

GAMES IN THE CLASSROOM

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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: Write the words on 3 by 5 cards & mix them up.

Fly Swatter Quizzing: Teacher reviews the lesson. Kids “quiz” in to answer the question. Fly swatter on the bottom gets to answer.

Bible Hot Potato: Pass a potato. Teacher reads memory verse. When she stops, the last person to touch the potato must say the verse.

Magnet trays

Concentration game

Puzzles: Print the verse on a large sheet of paper. Cut it into pieces. Race to put the puzzle back in order.

Small Classroom Games:

Hip Hop Verses: Say a word and pass a ball to someone in the circle and they say the next word.

One, two, three, or four game: Write one-fourth of the memory verse on each card. Pick a card, read it, and try to and say the whole verse.

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

Saying it fast: Stopwatch. 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 or write one word of the verse on a slip of paper. Put one slip of paper in each blown up balloon. Pop a balloon and stand in order of the verse.

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

Large Classroom Games

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

Clothesline mix up: Clip cards with words on a close line. Mix up then 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. (Or clip them on a close line.)

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.

Say it Crazy: Everyone says the verse while hopping on one foot, jumping up & down, spinning in a circle, doing jumping jacks, standing on one leg, etc.

Crazy Stand Up: Choose a category of kids to stand up and say the verse. For example: kids that have a dog, kids wearing something green, kids with glasses, kids 8 years old, kids who love ice cream, etc.