in the
Classroom



For the sake of explaining this game we will use the following Bible verse as our example.
"I AM THE WAY, THE TRUTH, AND THE LIFE. NO ONE COMES TO THE FATHER EXCEPT THROUGH ME.'" JOHN 14:6

1. PREP: Pick a phrase or Bible verse from your Bible study and place lines next to each LETTER in each word (see example page). Add bonus questions if you desire (see example page).
2. Give each student the paper with the Phrase/ Bible Verse with lines. Have every student go around the room asking for FIRST, MIDDLE or LAST names.
3. The object of the game is to fill each line, which follows the letter, with names of fellow students around the room.
4. Once the time allotment is up, the game is over. The student which fills every line OR fills up the most lines, wins.

## LTMMES and EPRLCES



## BONUS QUESTION 1 :

WHO SAID THESE WORDS? $\qquad$
BONUS QUESTION 2:
WHERE IN THE BIBLE IS IT?


1. PREP: On a $1 / 2$ sheet of paper write down a name of a man and woman from the Bible. Make enough $1 / 2$ sheets with Bible names for your whole class.
Girls: Eve, Sarah, Rahab, Naomi, Ruth, Deborah, Hannah, Miriam, Esther, Mary, Anna, Martha, etc Boys: Adam, Abraham, Joseph, Moses, Elijah, Boaz, David, Daniel, Solomon, Peter, Paul, John, etc
2. Tape each of $1 / 2$ sheets with Bible names to the backs of each child WITHOUT letting them see what it says.
Put the men's names on the boys' backs and the women's names on the girls' backs.
3. The object of the game is to have the students go around the room asking general questions to try and find out who they are. General questions: "Am I in the Old Testament?", "Am I a king or a prophet?", "Am I one of the twelve disciples?", "Did I talk with Jesus?", etc.

Answers are to be mostly YES or NO. Elaborating is up to the teacher's discretion.
4. The game is over once all the students have guessed correctly, or the allotted time runs out.

## ADDITIONAL GAME OPTIONS

1. Place key Bible Verses under each name.
2. Use pictures in addition to the names and Bible verse. Pictures can be used from coloring pictures, Bible story books, Picture Bibles, etc.
There are tons of coloring pictures that can be found at www.CalvaryCurriculum.com


3. At the beginning of class, give the kids an opportunity to come to the front of the class and say their memory verse to you.
4. Then give them a chance to "Speed Stack."
5. Give them ONE practice round followed by the real thing. If their practice round gets a better time they can retain that time instead.
6. After their turn, put their time on the board or chart.
7. At the end of the class the child that correctly spoke their verse and got the high score will get the prize (Candy Bar OR whatever you predetermined).

## ADDITIONAL GAME OPTIONS

1. Keep the high score for each week that month and have the winners of each week compete at final week of month.
2. Keep the high score for each month that year and have the winners of each month compete at final week of the year.


You can purchase "Speed Stacks" at speedstacks.com / amazon.com from \$16.99-\$39.99

## Bible Sword Drills <br> VERSION 1



1. Make sure all the students' have their Bibles closed, and on their desks or in their laps.
2. Choose a verse out of the Bible that references the study you just taught.
3. Tell the students the reference starting with the verse, then the chapter, and then the book it's found in.
4. Say "GO."
5. The first one to STAND UP and READ the correct verse is the winner.


## Bible Sword Drills <br> VERSION 2

1. The same rules apply to VERSION 2 as applied to VERSION 1.
2. But, instead of picking Bible verses or cross references from the study, you will tell the students they are looking for an "Animal of the Bible" (or whatever section you choose). The first student to stand up with the correct answer wins.

AGRICULTURAL OPERATIONS

| $1)$ | 1 KINGS 19:19 |
| :--- | :--- |
| 2) | JOB 39:10 |

1 KINGS 19:19
JOB 39:10
ECCLESIASTES 11:4
AMOS 7:1
JOEL 3:18
ANIMALS OF THE BIBLE

| 1) | LAMENTATIONS 5:18 |
| :--- | :--- |
| 2) | JUDGES 7:5 |
| 3) | REVELATION 6:2 |
| 4) | JOB 40:15 |
| 5) | JOHN $21: 10$ |

FOUND IN A BEAUTY PARLOR

PLOWING
HARROWING
SOWING AND REAPING
MOWING
WATERING

## FOXES <br> DOG <br> HORSE <br> BEHEMOTH <br> FISH

A BARBER'S RAZOR ALL SCENTED POWDERS
GLASS OR MIRROR
HAIR CUT
OINTMENT OR OIL AND PERFUME

HEN, CHICKS
DOVE
SPARROWS
EAGLE
EAGLE

| TYPES 0 CR CRAFTSMEN |  |
| :--- | :--- |
| 1) | 2 TIMOTHY 4:14 |
| 2) | MATTHEW 4:18 |
| 3) | ISAIAH 64:8 |
| 4) | EXODUS $31: 5$ |
| 5) | 1 KINGS $9: 27$ |

TYPES OF CR0WNS

| TYPES OF CROWNS |  |
| :--- | :--- |
| 1) | JAMES 1:12 |
| 2) | EXODUS 29:6 |
| 3) | ESTHER 1:11 |
| 4) | SONG OF SOLOMON $3: 11$ |
| 5) | 2TIMOTHY 4:8 |

## DAYS MENTIONED IN THE BIBLE

| $1)$ | GENESIS $1: 5$ |
| :--- | :--- |
| 2) | ISAIAH $13: 9$ |
| 3) | HEBREWS $3: 8$ |
| 4) | 2 PETER 2:9 |
| 5) | REVELATION $1: 10$ |

## KINDS OF EYES

| 1) | PROVERBS 20:12 |
| :--- | :--- |
| 2) | PSALM 33:18 |
| 3) | EZEKIEL 20:17 |
| 4) | LEVITICUS 21:20 |
| 5) | PROVERBS $23: 6$ |

MEMBERS OF YOUR BODY

| 1) | PROVERBS 30:33 |
| :--- | :--- |
| 2) | 1 CORINTHIANS $11: 10$ |
| 3) | AMOS $2: 15$ |
| 4) | PSALM $32: 8$ |

## NAMES OF GOD

| 1) | PSALM 28:1 |
| :--- | :--- |
| 2) | EXODUS 6:3 |
| 3) | GENESIS 22:14 |
| 4) | EXODUS 17:15 |
| NER |  |
| 5) | ISAIAH 43:14 |
| OF |  |

## BIBLE PLANTS

| 1) | JEREMIAH 6:20 |
| :--- | :--- |
| 2) | NUMBERS 11:5 |
| GARLIC |  |


| GARLIC |  |
| :--- | :--- |
| 3) | JOHN 19:29 |
| 4) | LUKE 11:42 |
| 5) | HOSEA $2: 12$ |

WHOSE SWORD?

| 1) | JOSHUA 5:13-14 |
| :--- | :--- |
| 2) | GENESIS 3:24 |
| 3) | JUDGES 7:14 |
| 4) | 1 SAMUEL 21:9 |

THINGS FOUND IN HEAVEN

| $1)$ | REVELATION $15: 5$ |
| :--- | :--- |
| $2)$ | DEUERERONOMY $33: 13$ |

4) PSALM 78:23

PSALM 78:23
ISAIAH 66:1
ISAIAH 66:1

COPPERSMITH
FISHERMAN
POTTER
STONE CUTTERS, WOOD CARVERS
SHIPMEN OR SAILORS

## CROWN OF LIFE

HOLY CROWN
VASHTI'S CROWN
SOLOMON'S CROWN
CROWN OF RIGHTEOUSNESS

THE FIRST DAY
DAY OF THE LORD
DAY OF TEMPTATION
DAY OF JUDGMENT
LORD'S DAY

THE SEEING EYE
EYE OF THE LORD
A SPARING EYE
BLEMISHED, OR DEFECTIVE EYES
A GUIDING EYE

## NOSE <br> HEAD <br> FOOT <br> EYE <br> STOMACH

ROCK
GOD ALMIGHTY, JEHOVAH OR LORD
JEHOVAH-JIREH OR THE LORD WILL PROVIDE
JEHOVAH-NISSI, ORTHE LORD IS MY BAN-
THE LORD, YOUR REDEEMER, THE HOLY ONE

SWEET CANE, (CALAMUS,YAM) CUCUMBERS, MELONS, LEEKS, ONIONS,

HYSSOP
MINT, RUE, HERBS
VINES

CAPTAIN OF THE HOST
CHERUBIM
GIDEON'S
GOLIATH'S

TABERNACLE OF TESTIMONY
PRECIOUS OR CHOICE THINGS
DOORS
THRONE



1. Break the class into TWO teams (Boys vs. Girls).
2. Take TWO chairs and set them with their backs to a chalkboard OR dry erase board.
3. Select ONE student from each team and have them sit down in the chairs. While the TWO students are looking forward, write ONE word, from the Bible study, on the board behind them.
4. Starting with whatever team goes first, ask the student in the chair to pick out ONE person on their team to give a ONE word hint to what the word on the board is. The student has ONE chance to give an answer to the ONE word hint.
5. Continue this process until a team correctly answers and then start the process over with a new word and new students from each team.

NOTE: If upon the first hint of that particular word, the answer is correctly guessed, they get ONE point and that student picks someone from their team to replace them in the chair. The other student from opposite team, who hasn't guessed yet, stays in place until he/she gets to guess.


IMPORTANT NOTE: Due to peer pressure, students may feel uncomfortable if they answer incorrectly, so it is VERY, VERY important to encourage the students.


DIRECTIONS:
1 Break the class into TWO teams (Boys Vs. Girls). *You could also try 3 teams.
2 Starting with the FIRST team ask them a question from the BIBLE STUDY. If they answer the question incorrectly then the question goes to the SECOND team (unless it was a true or false type of question). But, if they answer the question correctly then that student who answered it correctly proceeds to the ZONK Board.
3 The student then has the option to pick up as many pieces as they want OR stop whenever they want. If they decide to stop than all the pieces that are in their hand get recorded as the teams points. BUT... if while picking up the pieces they pick up a "ZONK" piece then all the points in their hand are forfeited (NOT all points they've accumilated in the game so far).


4 The team with the most points at the end, wins.

## ADDITIONAL INFO:

Students can get suggestions from either team. Just be careful because the other team wants you to get a ZONK. This game is loud!

If you have a small class make sure that all the students get the opportunity to pick off the board. Allow students who have previously answered it correctly to give their pick up turn to the students who haven't picked yet. This way all students get a chance to play.

BONUS PIECES: The BIG 20 N pieces at the top can NOT be picked up UNTIL that team reaches 10,000 points. But BEWARE... Behind one of the letters is a ZONK that removes ALL points from that team so far. The other 3 pieces have points of 10,000, 15,000, and 20,000.

For directions on how to BUILD a "ZONK" board and the pieces go to www.calvarycurriculum.com and find the "Games in the Classroom" notes. You will see these notes and "Zonk Board" directions notes.

