

Red Cycle

Books of the Bible Activities

1. Hula Hoop Divisions: Place two hula hoops on the floor and create a five piece pie inside each hula hoop with masking tape. One hoop will be for Old Testament books and divisions and the other hoop will be for the New Testament books and divisions. Give drillers the division cards and ask them to place them in order inside the hoop. Then provide the book cards and allow the children to put the books in order inside the correct division of the Bible.
2. Hooty Doo: Form two evenly- numbered teams. Have each team make a circle and join hands. Get two drillers to join hands through the hoop, then show the drillers how to wiggle through the hoop. Let the drillers practice and then each child should say a book of the bible as they wiggle through the hoop. The first team that makes it through the Bible wins.
3. Follow the Directions: Draw four large shapes on a poster board. Write one statement on each shape: *Find It! Say It! What's Before It! What's After It!* Make sure each driller has a Bible. Place the books of the Bible flashcards in a bag. Have a driller toss a beanbag onto the poster board and the teacher will select a card from the bag. The driller must do what the statement instructs them to do.
4. High Card/Low Card: Scramble the books of the Bible cards and place them face down on the floor between two or more players. Have each player turn the top card over. The player holding the "top card" (book that comes later) may collect each card and set them aside. Win a winner of the first round is determined they can play again- this time with the "low card" (book that comes first) winning.
5. Connect Five: Provide 10 sheets of one color of construction paper and 10 sheets of another color. You may use the Giant Game Mat or make a grid with masking tape on the floor. The object of the game is to connect five spaces, they can connect in any way as long as they are touching one side. Divide the books of the Bible cards into two stacks, one for each team. Teams take turns drawing cards, the player must read the book name on the card and tell the book that comes before that book and the book that comes after that book. The first team to have five spaces in a row wins.