

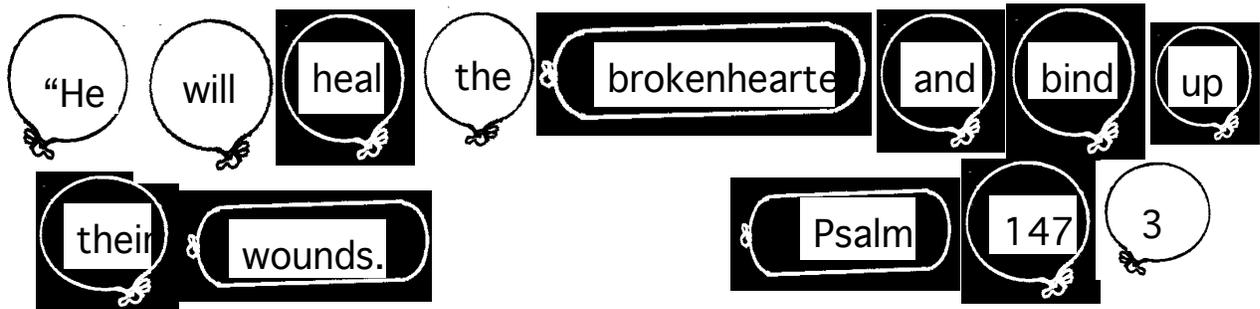
Memory Verse And Review Games



GAMES AND ACTIVITIES FOR MEMORIZING SCRIPTURE

*“From childhood you have known the Holy Scriptures, which are able to make you wise.”
2 Timothy 3:15*

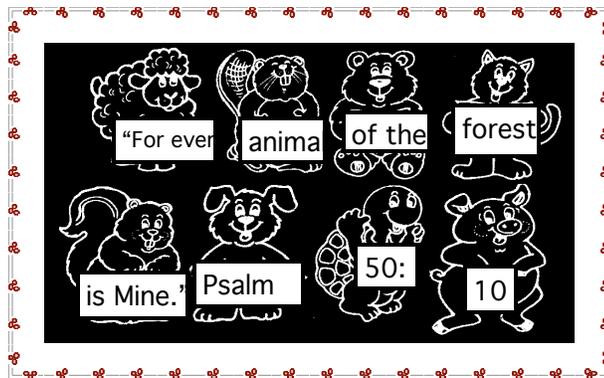
Balloon Pop



Inflate balloons (have one balloon for each word of memory verse). With permanent marker, write one word of the memory verse on each balloon. Using clear packing tape, place the balloons to the wall in order (if time allows, children can take turns to do this). If putting the balloons up during class time, ask the entire class to read what is up so far. After all the balloons are in place, then ask for volunteers to take turns popping any balloon (a "push pin" works well), followed by everyone saying the verse together each time a balloon is popped.

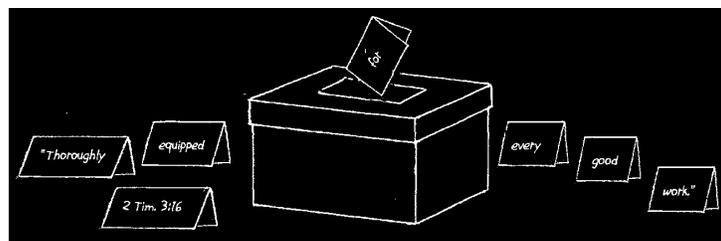
Stuffed Animals

Use the same method as above. With construction paper and ribbon you can attach the memory verse words to stuffed animals. Then let the children remove one at a time, saying the verse each time, until all are gone and the verse is memorized.



Surprise Box

Decorate a box or container with an opening in top (large enough for your hand to freely move in and out with the memory verse words). Write each word of the memory verse on separate sheets of construction paper. Place them in order in the front of the class. Have the entire class say the verse a few times with all the words, then ask for a volunteer to take away a word and put it in the "Surprise Box". Ask the class if they can say the verse with the missing word. Continue until all words are in the box. Then ask for volunteers to pick one word out of the box and see if they can put it back, continuing until the verse has been reconstructed.



Earn a Turn . . .

Write the verse on the white board. Let the children take turns choosing which word they would like to have erased, saying the verse each time. After erasing a word, place an underline in its place, this gives the children a focal point (some kids need that extra help).

"Oh ____ to the LORD a
new _____,
for He has done marvelous
things."
Psalm 98:1

Then the children "earn a turn" individually or in teams by saying the verse. They may then take their turn at whatever game you have: targets, basketball hoop, etc.

Memory Jets

Same as above, except when children arrive in class give them a plain piece of paper to make a paper airplane. (For younger children, or if time is an issue, have a supply of airplanes already made.) They can color/decorate their airplane however they want, but in order to play the memory game later in class their airplane needs to have the memory verse and reference written on it. (For children that have difficulty writing, try to encourage them to at least write the reference or write it for them.) Tell them ahead of time that airplanes are for game time, so they'll have to wait until then to fly them. Before class make a target for the airplanes (i.e., decorate a cardboard box with a hole in it, or simply draw a circle target on the board, etc.) During class learn verse on white board and earn turns by reciting verse.

Musical Memory Verse Ball Game

Learn the verse on the white board, erasing one word at a time. Then start the music and have the children "pass" the ball around a circle or the classroom (a good rule to mention is, "no throwing the ball"). When the music stops, the child with the ball gets to say the verse or to choose someone to say the verse for them. Continue until all have had an opportunity to say the verse on their own. For upper grades, students could take turns controlling the music.

Bean Bag Toss

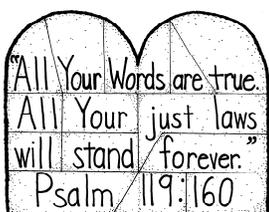
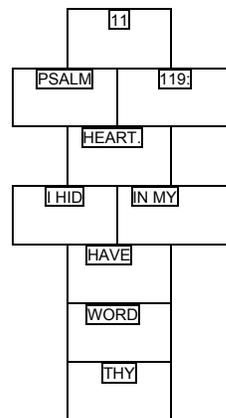
Have the children sit in a circle on the floor (space permitting). Have the verse written on the board where the children can see it. Then have the children pass the bean bag to the child next to them, whoever is holding the bean bag says the next word of the verse. Lower grades may need help in the beginning by telling them ahead of time what their word will be. Upper grades will quickly catch on and be able to randomly toss the bean bag with each child saying the next word of the verse as they catch the bean bag.

Candy/Sticker Surprise

Similar to game above. Have a box with a lid (not too big) with candy and/or stickers inside. Ask the children to pass the box around the circle. Each child says the next word of the memory verse as they are passing the box. The child holding the box at the end of the verse gets to open the box, take a treat and then return to their seat. Repeat until all have received a treat.

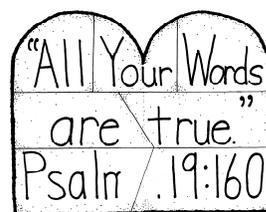
Hopscotch

Use masking tape to make the hop scotch pattern on the floor. Write memory verse words on construction paper and tape them to the top of each hopscotch square (put masking tape completely across the edges of the paper so the children's toes don't get caught on the words). Have the class line up on each side of the hopscotch area so they can see the words as the children take turns jumping. As the children hop in each square, the class recites the verse as they go. Ask the first volunteers to please jump slowly enough for the class to say the verse with them. Then ask for any children who wish to say the verse alone as they jump.



Jigsaw Puzzles

Have each child print a verse on a piece of construction paper, draw puzzle lines and cut out the pieces. (If time is limited, prepare puzzles ahead of time.) Have a race to see who can put their puzzle together the fastest . . . the winner is the first student or team to stand and recite the verse out loud when their puzzle is finished.¹

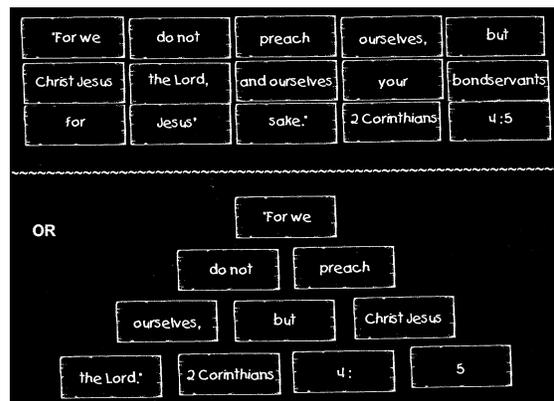
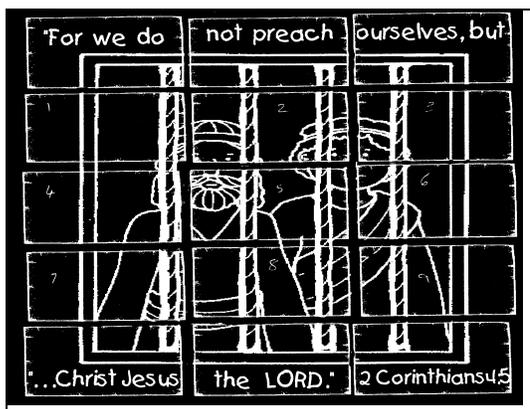


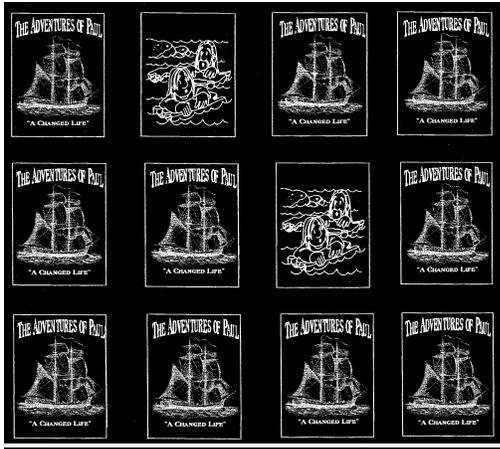
Straw Relay

Cut drinking straws in half (approximately 4" pieces), one for each child. (Wide straws are best.) Make two sets of the memory verse on small pieces of construction paper (approximately 2 1/4" X 3"), each set on a different color. Divide class into teams. Place the words on a table for each team. As a relay race, each team member must pick up one word of the memory verse with their straw, and carry it to their team's table on the other side of the room. The first team to assemble and recite the verse wins.

Paul in Prison Earthquake Blocks

Make construction paper memory verse words (or short version of verse with story picture) and attach to Styrofoam blocks. Stack blocks to form verse/picture. Recite the verse several times to become familiar with it. Children earn turns by saying the verse. Depending on class size and age, you may choose to have the teacher or the student(s) make an earthquake to knock down the blocks. Again for rebuilding, use your discretion as to whether the teacher or student(s) will rebuild before the next earthquake.¹





Memory Match Game

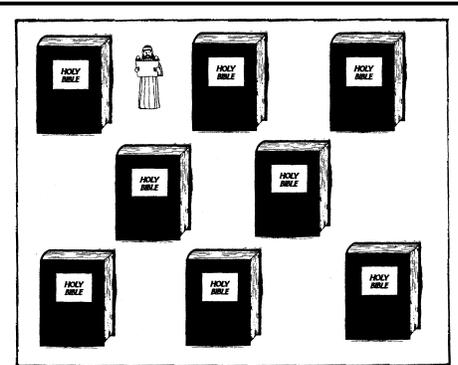
Play the game like Concentration. Find six different pictures which tell your story, make two copies of each. Glue pictures to construction paper.

Laminate pieces or cover with clear contact/shelf paper. If using a Velcro board for your game, attach sticky-back Velcro (rough side) to front and back of each piece. If using a magnetic whiteboard, attach self-adhesive magnet strips to front and back of pictures. By answering a review question, children get to turn over two pictures and try to find a match.¹

Where's the Bible Person?

Supplies: Self-adhesive Velcro (if using Velcro board).
Velcro board*. (If neither available, masking tape could be used on wall or chalkboard.)

Note: Velcro boards are covered with auto headliner fabric, which works great for holding game pieces with the rough side of Velcro. See last page of handout for possible resources to purchase or make a Velcro board. Flannel boards do not work well to hold the Velcro game pieces because after a few times of removing and replacing a piece, the "fuzz" from the flannel board accumulates on the Velcro and game piece won't stick.



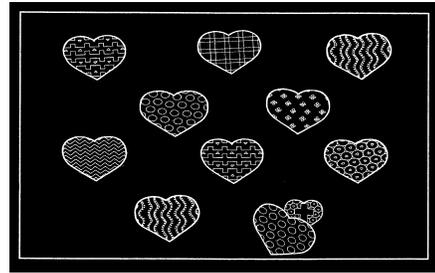
Prepare game pieces. Game pieces can be made for many stories, see examples below.¹ These pieces will be handled quite a bit, so it's best to laminate or cover pieces with clear contact/shelf paper. Attach self-adhesive Velcro (use the rough side).

Children earn turns to look behind a game piece for the "Bible person" by either reciting the memory verse or by answering a review question.

- 1) Where's Zacchaeus? - On large piece of cardboard, draw tree trunk and branches of a large tree. From construction paper make large leaves, and a small Zacchaeus, attaching the rough side of sticky-back Velcro to the pieces, and attaching the smooth side of Velcro to the branches on the cardboard. Let children earn turns to see if they can guess which leaf Zacchaeus is hiding behind.
- 2) Where's Ezra Reading God's Word? This game will work for any other study you wish to do, simply reduce your coloring picture to fit behind the Velcro Bibles. Color and laminate the copy and you're ready to go.
- 3) Where's Baby Moses? - From construction paper make large bulrushes, and a small "Baby Moses". Children earn turns to find where "Baby Moses" is hiding.
- 4) Where's Daniel in the Lion's Den? - Make construction paper lions and a smaller "Daniel". Let children try and find "Daniel" behind one of the lions.
- 5) Where's Baby Jesus? - On large cardboard, paint Nativity Scene background. From construction paper, make game pieces of Mary & Joseph, Wise Men, Angel, Shepherds, Donkey, Camel, Sheep, and a small "Baby Jesus". Attach with Velcro. Children try and guess which piece "Baby Jesus" is hiding behind.
- 6) Look for Jesus in the Clouds - Make 8-10 clouds and a smaller Jesus, with Velcro on back. Earn a turn to find Jesus by answering review question.

Where's the Heart with Jesus in it?

Make 10 to 12 hearts of construction paper and one smaller heart with a picture of Jesus on it. Laminate pieces and put rough side of sticky-back Velcro on the edges of the back of each piece. On Velcro board, hide small heart with Jesus behind one of the large hearts. Children answer review question to earn turn to find heart with Jesus.¹



Where's Jesus? Preparing a place for you.

Make folded stand-up houses and one small stand-up figure of Jesus (glue a clothespin to the back of a construction paper picture of Jesus). By answering review questions, children get to see which house Jesus is in.¹

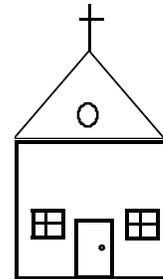
Green Light – Yellow Light – Red Light

The teacher will need one set of three paper plates to make a “Green Light”, “Yellow Light”, and “Red Light”. Give each student a plain paper plate that will become their “steering wheel”. When teacher holds up and announces “Green Light”, the children walk around the room and pretend to drive (no speeding!); “Yellow Light” . . . drive very slowly and prepare to stop; “Red Light” . . . stop and the entire class recites the verse together. Repeat, repeat, repeat!

Time Fillers & Sign-Out Time

Many of the above games can be used during sign-out time. If the children are in their seats when their parent is signing them out, they get to take one last turn at the game.

Build a Church (Temple, Story) - Played like hangman. Use a word from your Bible study or memory verse. Children try to guess a letter. If they guess correctly, they get to choose which part of the church to build — the cross, the roof, the wall, foundation, window, door, etc. (Instead of building a church, you could build a temple, or draw pictures of something from your story.)



Flannel Board - If you used a flannelgraph for your study, you could remove one piece from the flannel board and see if they can guess which piece is missing. Then have them tell how that piece related to the Bible study.

Notes:

Game time: Most games take about 25 minutes.

Turns: If a child doesn't want to take a turn, let them feel free to just watch. If they feel pressured or embarrassed they might not want to come back. Chances are that before the game is over they will surprise you and join in.

Prizes/points: The children simply enjoy playing the games for fun, but they also love to earn points and receive prizes, stickers, or treats. Do as the Lord leads for your group of children.

Laminating: Laminate game pieces which will get frequent use or if you plan to reuse in the future. If you don't have access to a laminating machine, use clear contact/shelf paper on both the front and back of your pieces.

The following games are based on ideas from The Big Book of Bible Games, by Gospel Light. These examples demonstrate how to adjust various games ideas to work with different Bible studies.¹

Lighthouse Window Wash

Idea based on “High-Rise Window Wash-off” game from The Big Book of Bible Games, by Gospel Light. Draw large lighthouse on butcher paper or whiteboard. Divide class into two teams. Have teams line up on opposite sides of lighthouse. Teacher stands in middle and asks a review question. Team One tries to answer the question. If correct, the first player gets to “wash” one window on his team’s lighthouse by coloring it in (each team should have a different color marker). Continue game by asking a review question for Team Two. If either team answers incorrectly, the other team gets a chance to answer correctly. The team with the most windows washed wins. (If you normally have a large class, make one lighthouse for each team with enough windows for each child to have a turn.)

Tower of Babel

Idea based on “High-Rise Window Wash-off” game from The Big Book of Bible Games, by Gospel Light. Same basic idea as above, drawing a “Tower of Babel” instead. When teams answer review questions correctly, they get to color in a brick on the tower.

Climbing the Mountain

Based on the game from The Big Book of Bible Games, by Gospel Light. Draw a simple mountain shape on two separate sheets of poster board. Draw two simple backpackers on construction paper and cut out. Punch a hole at the top and bottom of each mountain. Loop string through the holes and tie in back of each poster. Use tape to attach one backpacker figure to each piece of string. (Backpacker should be able to be moved up the mountain as string is pulled from back.) Letter numbers 1-10 up the side of each mountain next to the string.

Divide the class into two teams. If team answers review question correctly, their backpacker moves up to the next number. If team answers incorrectly, the other team gets a chance. Repeat until one team’s backpacker reaches number 10 at the top of the mountain.

Run the Race

Same as “Climbing the Mountain” above, except, draw a race track horizontally attaching the string along the race track. Make a track runner to attach to each piece of string. Number 1-10 on the runner’s path. Teams answer questions to move their track runner.

Wise Owls

Idea based on “City Statues” game from The Big Book of Bible Games, by Gospel Light. Letter the verse on index cards. Draw a simple owl shape around the words. Make an identical set of cards. Divide class into two teams. Give each team a set of cards and masking tape. Have each team choose one of its members to be a “tree”. If the verse is especially long, the teams may have more than one tree. Each tree holds arms outstretched while the team races to tape “owls” to his or her arms in the correct order. The first team to attach all of the cards in the correct order wins.

Ravens Bringing Food to Elijah

Same as above game, based on “City Statues” game from The Big Book of Bible Games, by Gospel Light. Instead of using owls, use ravens bringing food to Elijah. Each team will choose an “Elijah” and the children will tape the cards to “Elijah’s” arms.

Big Book of Bible Games

(Current Retail Cost \$17.00)

If interested in purchasing the Big Book of Bible Games (200 reproducible fun games for Bible learning), published by Gospel Light (ISBN 0-8307-1821-4), check with your Bible book store. If they don't carry it, Calvary Chapel book stores can order it from Calvary Distribution at (714) 545-6548.

Velcro Board

Reversible Dry Erase Marker Board/Velcro Board - Current cost approximately \$25.00.

Velcro boards can be purchased from:

Child Evangelism Fellowship Stores

Stanton Chapter: (714) 761-3727

Southern Calif. Info: (818) 349-9883

National Office: (800) 748-7710

Website: www.gospelcom.net/cef

Bratton Specialties

(909) 780-8893

(888) 296-7817

Website: www.wdbydana.com

Note: You can make your own Velcro board with auto headliner fabric and spray adhesive.

Memory Verse/Bible Review Game Patterns/Masters

Game patterns/masters for the following games are included on CD titled "Children's Ministry Resources":

1. Easter Ascension - Where's Jesus? (Houses - Preparing a place for you.)
2. Easter Ascension - Look for Jesus in the Clouds?
3. Ezekiel's Dry Bones/Skeleton Memory Verse Game (Ephesians 2:1)
4. House on Straight Street (Acts 9:1-9)
5. Jigsaw puzzle - Tablets/advanced (Psalm 119:160)
6. Jigsaw puzzle & color sheet- Butterfly (2 Cor. 5:17)
7. Jigsaw puzzle - Tablets/simple (Psalm 119:160a)
8. Martha Sweeps Up/Broom Memory Verse Relay (Psalm 119:16)
9. Match Game - Adventures of Paul
10. Match Game - Parable of the Sower
11. Nativity Match Game
12. Owls for City Statues game (Proverbs 2:6)
13. Paul in Prison Earthquake Game - verse only (2 Cor. 4:5)
14. Paul in Prison Earthquake Game - picture w/ short verse (2 Cor. 4:5a)
15. Ravens with food for City Statues game (1 Kings 17:6)
16. Run the Race/Climbing the Mountain
17. Ship Word Scramble (2 Cor. 6:4)
18. Where's Paul?
19. Where's the heart with Jesus in it?
20. Where's Baby Jesus?
21. Where's Young David?
22. Where's Daniel in the Lion's Den?
23. Where's Ezra Reading God's Word? (Also use with other studies)
24. Where's Baby Moses?

¹Refer to Game Pattern/Masters

