Friendly Feud Quiz Game

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Materials Checklist

- small index cards (one for each child)
- ☐ table
- a chair for each child
- game bell
- chalkboard and chalk for keeping score

Preparation

On index cards, letter questions about recent lessons. Questions can include Bible story review, personal life application and Bible memory verse review.

Procedure

Divide class into two teams. Have them sit in rows or chairs facing each other. Place the game bell on a table between the two rows.

Have the first person from each team come to the table. Have each contestant stand with one hand on the table and one hand behind his or her back. Read aloud the question on the first card. The first person to ring the bell may answer the question for ten points. If he or she is wrong, the other contestant may answer it, winning five points for his or her team. If neither contestant gets the answer, put the question at the bottom of the pile to be asked later. Repeat procedure until all players have had several turns. Keep score on the chalkboard. When game is over ask, If we could remember only one thing from today's lesson, what do you think God would want it to be?



That's The Way It Was

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Materials Checklist

- ☐ pen
- chair for each child except one

Preparation

For each child, except one, choose a word that is repeated several times in the lesson's Bible story. Write the words on slips of paper—one word on each slip. Place chairs in a circle.



Procedure

Children sit on chairs. One child stands in the middle of the circle. Give one slip of paper to each seated child. Read or tell the Bible story with expression. Each time you say a word that is on a slip of paper, the child holding that slip must stand, turn around and sit down again in the same chair. Meanwhile, the player in the middle tries to sit on the chair before the child sits down. If the player in the middle succeeds, the child now without a seat becomes the player in the middle and gives his or her slip to the child now seated. Continue telling the story at a pace that is comfortable for your students.

Variation

For an added challenge, insert the phrase "That's the way it was!" at various times during the story. Whenever you say this phrase, all children must stand and find a new seat. The player in the middle can use this opportunity to find a seat. The child left without a seat after the scramble will be the player in the middle as you continue to read the story.

Hit or Miss Game

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Materials Checklist

- large sheet of paper and felt pen
- □ blindfold
- masking tape

Preparation

Write on the paper 10-15 words that were mentioned in the session's Bible story. Add some words that have nothing at all to do with the story. (See sketch.) Attach paper to wall or bulletin board at children's eye level.

Procedure

Blindfold a volunteer. At a distance of about 5 feet (1.5 m) turn volunteer around three times and direct him or her toward the paper. Volunteer touches paper with index finger. Remove blindfold. If volunteer "hits" a word by touching it, he or she tells if the word belongs in the Bible story. If the word belongs, volunteer (or classmate chosen by volunteer) uses the word in a sentence telling information from the Bible story. Repeat process with additional volunteers until all words have been used.

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Ball Toss

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Materials Checklist

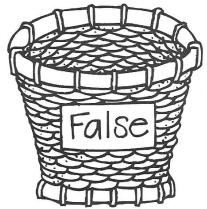
- ☐ Bible
- three baskets or boxes
- a small index card for each child
- felt pen
- softball or beanbag
- three large index cards
- □ tape
- ☐ large sheet of paper or chalkboard and chalk

Preparation

Letter three large index cards: "True," "False," and "Not in Story." Attach each index card to a basket or box. On each small index card write a statement about the Bible story that can be identified as "true" or "false." Include several statements which do not relate to the story. (*Optional*: You may choose to make more than one card for each child.)

Procedure

Divide class into two teams. Teams line up 6-8 feet (1.8-2.4 m) from the three baskets or boxes. One child may act as scorekeeper. First player on one team chooses a card and reads the statement. Player identifies the statement as true, false or not in story, then attempts to toss the ball or beanbag into the correct basket or box. Player receives five points for stating the correct answer and five points if the ball or beanbag lands in the basket or box. If player does not give the correct answer, state the correct answer. The player may still earn five points by tossing ball or beanbag into the correct basket or box. Teams take turns. Question cards may be reused. Scorekeeper records each team's score on large sheet of paper or chalkboard.







Potato Pass

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Materials Checklist

- potato
- cassette of lively children's music
- ☐ cassette player
- ☐ large paper bag
- pictures and flannelgraph figures from Bible stories
- Chairs

Preparation

Place chairs in a circle. Place pictures and figures in paper bag.

Procedure

Children sit on chairs in a circle. Teacher plays music on cassette while children pass a potato around the circle. When the music stops, the child holding the potato takes a picture or flannelgraph figure out of the paper bag and tells something about it. *Optional:* You may want to help the child by asking a review question. For example: Who is this person? Where did he go? Why did he decide to go back home? How do you think he felt when he



Hot Potato

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Materials Checklist Preparation **Procedure** On each index card, letter a Instruct children to sit in a circhildren's music cassette and cle on the floor. While music from question about the session's Bible cassette player story, such as: Who is God's Son? cassette is played, children pass a felt pen Who told the people to get ready potato around the circle. When potato for God's Son? Where did John the music stops, the child holding baptize Jesus? the potato answers a question For each childfrom the index cards. Children index card may choose a card and read the question aloud or have the teacher read it. If the child does not know the answer he or she may choose a friend to answer the question. Continue game until all children have had an opportunity to participate. Where did John baptize Jesus?

Campfire Roast

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Materials Checklist

- ☐ children's music cassette and cassette player
 ☐ paper
 ☐ pencil
- ast-iron skillet or large pot
- ☐ stick
- firewood
- marshmallows—one for each child plus several extras

Preparation

Prepare a list of questions relating to the life application of the Bible story. (E.g., What is one way to grow in wisdom? What is one thing we can do to choose friends carefully? What type of person makes a good friend? What could happen if you don't plan carefully? What is one way to be kind to a friend? mom? brother? etc.) Arrange firewood to form a "campfire." Place one marshmallow on the end of a stick. Place the remaining marshmallows in the skillet and place skillet on top of campfire.

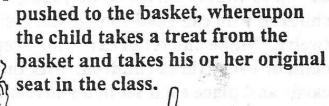
Procedure

Children sit in a circle around the campfire. As cassette is played, children pass stick with marshmallow around the circle. The child holding the stick when the music stops must answer a question asked by the teacher. If the child answers correctly, he or she may take and eat a marshmallow from the skillet. Continue playing until each child has gotten a marshmallow.



Basket Move-Up

Place a basket with candy treats in front of three empty chairs. Children sit in rows or a circle so they can see both the teacher and the empty chairs leading to the basket with treats. The teacher goes around the class asking the children questions from the Bible story. In turn each child gets an opportunity to answer a question. If child answers the question correctly, he or she takes the empty seat furthest from the basket. The next child to answer correctly takes the seat furthest from the basket, pushing the first child forward one chair. Process continues until all the chairs are full and the person in front seat is



True/False Walls



Write out a list of true/false statements from the day's Bible lesson or a month of lessons. Read each statement and instruct the children to touch the wall on the left if the answer is TRUE or the wall on the right if the answer is FALSE. Make some statements difficult so children have to think and occasionally guess. However, focus statements on the most basic facts and truths within the lessons. Each child gets ten points for touching the correct wall.



4" x 6" Card Match

Use 4" x 6" cards and print matching statements or questions and answers on them. This matching activity works best when children have twelve to twenty cards which form six to ten matches. Older children can use up to twenty cards, while younger children who can read should start with twelve. Make one set of cards for every child or every three children. Mix the cards and place each set in an envelope.

Children sort them into appropriate matches.

The teacher concludes this activity by reviewing

Sequence Cards

Draw out the story with stick figure people in eight to twelve scenes. Draw each scene on a separate sheet of construction paper. Scramble the order of the pictures and give one or more pictures to each child. Children work together to place the pictures in their proper order. Teacher quickly retells story as pictures are explained in their proper order.



Quiz Four

Write out approximately fifteen questions from the day's lesson, story, and memory verse. With each question write four possible answers, numbering them "A", "B", "C", and "D." Place a large "A," "B," "C," and "D." in the front of the room. Ask the pupils questions and read the four possible answers. All the children come to the front of the room and stand by the letter they feel represents the correct answer. Points are scored for each correct answer. Children with most points at the end of the game are declared the "winners."

Bean Bag Toss

Place children in two teams. Use masking tape to make a target on the floor comprised of three or four concentric squares. Teams line up and the teacher asks a series of Bible review questions, alternating from team to team. Only the person at the front of the team can answer the question. When a child answers a question correctly, he or she get to throw a bean bag into the target area and score points. When a child cannot answer a question, the child on the opposite team gets a chance to answer the question. When two children miss a question in a row, the children are told the correct answer and the question is used again later in the game. A child moves to the back of the team line after he or she attempts to answer a question. The team with the most points at the end of the game wins.



