

# ALABAMA YOUTH BIBLE DRILL BLUE CYCLE



**GAMES & ACTIVITIES**

# INTRODUCTION

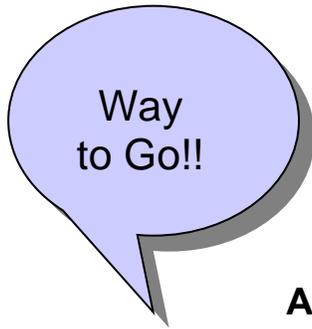


Welcome to the wonderful world of Bible Drill!  
Youth Bible Drill is an exciting way to teach youth to use their Bibles to meet the challenges of life. As youth read their Bibles, develop useful skills and knowledge of the Bible, and memorize scripture, they grow closer to God and learn more about how He wants them to live.

Every youth is a unique creation of God with his/her own learning pace and style of learning. Offer a variety of learning methods to meet the needs of your group. Remember to discuss and explore the meanings of the verses that are learned and how those verses apply to the everyday lives of the youth. God can use one verse to speak to people in a variety of ways. Stay very open to new messages from familiar verses. Exploration of verses can help youth gain deeper insights into God's Word and can change lives.

Involve the youth in the learning process. The more they are involved, the more easily and quickly they will learn. Your encouragement makes a youth want to learn. Your enthusiasm is contagious! Take the time to think carefully about your group of youth, form a plan to meet the varied needs, and thoughtfully select activities that will help accomplish what is needed.

Allow Bible Drill to be a time when youth can share together, have fun together, and study God's Word together. Use games and activities to capture the interest of the youth and watch how God's Word becomes real in their lives.  
Happy Learning!!



## **Bible Drill Encouragers**

**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 youth is preparing and participating in Bible Drill. An encourager can be known openly to the youth 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 youth may feel somewhat overwhelmed by the material to be learned. An encourager can truly make a difference in whether a youth participates to the fullest extent in Bible Drill. It helps a youth to see other people’s excitement and feel their approval. It can be a good idea to have more than one encourager per youth, since some encouragers may be more supportive than others. Happy Encouraging!**

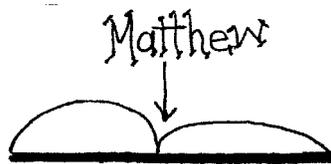


# **GENERAL HELPS**

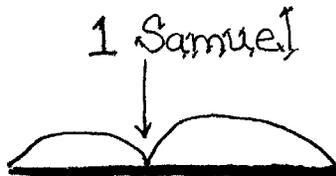
# STRATEGIC LOCATIONS IN THE BIBLE DRILL BIBLE



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: Phillipians  
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



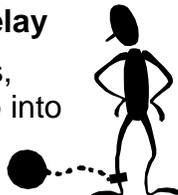
Divide the group into two teams. Let the teams sit facing each other. The first member of each team wears a western style hat, holds his/her Drill Bible and stands at attention. The leader has them “Present Bibles” and makes a call from any of the types of drills used in Youth Bible Drill. The first player to step forward may answer. If the player answers correctly, the team gets two points. If the correct answer cannot be given, the other team gets an opportunity. The game continues as second players from each team play the next round.

### 2. Buddy Bible Bingo



Make enough Bingo cards for every youth in your group to have one. Place Bible Drill “calls” in each square and a “FREE” square in the middle of the card. Have the group play bingo by finding a person in the group who can answer the question in a square. When a player finds a buddy who can answer correctly, he/she has the buddy sign his/her name across that square. The game can be played where a row horizontally, vertically, or diagonally is filled, or it can be played in a blackout version. The person who says “BINGO” must be able to give all of the correct answers for the squares that allowed the “BINGO”. If not, play continues.

### 3. Ball & Chain Relay



Use soccer balls, volleyballs, or balls of a similar size to play this game. Divide the group into relay teams where one player is lined up directly behind another. There should be a ball between every player’s stomach and back. Once the balls are in place, the players should put their hands on their heads. Only backs and stomachs can support the balls. The relay team has to work together to move as a unit to a designated spot. If a ball drops or a player uses his/her hands, the ball could be either replaced, and then the team continues from that point, or the entire group could be asked to start over. Once the group reaches the designated location, they may let go of the balls and work as a group to complete a Bible Drill assignment. This could be used for practicing books of the Bible, matching verses with references, or working with the Bible Answers section.

#### 4. Take the Skateboard Plunge



This game is played as a relay. Divide the group into teams. Each team will need a skateboard and a plunger. The first person on each team will sit on the skateboard and will use the plunger like an oar to push himself/herself along. The plunger is the only thing that can be used for steering and moving the skateboard. If more difficulty is desired, an obstacle course can be set up through which the players must navigate the skateboard. Otherwise, a chair can be set up at a designated point for players to circle and then return to their team. The next player is tagged and play proceeds. Once every team member has circled the chair and has come back to his/her team, the team may work on a Bible Drill assignment. It might be books of the Bible or a matching activity with the Bible verses.

#### 5. Balloon Pop



Divide the group into teams. Each team should have a garbage bag filled with balloons. Each balloon should have a small strip of paper inside with a Bible Drill question. The team needs to pop each balloon one at a time and answer the question. A leader should be present for each group to check for accuracy. Play continues until all balloons are popped.

Variation: Assign each team a scripture reference to look up in their Bibles. The team should read it and discuss it. At a signal, the team will rush to the garbage bag of balloons. Each balloon contains a word from the Bible verse. After the balloons are all popped, the verse should be put together in proper order.

#### 6. Sock Toss



Ball up a pair of socks. Toss the sock ball to one of the drillers. That driller catches the sock ball, and then answers a Bible Drill question that the leader asks. Then the driller throws it back to the leader who repeats the process with another driller.

#### 7. Bible Drill Limbo



Bible Drill questions should be prepared. A limbo stick should be available. Divide the drillers into small groups. Have the first group answer a Bible Drill question. If answered correctly, someone on the team must go under the limbo stick without touching it. Play continues until no one can go any lower and/or all prepared questions have been answered.

## 8. Chair Fill-Up



Divide the group into  
for each team

small teams. Each team needs five chairs, a Bible member, and five extra Bibles. The leader has every team standing with their members at "Attention". The leader makes a call from the Bible Drill material. The team members must respond in typical Bible Drill style. The leader will call upon the person who steps out first. If the driller answers the question correctly, one of the extra Bibles is placed in one of the five chairs. If answered incorrectly, one of the Bibles must be removed from one of the team's chairs. Play continues until one of the teams has all five Bibles in a chair.

## 9. Bible Drill Categories



Organize teams with  
five Bible Drill types or

five or fewer players on each team. Write the categories across the top of a display board. Then draw lines down to divide them. There should be 5 questions per category turned face down for the display. A player asks for a certain category or question and must answer that question in standard Bible Drill style. Points for each question may be assigned.

## 10. Blanket Pull

Divide the  
blanket for  
participant on  
The team  
until everyone



Once everyone on the team has had a turn, the team members go to a designated area to work on a Bible Drill assignment (putting books in order or in categories/verse and reference matching).

group into teams. One person gets on a each team. The team must slide this the blanket through an obstacle course. continues to return to the starting point has had a turn riding on the blanket.

## 11. Scripture Gifts

Wrapping paper,  
assorted goodies



bookmarks, and so forth will be needed for this activity. Divide the group into small teams (no larger than five people). Fill the boxes with treats. There should be one box per team with enough treats in the box for the whole team to enjoy. Wrap each box. On a small slip of paper, write a Bible Drill question and attach it to the wrapped box. Wrap each gift again and attach another question to it. Repeat the process until each box has six layers of wrapping paper and questions.

small boxes, tape, scissors, and a few like gum, small candy bars, mints,

The team members need to take turns answering a question and unwrapping one layer until the box is fully unwrapped. When all teams have answered their final question, the boxes may be opened and treats enjoyed.

## 12. Mad and Crazy Relay

This is a different kind of relay not all doing the same thing. determined by the directions in relay course. Each team lines



race because the players are What the players do is a bag at the other end of the 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, galloping around the chair while shouting, “The British are coming! The British are coming!”, 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.

## 13. Concentration (See originals in separate booklet)

This may be played to review the books of the Bible or the verses. The books can be done where one book is on one card (ex. Exodus) and the trio of books in Standard Bible Drill answer form (ex. Genesis, Exodus, Leviticus) would be on another card. The drillers take turns turning one card over and then turning another over in an attempt to find the match. 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. This can also work for the Bible Answers section by putting the question on one card and the scripture and reference on the other card. See the originals for the Bible Book Cards in the separate booklet. These can be copied and cut apart for use in this game. Bible Answers cards and Doctrinal verse cards for this cycle may also be found in the originals booklet.



## 14. 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 to form a diamond. The Bible Drill questions are used as the ball. The leader asks the questions and acts as the pitcher. If the “batter” answers correctly, he/she makes a hit and moves to first base. If the “batter” misses the question, he/she is out. Each person 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.



### 15. Plop and Fizz Game

Divide into teams for each team. Line



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/her team. If answered correctly, the team receives a point. If not, no point will be given. Play continues with the next player in line, and so forth, until the Alka-Seltzer tablet has completely dissolved. Use additional tablets to extend the game for the length of time desired. Play stops until the next tablet is dropped in, and then may continue. Each team plays until all of their tablets have dissolved. Points can be added up at this point.

Provide a cup of water and an Alka-Seltzer tablet teams up relay style. At the signal, have a team

### 16. The Hula Ring Toss

Gather hula-hoops and with paper. It might be



containers are filled with sand to make them more stable. Have a starting line and divide the drillers into teams. Each container should be labeled with points such as 10, 20, 30, 40 and 50. Let the 10-point container be closest to the starting line and the 50-point container be the farthest away. Space the container at about 4 or 5-foot intervals with the first container being about 8-10 feet away from the starting line. The drillers will take turns tossing the Hula Hoop in an attempt to ring a container. Give more than one toss if needed. The player then answers a Bible Drill question. If answered correctly, the player receives the number of points indicated on the container he/she put the Hula Hoop around.

five oatmeal containers or coffee cans covered easier for the game to flow quickly if the

### 17. Hot Potato with Slime

Play this game as you would Have the drillers in a circle and person to the next while music stops, the person holding the slime will answer a Bible Drill question. Continue play until everyone has had the opportunity to answer a couple of questions.



Hot Potato, but pass toy slime instead. have them pass the slime from one Christian music is playing. When the

### 18. Passed Out Cold Relay

Take re-sealable snack-size Freeze the water in the bags members of each team



head to foot in a straight line. Take the ice out of the plastic bag and place it between the first player's feet. He/she must pass it over his/her head to the next person's feet, who passes it in the same manner to the next person, and so forth. When the last person on the team successfully passes the ice over his/her head and drops it to the floor, the entire team jumps up and runs to a designated area where they must complete a Bible Drill activity (books of the Bible in order or matching verses with references).

plastic bags and fill them with water. and have one frozen bag per team. The need to get on the floor on their backs

**BOOKS  
OF THE  
BIBLE  
GAMES**

### 1. Books of the Bible Knot Box



A ball of yarn and a shoebox will be needed for this activity. Put knots at various lengths along the yarn. Some of the intervals should be short (maybe a foot or so). Other intervals can be as long as several yards. Make sure there are at least as many knots, as there are players. Roll the yarn into a ball and put it inside the box. Cut a hole in the side of the box large enough for the yarn and knots to pass through. The game is played where the first player pulls the yarn until he/she gets to the first knot. Until he/she gets to the knot, the player is saying the books of the Bible in order. When the knot is reached, the box is passed to the next player who pulls the yarn to the next knot while saying the books of the Bible starting where the first player left off. Play continues in this manner until the yarn ball is used up. Start the books over from the beginning as needed until the final knot is reached.

### 2. Slap that Card

Prepare index cards with one, three or more books of the Bible on each. Have some cards with the books listed in correct order. Have others with the books listed out of order. The cards should be placed facedown on a table. Have a small group of drillers at each table. A leader turns over the first card. If the card has the books listed correctly, the players try to be the first one to slap it. The person who slaps it first will pick up the card and place it in front of them. If the card has the books listed incorrectly, the group must discuss what is wrong with the listing and say them correctly. Then that card is set aside. Play continues until all cards have been done.



### 3. 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 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/her partner's piece and steps on it. Then the first player takes his/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.

#### 4. Books of the Bible Flash Cards – (See originals in 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 drillers practice finding 1 Samuel, Psalms, and Matthew.
- (c) Show a flash card. (Example: Nehemiah) 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) Give each team a set of cards; have each team get all of the books in the proper order as quickly as they can.

#### 5. Hearts Relay Race

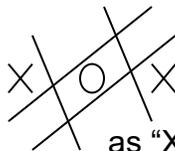


This is a great game to be needed (a pink team

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.

#### 6. Shower Curtain Tic-Tac-Toe

On a shower curtain, draw off a Write out appropriate questions two teams, assigning one 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.



tic-tac-toe board with masking tape. for the game. Divide the drillers into as "X" and the other as "O". Have team

## 7. The Roll of the Dice

Divide the group  
room with a chair  
put a poster board



into teams. The teams will stand at one end of the room opposite them at the other end of the room. Also, on the wall behind the chair and have a marker underneath it. Each team needs one die. At a signal, the first player rolls the die. That player will run to the poster. If that player rolled a three on the die, then he/she must write the first 3 books of the Bible on the poster. Then he/she must run around the chair three times and return to his/her team. The next player rolls the die and repeats the process of writing as many book names and making as many trips around the chair as he/she has rolled. The players always start where the last player left off with writing the book names until all of the books have been written on the poster.

## 8. Frantic Hoppers

Divide the group into  
behind a masking tape



teams. Have the teams line up in a straight line starting point. The first team member hops to the opposite wall, touches it, and hops back. The first player links arms with the second player, and they both hop to the opposite wall and back. Those two hook up with the third player, and they all hop back and forth. This continues until all of the players from a team have their arms linked and hop to the opposite wall. At this point, the team members unlink their arms and put books of the Bible cards in proper order. Once this is completed, they relink their arms and hop back to the starting line.

## 9. New Testament Scramble

Have the New Testament books written on index cards. Mix them up and hand them out. Each driller can receive more than one as needed. As quickly as possible, the drillers must line up in order starting with Matthew. When the one with Matthew has another book, he/she gets out of his/her original location to the new one that is needed. This scramble continues until they get to Revelation.

## 10. 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.

**(Game continued on next 3 pages)**

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

Divide your group into groups of two or three children/youth 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 instruction, do only as I instruct, 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.

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 you are 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, 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 long 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.

This time, 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.

(Leader, walk among the groups as you have each time, straighten their discard stacks and say, “Remember neatness counts, we’re just concerned about neatness, that’s all.” Ha! Ha!)

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.

**GAMES  
&  
ACTIVITIES  
FOR  
VERSES**

## 1. Scripture Jumble

Choose some of the verses that need to be learned. Write half of the verse on one card, the other half on another card, and the scripture reference on one more card. Do several verses this way. Mix up the cards and pass them out. Players mingle to find all of the matches to their card. After everyone is matched up, have the youth discuss what they know about the verse and what it means to them.

## 2. Q-tip Match

Have poster signs taped on the walls in various locations. On the side turned toward the wall, have a scripture reference printed. The players are all given a piece of paper or index card with a Bible Drill verse written on it. The object of the game is for each player to find the reference card that goes with his/her verse. This is done by giving each player a q-tip and a straw (make sure the straw is large enough for the q-tip to go through). The player puts the q-tip in the straw and blows on one end of the straw aiming the straw toward one of the wall signs. The player goes to where the q-tip landed and blows it through the straw again. Play continues until the q-tip hits the wall sign. Once the player's q-tip hits the sign, that player may flip the sign over to see if the reference matches with his/her verse. If so, the player may remove the sign from the wall and goes to a designated finish area. If it is not the correct reference, the player turns the sign back toward the wall and goes back to the starting area. He/she will follow the same "q-tip blown through the straw" routine toward another sign. This continues until every player finds the match to his/her verse.

## 3. Scripture to Music



Divide the drillers into small groups. Give each group a Bible verse. Have each group look up the verse, read it, and discuss the meaning and how it relates to them. Then each group needs to "create" a song that quotes the verse and shares its meaning. Each group needs to be prepared to share their song with the other groups.

## 4. Crossword Puzzles



Divide into groups. Assign a Bible verse to each group. That group should read the verse and discuss the meaning. The group should then create a crossword puzzle that reflects the meaning of the verse discussed.

## 5. Penny Thoughts



The leader reads a Bible verse from the Bible Drill material. Then, the leader calls on one of the drillers by name to share his/her thoughts about the scripture. The leader does this by saying, "A penny for your thoughts." The driller must respond quickly or pass his/her turn to another person by saying the same thing . . . "a penny for your thoughts." The person who shares receives a penny.

## 6. Verse Commercials

Drillers 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 will affect the lives of those who believe it or obey it. Ask leading questions to get the group started.

## 7. 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.

## 8. Potato Bowling



Gather ten empty plastic soda bottles and a potato for each team. Set up the soda bottles like bowling pins, and use the potato (or some other odd shaped item) as a bowling ball. The first player rolls the potato and knocks down as many soda bottles as possible. The player must then answer a Bible Drill verse question. If answered correctly, the player receives one point per knocked-down bottle.

## 9. Suitcase Frenzy



Divide the drillers into small groups (about five per team). Have a suitcase at one end of the room and teams in a single file line at the other end of the room. The suitcase should be empty and closed with about five pieces of clothing (pants, shirt, sweater, socks, and so forth) scattered on the floor around it. On the suitcase, attach cards with the questions and scripture answers from the Bible Answers Drill. Make sure the questions and answers are on separate cards. This will give you a total of twenty cards to attach to each suitcase. At a signal, the first person runs to the suitcase area, locates a question and answers that match, places the set off to the side, and then proceeds to fold each item of clothing. The player must place all of the clothes in the suitcase and close the suitcase. The player then runs back to his/her team and tags the next person in line. This next person runs to the suitcase, finds a Bible Answers match, places it to the side, opens the suitcase and unfolds and scatters the clothes. Then he/she runs back to tag the third person in line. Continue to alternate folding and scattering until all team members have had an opportunity to do it both ways and all cards are matched correctly.