

Review Game Ideas

Alphabet Game

Pick a letter from the alphabet. Give the students 5 minutes to write down or call out as many Bible people or places that start with that letter as they can. Set a goal of 5, 10, etc. for the class. See [Outburst](#) and [Scattergories](#) for similar professionally produced games.

Bible Baseball

Make questions from the lesson or use homework. Divide the class into two teams, (permanent ones are good). Make a baseball diamond and 2 sets of markers to represent the two teams, [Pattern for game pieces](#). (4 markers each).

Encourage students to complete their homework: allow them to use their workbooks to answer questions

Flip a coin to see which team goes first. The first person up to bat must answer a question correctly by himself. Team members cannot give the batter the answer. If he answers correctly, his marker goes to first base. If he answers incorrectly, the question goes to the next batter on the team. Each incorrect answer is an out; three outs and it's the next team's turn. Determine the number of innings per game by the size of the class.

(Let the students personalize their game piece if they want. Long games can be played on a continual basis, just set the game aside at the end of class and pick up next time.)

For a professionally made gameboard with pre-written questions, see below.

Concentration [sample](#)

Good for primaries. Draw or cut out pictures relating to the lesson in fifteen matching pairs. Mix up the cards and place them face down on a table or the floor, or tack to the wall (with adult help).

Students take turns turning over two cards. If the cards match, the student keeps them, and gets another turn (if group small enough). If the student does not match a pair, the cards are replaced face down and his or her turn is over. The student with the most pairs wins. For larger groups, make several sets or break into teams.

Crossword with a Twist

Make a crossword grid of words from the lesson. Make small cards of alphabet letters that are in the words and place them in an envelope. Ask review questions of two teams. If the question is answered correctly, pull a letter from the envelope and fill in that letter wherever it is on the grid and give that team a point. Teams can use a turn to guess a word correctly, which earns them extra points.

Find the Verse

Juniors. Use this activity to familiarize students with books in the Bible. Write a list of Bible verses, concentrating on relevant verses or specific books you want students to find.

Have students sit with their Bibles closed in front of them. When the teacher reads the citation, students look for the verse. The first student to find the verse reads it. Then that child can pick the next one. This can be done in teams or pairs as well.

Fishing

Draw or make a simple fish on paper, and a fishing hook. ([see sample](#)) Place the fish on a bulletin or flannel board. Place a drawn wave with nine troughs in front of the fish. Place the hook over the fifth trough. Ask the students questions from the lesson. For each correct answer, move the hook closer to the fish. For each incorrect answer move the fish further away. If the students catch the fish, they win. Adjust the beginning place of the hook for the difficulty of the questions

Jeopardy

Write questions about the lesson, or use the workbook's questions. Divide the questions into 5 categories, assigning a value to each question. Divide the class into teams, giving them points for each question they answer correctly. For incorrect answers, subtract the points, then let the other team attempt to answer the question.

Mix and Match

Having students sort items into categories can help reinforce the lesson, and can be used for readers and preschoolers.

Examples

Sort books: Draw a large Bible on a poster, and put a pocket on the left for the OT and a pocket on the right for the NT. Write the names of the books of the Bible on 3x5 cards. Have students place the books in the correct pocket.

Sort situations: Write in colored ink "Golden Rule" "Silver Rule" & "Iron Rule." Give each student a token. Describe a situation or action and have students place their token on whichever rule they think was used.

Sort people: you can divide Bible characters by good and bad; new and old testament; apostles vs. non-apostolic NT author, etc.

Musical Blessings

Good for primaries, requires space. Lay several pieces of colored construction paper on the floor in a circle. Have at least as many papers as you have students. Have students stand one per paper. While you sing, students follow each other around the circle. When you stop, they end up on a color. Have each student name a blessing that relates to the color they are on (e.g. green=trees).

Variations:

Relate the activity to the lesson; mix an equal number of black in with the colors - when the students land on a color, have them state a positive; on black, a negative. (e.g. good vs. bad behavior in church, nice vs. mean, etc.)

Use as a memory aid. List a subject category and have them name 1 or more people, places, items in the category. (e.g. apostles, NT books, miracles of Jesus, tribes of Israel, prophets, Kings of Judah, etc.)

Play like musical chairs, eliminating one piece per round. Have the paperless student recite the memory work, answer a lesson homework question, name a blessing, etc. Let eliminated students take turns doing the singing.

Musical Review

Write review questions on cards and put into bag or box. Pass the bag around the room while singing. When you stop singing, the child with the bag pulls out a question. If he or she can answer it, they keep it. If not, it goes back in the bag.

Name That Object

Pick an object and give students clues as to what it is, starting with difficult up to easier clues. You can have the whole class guess, or give students turns, with the next student getting to guess on the same clue. Or divide the group into teams. Examples are on the [worksheet](#). For a game that already has made up these questions, see below.

Name that Word

Choose two students as contestants and give them each a score of 50 points. Use the rest of the class as audience. Pick words from recent lessons and whisper one to each contestant in turn. The student then must try to get someone in the audience to guess what the word is without saying the word. (e.g. camel It has humps. It doesn't need much water. It is hairy.) Subtract from each student's score the number of clues it took for the audience to guess it.

Pictionary

Write the names of people, objects, songs, and places from the story on 3x5 cards. Have one student at a time pick a card. The student will try and draw the word on the chalkboard, while other students guess what it is. You can divide the class into teams if you'd like, or simply award tokens to the first student to guess. Or do the drawing yourself and have the students guess.

Question Matching

Write questions and their answers on separate cards. Place the answers around the room and hand the questions to the students. Have the students hunt for the answer.

Variation: Give a question and an answer to each child. Have them find the student that answers their question and the student whose question matches his or her answer.

Rapid Fire by Patti Barker

Obtain swizzle or craft sticks. (I buy them at Target) Choose sticks that are sturdy, hard to break and colorful. Buy at least 30 to 50.

Compile a list of questions from Bible class. ([See her list](#) or use review questions within each lesson on this site). Keep the questions simple and to the point. Print the answers and the verses to each question. I use tree colors when compiling my list...Black for questions, pink for answers and orange for verses.

The object of the game is to be the first to answer a question and acquire a stick. The first one to 10 sticks wins! The children shout out the answers in "rapid fire" fashion. The game is loud and lots of fun. The rules are simple: The first one with an answer shouts it out ahead of the others and "has the floor" the other children have to be quiet while the answer is given. If the answer is wrong...the child forfeits a stick...if right, he/she gets one!

Keep the game fast paced. The first person with 5 or 10 sticks wins, depending on what we determine at the start of the game. At the end of the game, all the sticks are counted and then returned.

Print out ALL the questions every few weeks so the students can study at home if they want to. You can also give the parents copies so that they can help their children learn.

Review Race

Write the answers to the lesson's questions on two sets of cards. Post each set separately, perhaps surrounded by a border or picture. Divide the class into two teams. Ask team number 1 a question. One member goes up to select an answer from the board. If it is correct, the team keeps it. If not, the answer is replaced. Alternate between teams. The team that removes the most answers wins.

Variation: Give each team a set of answers. Have the team place the answer on the board. If it is correct, it stays. If not, they get it back. The team with the most correct answers wins. The answers can be printed on pictures, e.g. fruit, and the bulletin board have two trees.

Tic Tac Toe

Small groups. All ages. Write or use questions based on the lesson, or as a review of several lessons. Have at least twenty for two games. Break the class into sets of two, Xs and Os. Read a question for the Xs. Whoever gets it right gets to place his or her X. If he or she does not answer correctly, no X is placed. Then read a question for the Os, and so on.

True and False

Ask true/false questions relating to the lesson. For small groups, label one wall true and another false. (I use a smiley face and frowney face for preschoolers). Have students move to the side they think is right.

Twenty Questions

Have in mind a person, place or thing related to the story. Explain to the students that they have 20 yes-or-no questions to ask to find out what it is. Let students take turns asking the questions. For younger students, tell them if it is a person, place or thing, and guide them through the process. Use as an opener to introduce the story. Variation: Have an item in a bag and play 20 questions to guess what's in it.