## **GAMES IN THE CLASSROOM**

Rev. David & Mary Boyd, FireBible Ambassadors, Davidb@lifepublishers.org

The Christian classroom is a place for Bible learning. How does a totally unrelated game add to Christian education? Answer: Games create fun which adds interest, excitement, rewards, enthusiasm, uniqueness, creativity, skill, etc. All of these games will cause a child to return the next week, talk to their friends about class, and invite new friends back with them.

#### 1. GAMES AS CROWD BREAKERS

- a. Open class with a splash.
- b. Mix the class up and allow everyone to relax.
- c. Make friends with the children.
- d. Show them that church can be fun.

#### 2. GAMES AS BOREDOM BLOCKERS

- a. Break up the monotony of a normal class with a game.
- b. Let your kids know that "your class" will never be normal.
- c. Show you care, let them "let down their hair."

## 3. GAMES AS ENERGY SPENDERS

- a. Don't fight excess energy, spend it.
- b. Wiggles turn to giggles

## 4. GAMES AS DISCIPLINE INCENTIVES

- a. Games as a prize for a well attentive class.
- b. Game participants are chosen from well attentive children.

## 5. GAMES AS REVIEW ORGANIZERS

- a. Games participants must answer a review question.
- b. Games themselves use review material.

## 6. GAMES AS TEACHERS

- a. Games can utilize current material.
- b. Games can teach Bible content.
- c. Games can teach Bible familiarity.

#### 7. GAMES AS TIME TAKERS

- a. Games can fill any allotted time.
- b. Games can be time-flexible.

# **Creative Ways to Teach Bible Verses**

#### Classroom Table Games:

Sort and Say: Words on 3 by 5 cards & mixed up Fly Swatter Quizzing: Teacher reads memory verse. When she says a wrong word, quiz in with a fly swatter. Bible Hot Potato: Pass a potato. Teacher reads memory verse. When she stops, the last person to touch the potato is out. Magnet trays Concentration game Puzzles: Verse or Concentration Memory verse "Go Fish"

#### Small Classroom Games:

Hip Hop Verses: Say a word and pass a ball to someone in the circle. One, two, three, or four game: One forth of the memory verse is on each card. Pick a card, read it, and try and say the whole verse by picking the cards in order.

Erase a verse game: Erase or scratch out one word of the verse each time the verse is read or said.

Saying it fast: Stop watch. Who can say the verse the fastest.

Beat the clock: Slips of paper. Can you say the verse in this many seconds? Saying it Crazy: Say the verse with weird glasses on or in a weird voice Balloon Surprise: Balloons popped on top of heads

Scroll: Write verse on a scroll. Unroll it and then begin to roll it back up.

#### Large Classroom Games

Scripture pictures

Scrambled eggs: Kids hold a word of the verse. Scramble them up.

Clothesline mix up: Pin cards with words on a close line. Mix up and time to see who can rearrange them the fastest.

Radical Race: Two teams, two sets of cards, run to the far side of the room, grab a word, race back and get in order.

Rat Race: Like above. Must crawl.

Silent team racing: Show the verse. The first 10 on either side to be able to say the verse, wins for their team.

Countdown: Can you say the verse in X amount of seconds?