variety of ways to help prepare the drillers. Send a set home for them to work on there. Copy each side separately to use for games like Concentration.

**GAMES &  
ACTIVITIES  
FOR  
BIBLE VERSES**

## 1. Verse Commercials

Children form groups of three to five members. Assign each group a memory verse to read in their Bibles. All groups may read the same verse, or you may choose to have each group review a different memory verse. Groups will read their assigned verses, and then create 20 – 60 second verse commercials that attempt to convince the audience of the truth found in that verse. Each commercial should show how the truth of the verse would affect the lives of those who believe it or obey it. Ask leading questions to get the group started.

## 2. Erase a Word Relay



Divide the class into two teams. Teams line up behind a starting line. The first player on each team pedals a tricycle along a designated path to a chalkboard. The player then erases one word of the verse and pedals the tricycle back to the starting line following the same path as before while his team recites the verse. The second player on each team then takes his or her turn to erase a word. The game continues until all the words have been erased, and the team can recite the entire verse.

## 3. Cookie Hearts



Bake heart-shaped cookies, and with icing, write one of the verse references on the top of the cookie. Each driller should receive a cookie. The drillers take turns reciting the verse they have been given, and then they may eat their cookies. Great for practice sessions close to Valentine's Day. Discuss the meaning of the verses and how they apply to the children's lives.

## 4. Verse Match

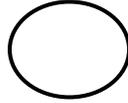
Print the underlined portion of the verse on one card, the rest of the verse on another card, and the reference on a third card. Do this for each verse. Mix the cards. Ask the children to connect the words to form the verse correctly.

**Variation:** Distribute the cards to the children and have them find the other drillers who have matching cards to their own. Then they form the verse with the reference.

## 5. Missing Words

Copy a verse, leaving out several words. Ask the children to repeat the verse, adding the missing words.

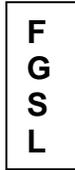
## 6. Plate Verse Puzzles



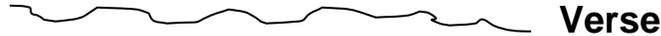
Print a verse on a paper plate. Cut the plate apart to make a puzzle. Ask the children to put the plate together and repeat the verse. Store each puzzle in an envelope.

## 7. Beginning Letter Verses

Print the beginning letter of each word in the verse in a vertical line on a sheet of paper. Ask the children to complete each word of the verse.



## 8. String A



Print each word of a verse on a small card. Provide string and clothespins. Stretch the string between two chairs, and ask the children to string the verse in the proper order.

## 9. Verse Relay



Line children up in two teams. Place a chair as a goal at the front of each line. The first team member runs to the goal, says the first word of a verse, runs to the second team member, touches him, then goes to the end of the line. The second child in line runs to the goal, repeats the first word of the verse and adds the second one. Repeat the action until the winning team says the entire verse and the reference.

## 10. Matching Verses



Print the references on the left side of a large piece of poster paper, one under the other. Provide twenty-five matching sets of small construction paper squares, circles, or other shape. Children match verses with references by placing the card next to the correct reference. This may also be played as a relay. Divide the children into teams. Have the poster board mounted on the wall in front of the team. The first person runs up and tapes a card beside the correct reference, and then runs back to the team. The second player is tagged by the first, and play continues until all the references and verses have been matched.

## 11. Alternating Letter Puzzles

For this type of puzzle, a random letter is placed between each letter of the verse. Space out the letters of the verse so one letter can be placed between each verse letter. Put the directions at the top of the page. Directions may read like this: "Beginning with the second letter, cross out every other letter. Then write the letters that are left in order on the lines below the puzzle."

## 12. Scrambled Words Puzzle

Use this only for short verses. Take the words of the Bible verse and scramble the letters in each word. Keep the words spaced apart and in the original order of the verse. Directions might read something like this: "Unscramble each word in the puzzle. When you have each word unscrambled, put it on the line for that word below the puzzle."

## 13. Missing Letters Puzzle

L _ V _	_ N _	_ N _ T H _ R
---------	-------	---------------

Write out the words of a verse, but leave out certain letters. It usually works best to leave out the vowels. Directions may read like this: "Fill in the missing letters to make the Bible verse."

#### 14. Secret Code Verses



There are several types of codes to use for Bible verses. One can use a number code, a symbol code, a letter code, Morse code, or a picture code. Write out the verse. Assign symbols, letters, numbers, or pictures to replace the original words or letters of the verse. Write directions and give code explanation. Make lines for the words of the verse. Put the symbol, letter, number, or picture under each line to replace the original word or letter. Then the children may write out the verse based on the code.

#### 15. Word Search Puzzle



Set up a word search puzzle using the words of a verse. Make sure the words are not listed in the order of the verse. The children find these words in the puzzle, and then write the verse in the proper order on the lines provided below the puzzle.

#### 16. Dot-to-Dot Puzzle



Find a picture or create your own that will work for the verse you would like to do. Place the words of the verse around the puzzle. Directions may read like this: "With a pencil, connect the dots on the puzzle by placing the words of the verse in the correct order. Then print the words of the verse in the proper order on the lines found below the puzzle." If a word is repeated in a verse, place numbers beside the word to indicate in which order those words are to be used. That way the picture will be drawn correctly.

## 17. Barnyard Scramble



Divide several verses into sections. Put each section of the verse (include the reference) on separate index cards. Make several sets of these cards, and place a different animal name or picture on the back of each set of cards (such as a pig on one, a cow on another, and a sheep on yet another). Give one or more cards to each child. If multiple cards are given to the same child, the child must have the same animal on all cards. Allow time for the children to look at their cards. At the leader's signal, the children wander around the room making the animal noises indicated by the animal on their cards. By listening to animal noises, the drillers find and gather with like animals. Once complete groups have gathered, the members must sort through the cards and put them in the correct order to form the verses. Groups make their animal sound to indicate they are finished.

## 18. Straw Verse Relay

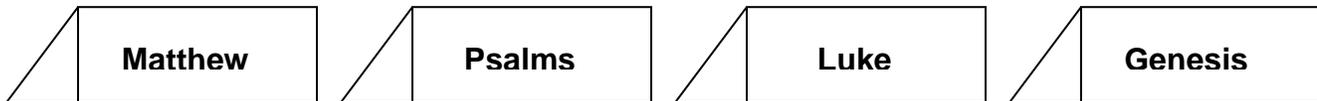
Put words of a Bible verse on slips of paper – one word on each slip. Then make as many identical sets as needed so that each team will have one set. Place each set in a separate bowl. Use masking tape to mark a starting line. Place an empty bowl per team on the starting line. Place the bowls containing the verses across the room from the starting line. Divide the class into teams. Teams line up behind the starting line. Give each player a straw. When the signal is given to begin, the first player on each team runs to the bowl containing the verse, uses the straw to lift one slip of paper, runs back to the empty bowl, and drops the paper in. The players in line repeat this process until all of the pieces have been transferred to the bowl on the starting line. Then team members work together to put the verse in order. The first team to finish is the winner, but all teams should finish.



**KEY  
PASSAGE  
GAMES &  
ACTIVITIES**

## 1. Snatch the Bacon

Fold a piece of cardstock in half. Print a key passage reference on each side (the same one on each side). Do the same for each of the other nine key passage references. Divide into two equal teams. Place the teams on opposite sides facing each other. Put the reference cards in the middle between the teams with references visible to each team. Each team member is assigned a number. A title of a key passage will be called and then a number. The team members with that number will run to the references and try to be the first one to pick up the correct reference and get back to his/her team.



## 2. Key Passage Pole

In preparation, rearrange the key passages in order of Old Testament to New Testament. Then, read each and choose a key verse in each passage. Third, write the titles and references on sheets of cardstock or equivalent weight of paper. Punch two holes, three inches apart, centered. Fourth, make a “key passage pole” by nailing two nails about six inches apart on a six-foot 1X4 board. Cover the board with decorative paint or paper. Now we are ready. Have the children put the key passages in order and matched with the appropriate reference. They place them on the pole as they go along. They will put the title of a key passage on one side and the matching reference opposite the title.

## 3. Sack Relay

On a very  small piece of paper, write the title of a key passage and place it in a lunch size sack. Keep sacks for relay. Have references that match the titles on the floor near the sacks. Divide into teams. Each team lines up single file. At the signal, the first person on each team runs to a chair at the other end of the “course” and picks up a sack. The player blows up the sack and pops it. There is a key passage title inside that should come out when the sack is popped. If the player has difficulty blowing up the sack, he or she may rip the sack open to get the key passage. The player takes the title and matches it to the reference found on the floor beside the chair. The player returns to his or her team and tags the next player. Play continues until all the sacks have been done, and all matching is done correctly.

#### **4. Key Passage Cards - (See originals in separate booklet)**

This activity will be done in small groups. Divide the children into two sides and seat them facing each other. Spread the key passage cards on the table facedown. Ask the first child on Side 1 to select a card. After he reveals the title, he says the title and gives the reference. If he errs, the first child on Side 2 responds. The player, who answers correctly, keeps the card. Continue in this manner until all cards have been taken.

#### **5. Key Passage Flash Cards – (See originals in separate booklet)**

Prepare the flash cards with the titles of the key passages on one set of ten and the references on another set of ten.

- a). Scatter the title cards around the room. Give reference cards to children. Ask them to find the matching card.
- b). Scramble the cards and have the children match the titles and references.

#### **6. Partner Hunt**

Divide into two groups. One group is given the titles of the key passages on individual cards. The other group is given the references for the key passages on individual cards. At the signal, the two groups come together. The drillers will search for the person who has the corresponding card to the one that they have. When they think they have a correct match, a leader is consulted to confirm their accuracy. If they are correct, they go to a designated location to look up their reference and read it. Guided discussion may be used to determine the meaning of the key passage and how it relates to each of the children. If the match is incorrect, they must go back and find the correct one.

#### **7. Name that Passage**



Sing or play songs that go with a key passage. The children guess which key passage is being “described”.

#### **8. Key Passage Match-Up - (See original in separate booklet)**