Use the below **QR CODES / URL LINKS** to find the **Workshop Handout**, **Bible Character/Names Sheets**, and the **Zonk Board Building instructions** for the **GAMES IN THE CLASSROOM** workshop.

GAMES

in the
CLASSROOM
REINFORCING THE BIBLE STUDY

The below QR code takes you to **CalvaryCurriculum.com/academy** *where you can find all the information shown above.*

The below QR code takes you to **cccm-conference.com/handouts26** *where you can find all the information shown above.*

NAMES for SPACES

For the sake of explaining this game we will use the following Bible verse as our example.

"...MOST ASSUREDLY, I SAY TO YOU, BEFORE ABRAHAM WAS, I AM."

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.

ZONK!

1. Break the class into **2** teams (Boys Vs. Girls). *You could also try 3 teams.*

2. Starting with the 1st team ask them a question from the Bible study. If they answer the question incorrectly then the question goes to the 2nd 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 accumulated in the game so far)*.

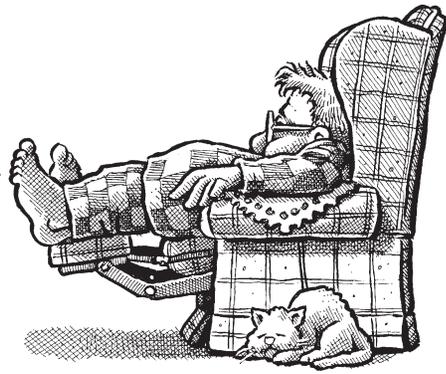| 500	1000	1500	2000	5,000	DOUBLE POINTS!	ZONK!

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**. <u>THIS GAME IS LOUD!!!!!!!!!</u>
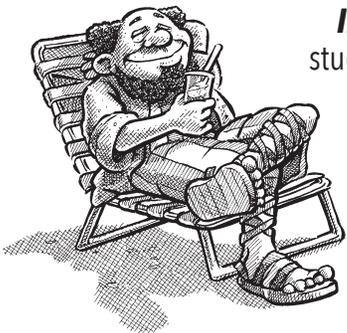
If you have a small class make sure that all the students get the opportunity to pick off the board. Allow students who have previously answered it correctly to give their pick up turn to the students who haven't picked yet. This way all students get a chance to play.

BONUS PIECES: The **BIG ZONK** pieces at the top can NOT be picked up UNTIL that team reaches 10,000 points. But <u>BEWARE</u>... 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.

THE CHAIR GAME

1. Break the class into **2** teams (Boys vs. Girls).

2. Take **2** chairs and set them with their backs to the dry erase board.

3. Select **1** student from each team and have them sit down in the chairs.

4. While the **2** students are looking forward, write **1** word, _**from the Bible study**_, on the white board behind them.

5. Starting with whatever team goes first, ask the student in the chair to pick out **1** person on their team to give a **1** word hint to what the word on the board is. The student has **1** chance to give an answer to the **1** word hint. If they guess wrong the next team gets to try.

6. Continue this process until a team correctly answers and then start the process over with a new word and new students from each team.

7. **IF** upon the 1st hint of that particular word, the answer is correctly guessed, that team gets **1** 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 they get to guess.

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

NAMES for SPACES

M _____
O _____
S _____
T _____

A _____
S _____
S _____
U _____
R _____
E _____
D _____
L _____
Y _____

I _____

S _____
A _____
Y _____

T _____
O _____

Y _____
O _____
U _____

B _____
E _____
F _____
O _____
R _____
E _____

A _____
B _____
R _____
A _____
H _____
A _____
M _____

W _____
A _____
S _____

I _____

A _____
M _____

BONUS QUESTION 1:
WHO SAID THESE WORDS? _____

BONUS QUESTION 2:
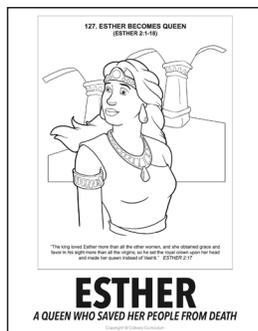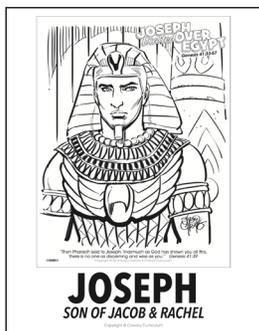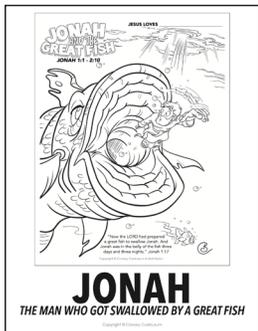**WHAT BIBLE VERSE IS THIS?** _____

WHO AM I?

1. Tape **1-SHEET** *(Bible Character Name)* to each <u>child's back</u> **WITHOUT** letting them see which character they got.

2. The object of the game is to have the students go around the room asking **GENERAL QUESTIONS** of their fellow students and teachers to figure out who they are.

3. Each child can take turns asking **GENERAL QUESTIONS** to each other back and forth.

   • *General questions such as: "**Am I in the Old Testament?**", "**Am I a king or a prophet?**", "**Am I one of the twelve apostles?**", "**Did I talk with Jesus?**", "**Did I perform a miracle?**", etc.*

   • *Answers are to be mostly **YES** OR **NO**. Elaborating is up to the each teacher's personal choice.*

4. The game is over once all the students have guessed correctly, or the allotted time runs out.

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*Download **30+** different <u>Character Names/Pictures</u> by going to the **ACADEMY** section on **CalvaryCurriculum.com** and looking for the **GAMES IN THE CLASSROOM** workshop*

JONAH
THE MAN WHO GOT SWALLOWED BY A GREAT FISH

JOSEPH
SON OF JACOB & RACHEL

ESTHER
A QUEEN WHO SAVED HER PEOPLE FROM DEATH

NAMES OF WELLS
1)	2 SAMUEL 23:15	THE WELL OF BETHLEHEM
2)	SONG OF SOLOMON 4:15	THE WELL OF LIVING WATER
3)	ISAIAH 12:3	THE WELL OF SALVATION
4)	PROVERBS 10:11	THE WELL OF LIFE
5)	NEHEMIAH 2:13	THE DRAGON'S WELL

WHAT DAY IS IT?
1)	NEHEMIAH 8:2	FIRST DAY
2)	ESTHER 7:2	SECOND DAY
3)	1 JOHN 4:17	JUDGMENT DAY
4)	2 CORINTHIANS 6:2	DAY OF SALVATION
5)	ACTS 13:27	SABBATH DAY

BIBLE FOODS
1)	OBADIAH 5	GRAPES
2)	NUMBERS 11:7	MANNA
3)	NAHUM 3:12	FIGS
4)	2 SAMUEL 23:11	LENTILS
5)	SONG OF SOLOMON 2:5	APPLES AND RAISIN CAKES

WHAT OUR GOD IS
1)	1 JOHN 1:5	OUR GOD IS LIGHT
2)	PSALM 59:9	MY DEFENSE OR STRONGHOLD
3)	ISAIAH 5:16	OUR GOD IS HOLY
4)	JOHN 4:24	OUR GOD IS SPIRIT
5)	EPHESIANS 2:4	RICH IN MERCY
6)	PSALM 73:1	GOD IS GOOD
7)	GALATIANS 3:20	GOD IS GOOD
8)	HEBREWS 12:29	A CONSUMING FIRE
9)	PHILIPPIANS 1:8	GOD IS MY RECORD OR WITNESS
10)	JONAH 4:2	GOD IS GRACIOUS & COMPASSIONATE, MERCIFUL

NAME THESE PRISONERS
1)	PHILEMON 1:9	PAUL
2)	GENESIS 39:20	JOSEPH
3)	MARK 15:7	BARABBAS
4)	ACTS 16:25	PAUL AND SILAS
5)	JUDGES 16:25	SAMSON

BIBLE WEATHER REPORT
1)	AMOS 4:7	RAIN
2)	PROVERBS 25:13	COLD, SNOW
3)	MICAH 5:7	DEW, SHOWERS
4)	JONAH 1:11	CALM
5)	EZEKIEL 30:3	CLOUDY DAY

WHAT TIME IS IT?
1)	ROMANS 13:11	TIME TO AWAKE
2)	DANIEL 9:25	TIMES OF TROUBLE OR DISTRESS
3)	ECCLESIASTES 3:1	AN APPOINTED TIME
4)	2 TIMOTHY 3:1	PERILOUS OR DIFFICULT TIMES
5)	EPHESIANS 1:19	THE FULLNESS OF TIMES

TYPES OF CRAFTSMEN
1) 2 TIMOTHY 4:14   COPPERSMITH
2) MATTHEW 4:18   FISHERMAN
3) ISAIAH 64:8   POTTER
4) EXODUS 31:5   STONE CUTTERS, WOOD CARVERS
5) 1 KINGS 9:27   SHIPMEN OR SAILORS

TYPES OF CROWNS
1) JAMES 1:12   CROWN OF LIFE
2) EXODUS 29:6   HOLY CROWN
3) ESTHER 1:11   VASHTI'S CROWN
4) SONG OF SOLOMON 3:11   SOLOMON'S CROWN
5) 2 TIMOTHY 4:8   CROWN OF RIGHTEOUSNESS

DAYS MENTIONED IN THE BIBLE
1) GENESIS 1:5   THE FIRST DAY
2) ISAIAH 13:9   DAY OF THE LORD
3) HEBREWS 3:8   DAY OF TEMPTATION
4) 2 PETER 2:9   DAY OF JUDGMENT
5) REVELATION 1:10   LORD'S DAY

KINDS OF EYES
1) PROVERBS 20:12   THE SEEING EYE
2) PSALM 33:18   EYE OF THE LORD
3) EZEKIEL 20:17   A SPARING EYE
4) LEVITICUS 21:20   BLEMISHED, OR DEFECTIVE EYES
5) PROVERBS 23:6   A GUIDING EYE

MEMBERS OF YOUR BODY
1) PROVERBS 30:33   NOSE
2) 1 CORINTHIANS 11:10   HEAD
3) AMOS 2:15   FOOT
4) PSALM 32:8   EYE
5) 1 TIMOTHY 5:23   STOMACH

NAMES OF GOD
1) PSALM 28:1   ROCK
2) EXODUS 6:3   GOD ALMIGHTY, JEHOVAH OR LORD
3) GENESIS 22:14   JEHOVAH-JIREH OR THE LORD WILL PROVIDE
4) EXODUS 17:15   JEHOVAH-NISSI, OR THE LORD IS MY BANNER
5) ISAIAH 43:14   THE LORD, YOUR REDEEMER, THE HOLY ONE

BIBLE PLANTS
1) JEREMIAH 6:20   SWEET CANE, (CALAMUS, YAM)
2) NUMBERS 11:5   CUCUMBERS, MELONS, LEEKS, ONIONS, GARLIC
3) JOHN 19:29   HYSSOP
4) LUKE 11:42   MINT, RUE, HERBS
5) HOSEA 2:12   VINES

WHOSE SWORD?
1) JOSHUA 5:13-14   CAPTAIN OF THE HOST
2) GENESIS 3:24   CHERUBIM
3) JUDGES 7:14   GIDEON'S
4) 1 SAMUEL 21:9   GOLIATH'S

STACKING UP VERSES

1. Before/After class give the kids an opportunity to come to the front of the class and **recite their memory verse** to you.

2. If they get it correct they get a chance to *"Speed Stack Cups"* getting **1** practice round followed by **1** real attempt.

3. The teacher (or a reliable student) can use a stop watch to time them from the moment they touch the first cup to the moment of the last cup touched. *If their practice round gets a better time they can retain that time instead.*

4. After their turn, put their time on the white board or chart.

5. At the end of the class the child that correctly spoke their verse and got the high score will get a small price such as candy.

   You can also keep the high score for each week and have the winners of each week compete at final week of month. Keep the high score for each month that year and have the winners of each month compete at final week of the year.

ALTERNATIVE GAME VERSION
1. Break the class into 2 teams.
2. Ask question from Bible study.
3. If child from TEAM 1 answers correctly they can come up and "Speed Stack Cups."
4. If TEAM 1 answers incorrectly the chance to answer goes to TEAM 2 and vice versa.
5. At the end of the alloted game time add up the times (i.e. scores). Whichever team has the LEAST amount of time wins. The point is to stack the cups up the fastest.
6. BUT... if a particular team had more times (i.e. turns) that team can choose however many of the highest times needed and remove them to be equal with the other team. This will give motivation also so they can remove bad times.

PURCHASE **"SPORT STACKING CUPS"** ON <u>AMAZON</u> *($9.99 - $49.99)*

Or... use Styrofoam Cups

Bible Sword Drills
VERSION 1

1. Make sure all Bibles are closed, on their desks, or in their laps.

2. Select a **BIBLE VERSE** that reinforces the Bible 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. No opening Bibles until you say… "**GO**."

5. The first person to **STAND UP** and **READ** the correct verse is the **WINNER**.

Bible Sword Drills
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	PLOWING
2)	JOB 39:10	HARROWING
3)	ECCLESIASTES 11:4	SOWING AND REAPING
4)	AMOS 7:1	MOWING
5)	JOEL 3:18	WATERING

ANIMALS OF THE BIBLE
1)	LAMENTATIONS 5:18	FOXES
2)	JUDGES 7:5	DOG
3)	REVELATION 6:2	HORSE
4)	JOB 40:15	BEHEMOTH
5)	JOHN 21:10	FISH

FOUND IN A BEAUTY PARLOR
1)	EZEKIEL 5:1	A BARBER'S RAZOR
2)	SONG OF SOLOMON 3:6	ALL SCENTED POWDERS
3)	JAMES 1:23	GLASS OR MIRROR
4)	2 SAMUEL 14:26	HAIR CUT
5)	PROVERBS 27:9	OINTMENT OR OIL AND PERFUME

BIRDS OF THE BIBLE
1)	MATTHEW 23:37	HEN, CHICKS
2)	HOSEA 7:11	DOVE
3)	LUKE 12:6	SPARROWS
4)	HABAKKUK 1:8	EAGLE
5)	ZECHARIAH 5:9	STORK