

## Games

These are generic games that can be played alone or in a group setting (2 or more students). This will help students learn the High School Bible Drill verses in a fun, interactive way.

### **Block Busters (individual or group)**

Gather a wooden block stacking game. With a fine point permanent marker write one word each from a verse onto a block. There are a variety of ways to play:

- You can stack up the blocks 3x3 in random order, then pull a block out one at a time in order of the verse.
- You can line the blocks up in order of the verse like dominoes. When you push the first block down, say the verse before the last block falls.

### **Silly Songs (individual or group)**

Look at a verse and think of a popular song, nursery rhyme, commercial jingle, or popular television show (ie., Beverly Hillbillies). See if you can fit a verse into a song. Music is a fantastic way to memorize verses.

### **I Can Say that Verse (group)**

Each player should say how many words he can say the verse in. Start play with the player who knows the least number of words. Continue in order from least to most needed words.

Begin play by someone reading the number of words asked for to the player. The player then attempts to complete the verse or passage from wherever the reader left off. If he is able to recite it completely, he stands up. If he is unable to complete it, move to the next player.

Repeat by saying the number of words the player asked for. If he is able to complete the verse of passage, he stands up and the previous player sits down. If he is unable to complete the verse, the previous player continues standing until someone else completes the verse or passage in fewer words. Winner is last one left standing.

**Spoons (group)**

This is a great game to play to review Steps to Salvation verses.

Choose KJV or NIV link from the Discipleship Ministries High School Bible Drill webpage to obtain templates for playing cards. Print out templates with text on cardstock. Make three additional copies of each page on cardstock. Cut apart. Laminate for durability. Makes 64 cards.

For template without text, insert words from other verses you may want to use. Then make additional copies on cardstock. Cut apart. Laminate for durability. Each verse should make 16 cards. Choose 4 verses for a total of 64 cards.

To Play:

1. Shuffle the cards.
2. Place spoons in the middle of the playing area. There should be one less spoon than there are players.
3. Each player is dealt four cards. The dealer stacks the set of remaining cards beside him. He will continuously pick up one card at a time from the stack. He will either keep a card he pulls from the stack and give a card from his hand to the person on his right or he will pass the card he pulls from the stack to the person on his right. The dealer should strive to keep a constant momentum in passing cards to his right. As players receive cards, they continue in the same fashion either keeping the card passed to them or passing it to the person on their right. The last person, to the left of the dealer, places the cards he does not keep in a stack to his right. If the dealer runs out of cards in his stack, he may take the cards from the stack of the last person, shuffle them, and use the cards in that stack.
4. A player should never have more than four cards in his hand at one time.
5. The goal is to have four cards with a complete verse and reference. The first person who makes a complete set from four cards may sneak a spoon out of the middle of the playing area. As others observe a missing spoon, they also attempt to get a spoon without anyone noticing. They do not need a complete verse set once the first spoon is taken. Try to keep the card passing momentum going to not bring attention to the missing spoons.
6. When all the spoons are taken, the player who took the first spoon shows the reference card to the player left without a spoon. The player left without a spoon will attempt to quote the entire verse.

**Roll 6 (group)**

Determine which verse to use with the game. If you want to introduce a new verse, have a copy of the verse available for players to copy. If you want to review a memorized verse, the players will write the verse from memory. Designate a time limit for the group (approximately 4-5 minutes).

Form a circle.

Give each person in the circle one sheet of paper.

Place a pencil/pen in the middle of the circle. Place a copy of a verse in the middle of the circle if you are introducing a new verse. If you are reviewing a verse, there is no need for a copy of the verse to be in the middle of the circle.

Let a player start the game by rolling a die. If he rolls a six, he should grab the pencil/pen in the middle of the circle and begin copying, or writing, the designated verse as fast as he can. As soon as he begins writing, the next player continues play by rolling the die. Continue taking turns rolling the die until another player rolls a six. When another player rolls a six, he will then grab the pencil/pen out of the hand of the player who was writing. The new player begins copying/writing the same verse as fast as he can. If the verse is completed, rewrite the verse until time is called.

When time is called, each player reads every word written on his paper. Accuracy counts. If a word is left out or added, only the words that were correctly written count.

**Time's Up (individual or group)**

Choose a verse you are not familiar with. Read over it several times. Set a timer or a sand timer. Begin reading the verse as many times as possible before time's up. Play several rounds. Try to improve the number of times with each round. Eventually, play by quoting the verse. Try to improve each round.

**Concentration (individual or group)**

Choose a verse. Write one or two words of the verse each on a separate index card. Be sure to include the reference. Use an even number of cards. Scramble the cards. Place them face down. Begin the game by turning over a card. If the card has the word(s) that begin the verse, keep the card face up. Turn over another card for the continuation of the verse. Keep playing until all the cards are face up.

**Erasing Game (individual or group)**

Choose a verse. Write the entire verse in pencil. Then erase a word or two and read the verse. Erase more words each round until the entire verse is erased. When all the words are erased, say the verse from memory.

**One Attempt (individual or group)**

This game will help you with Bible skills. Think of a reference from High School Bible Drill. You will have one chance to locate it in the Bible. Think how to divide the Bible before you open it. If you are playing individually, do the same reference ten times. Try to get closer each time. If you are playing with a group, whoever gets closest to the reference calls out a different reference.

## Make It Manipulative

### Wrap Around

Items Needed: Cardboard, scissors, hole punch, yarn/string, pen

Note: See next page for an example of a wrap around.

1. Cut cardboard into 4x8 cards. It should fit comfortably in your hand.
2. Hole punch the top left side 1/2 inch from the top and side.
3. Cut the yarn/string approximately two yards.
4. Tie a knot through the top left hole with the yard/string.
5. With the hole punch, make twelve notches with six notches on each side. A notch would be a half circle on the side. Ensure the notches are aligned parallel.
6. Write words from a verse beside each notch in random order starting with a notch on the right hand side and alternating to the left side for the next set of words. Continue to repeat until the entire verse is written beside each of the twelve notches.
7. With scissors, cut a slit on the bottom.

Start wrapping the yarn/string over the cardboard to the right hand side to the notch that has the words that begin the verse. Wrap the yarn/string alternating over to the left and right notches until the verse is complete. Secure the end of the yarn/string into the slit.

### Wrap Around

