

MEMORIZATION GAMES

MEMORY GAMES FOR NON-READING CLUBBERS

Tape Record the verse then let them play it back to learn it. Tape them saying the verse, so they can hear themselves recite it. This reinforces the learning.

Think Up a Melody for the verse your children are learning, and sing it with them. Every leader can do this - you don't have to be a singer at all!

Making a Mistake After your children have recited a verse several times, say, "Listen - I'm going to say part of the verse wrong. See if you know what the mistake is."

Puppet Use an old sock or a small paper bag, glue some "eyes" and a "nose" on it, and use it to say the verse with your kids.

Rhythm Think up a rhythm to help your children learn the verse they are working on.

Bounce a Ball Bounce (or roll, for younger Cubbies) a ball back and forth; however, have them say the verse each time before the ball is bounced (you do it, too). You can do this with any large muscle activity.

Back-and-Forth This is good for a one-to-one situation. In this game, send words back and forth. You say the reference and the first word. Have the child say the second, you say the third, etc., until the verse is done.

Stepping Stones This is better for older Cubbies and Sparks. Use pieces of newspaper as stepping stones - one stone for each word in the verse you are teaching. Pretend the room is a brook. One at a time, give each child the "stones", and as he says each word correctly, he may lay down a stone to take another step across the "brook." When a word is missed, he has "fallen in" the brook.

Follow Me Have your children do as you do, as you all say the verse together. Then, make motions that they can do also, as you say the verse. It is best if your motions emphasize the meaning, but are not essential.

Cherry Tree Incentive Loop cherry Lifesavers over pins on a paper tree placed on a bulletin board. Each time a verse is recited correctly (you'll need a limit, of course) the child can pick a cherry.

M & M Game Decorate a tall can, and put some M&M's in the bottom. When a child recites a verse (or phrase) correctly, he or she may pick out an M&M without peeking. For Sparks, you can also have a contest between teams: Yellow could be worth 2 points; orange, 5 points; green, 3 points; light or dark brown, 1 point.

Tic-Tac-Toe You may play this with older Cubbies or Sparks; however, add the rule

that the verse being learned must be recited correctly in order to place an "X" or "O". If the verse is recited incorrectly, the other person (or team) gets to fill in their "X" or "O".

Start and Stop Game Have your children study the verse, so that they can play the game with you. You start the verse. Stop the verse at any time, and then pick a child, who must give the next word of the verse. After you have done it word-by-word, do it phrase-by-phrase.

Musical Chairs Go around the chairs saying the verse. Sit down when the verse ends (with Cubbies, no clubber should be eliminated in this game).

Magic Carpet Children walk in a circle as they say a verse. When it ends, those standing on a rug, paper, or cloth say the verse. In Sparks, saying the verse alone could earn team points.

Picture Puzzle Using a flannel graph picture as an incentive, tell the children you will place one piece of the puzzle picture on the flannel board for each one who recites the verse perfectly. First, build up their curiosity in the picture so they will want to see what it is. Make the central figure (Christ, if possible) the last piece to complete the picture.

Drawing Picture Draw pictures of the main phrases in the verse.

MEMORY GAMES FOR YOUNGER CLUBBERS WHO READ

MAGNETIC COOKIE SHEET Cut up some index cards, and tape strips of magnets on the back. Write one word from a verse you are learning on each card strip. Give each team a cookie sheet and the scrambled words, and they try to unscramble the verse first to win.

BLACKBOARD BINGO Write a verse on the blackboard. Erase a few words at a time, having the group say the verse every time you erase.

CHESS/CHECKER DRAWOUT Put 12 red checkers and 12 black checkers into a paper bag and shake them up. (You may also use chess pieces for this). Divide your kids into two teams, and then have each team choose colors without looking in the bag. Read a verse reference to one of the teams. The team then recites the verse together, then, one player volunteers to say the verse by himself. Then he draws out one checker (chess piece). If it is of his team's chosen color, he keeps it. If it is his opponent's color, he must surrender it to his opponent! Then repeat with another verse to the other team. The team with the most pieces at the end of the game is the winner!

EGG SHAKEUP Write numbers in each section of an egg carton. Put one die (1/2 of a pair of dice) inside. Read a verse reference to one team; the whole team says the verse, then one clubber from that team volunteers to say the verse by himself. If she recites the verse correctly, then she may shake the carton, open it up, and receive the points of the die multiplied by the number of the section of the egg carton the die landed in for her team score.

BOOKS OF THE BIBLE RACE Make four sets of cards with names of the O.T. and/or N.T. books. Give one set to each team. Mix up the order of the cards, and then have a contest to see which team can put the cards in order first. You might time them, to keep a record of the fastest time throughout the year.

NUMBER STAND UP Cut out an equal number of circles for two teams - out of two different colors. Put numbers on each circle. Pass out the circles with the numbers on them (however many you have for each team). Call out a reference and/or part of a verse, THEN a number. The first team member with that number to stand gets a chance to say the verse. If it is correct, she gets a prize and/or points for her team.

WHO'S GOT THE BOWL? Put 3x5 cards with references or verses on them in a plastic bowl. With the children seated in a circle, pass the

bowl from player to player. The children recite a Bible verse (i.e., John 3:16), or sing a song. When the song or verse ends, the person holding the bowl draws a card, and either recites a verse (if the reference is on the card) or gives the reference (if a verse is on the card). If correct, he keeps the card, and scores points for his team. If he misses, he puts the card back underneath the pile. The player with the most cards wins.

TARGET PRACTICE Make nine cardboard targets (index cards), folding them in half and marking them with point values as shown here:

5 10 20 25 50 25 20 10 5

Place the targets in a row, and shoot at them with a marble from a line. You score the point value of any single target you topple. But, if you knock over more than one target at a time, you lose the point value of those targets. Your clubbers must say a verse you are working on to get turns.

FOUR-CORNERS Matthew, Mark, Luke and John, or any combination of Bible books can be the four corners of the room. Write the names of the books on pieces of paper, and place them in the corners. A leader faces the wall, counting from one to ten while the group scrambles for one of the corners. The counter calls out one of the corners. All persons in that particular place are out of the game, and take their seats. The whole process is repeated, with the remaining players rushing for another corner. The winner is the last player whose spot is never called. She then becomes the counter.

CONNECT FOUR Divide the group into two teams. Have Bible references ready on Popsicle sticks or other devices. Allow a child from one team to pick up a reference and try to say it alone, or with his team. Allow each team that answers correctly to draw one side of a box on the blackboard. Another person on the other team picks a reference, and tries to answer correctly so they can draw a side of the box. Gradually, a complete square would be formed. Once the first box is formed, they may make another adjacent to it, rather than starting another new box. The team with the most boxes would be the winner.

TIC-TAC-TOE - This game is good for reviewing verses. Arrange chairs around the chalkboard. Divide your kids into two teams. The team members take turns answering the questions. Your young people must answer the reference or the verse correctly to fill in their X or their O for their team. If the wrong reference

or verse is given, the opposing team has a chance to answer the same question. If neither team knows the answer, start with a new reference. The group which gets three in a row receives a point and is the first to begin the next round.

THUMBS UP, THUMBS DOWN With your group sitting by teams, use this game for review or to learn a long passage. Have your kids shut their eyes while you read a reference, verse, or phrase. All who think what you read is correct put their hand in the air with their thumb up. All that think it is incorrect put their thumbs down. Obviously, there is no peeking allowed. While their eyes are shut, quickly count the number of right responses on each team. Then, let them open their eyes, tell them the correct answer, and how many points each team earned.

BIBLE QUOTE DOWN Have two teams come to the front, and stand in rows. Quote part of a verse, and the first player in one team gets to complete it. If he cannot, he sits down, and the first player on the other team gets a chance to finish the verse. When a verse is finished correctly, the player remains in the game. After the first players have participated, continue on down each line in the same manner. The last team having a player standing is the winner.

BIBLE VERSE REVIEW Write verse references on straws. A leader drops the straws in a pile. Each player takes a turn picking up a straw, without moving the others, and receives one point when she does so. If she can say the verse correctly, she gets two points. A player keeps picking straws until she moves the other straws.

BIBLE BOOKS UNSCRAMBLE Make two sets of cards with the names of the Old or New Testament books. Each team tries to put their set of cards in order first.

BIBLE DRILLS Have a new group eligible to look up the verse with each reference, such as (1) all who are wearing red, (2) all with blue eyes, (3) all whose first names begin with letters A-L, (4) all whose birthdays are in June through January, (5) all wearing black shoes.

SNATCH THE STICK Divide the group into two teams, and ask them to sit in a circle or semicircle. Place an object in the center of the circle. When you call out a reference, the children who know that verse can run forward to grab the stick. The first to grab the stick has a chance to say the verse. If it is said correctly, three points are awarded. If the verse is recited incorrectly, the other team gets 5 points.

TOSS AND ANSWER Make a large square on the floor with chalk, and divide it into 9 sections. In each section, write a Bible reference. The children take turns throwing a beanbag toward the square. The child says the verse of the square in which his beanbag lands.

MAKE A MISTAKE Read verses and references, making a mistake somewhere on each one. Either give team points to the first one catching the mistake, or a small prize.

CLUES GAME -Think of the subject matter of a verse, then play a guessing game with your kids: "I am thinking of a verse that is found in the Old Testament, and it talks about being white as snow." You may want to give team points for each correct answer.

POPCORN - After reading a verse through three times, and explaining it, start the verse and stop after three or four words. The class pops up and says the next word. Then say a few more words, and the class pops down while saying the next word. Continue through the verse with this method.

MEMORY PING PONG - Set two chairs in front of the group, facing each other. Then, the two clubbers who are competing sit on these chairs. The leader gives a reference and one of the players "serves" by saying the first word of the verse. The other "returns" the serve by saying the next word, and so on, until the verse is finished. A perfectly recited verse gives both a point. The first word a player says - once the other has said the correct word - counts as that player's answer. When an incorrect word is given, or when one of the participants does not answer within three seconds, the point is given to the other player. A player does not have to serve in order to win the point. The players alternate serving, and after four to six serves (you determine how many), new players take their place. This game needs to be fast-paced, like ping pong!

CIRCLE TEAM RECITATION - Use this to start to memorize a verse. With the group sitting in a circle, one person begins by saying the first word of the verse. The second person says the second word; the third person says the third word, etc., until the verse is finished. You may want to time your own team, and then see how much the team can improve its time.

SPEED QUIZZING - Have one or two per team sit in chairs at the front, and quiz them over the material. The first up out of the chairs gets an opportunity to answer. Limit the response time allowed (45 seconds is plenty), and have a limit on the number of correct answers one person may give before "quizzing out" (3 is probably all the correct answers you would allow someone to give).

QUIZDOWN - Have the best memorizers from each team (or all your kids if your group is smaller) come to the front. Ask questions over the material you are covering. When an answer is incorrect, that quizzier sits down. The quiz continues until only one is left. Give points for the last four quizzers, at least.

MEMORY MOTHER MAY I - Play "Mother May I" using verses. If a team can say the verse correctly, they can advance a certain number of steps. If they say it incorrectly, they go back to the line.

WHERE AM I? - Quote a verse, and ask the children where it is found in the Bible.

BALLOON BURST - Draw a bunch of balloons on the blackboard, and write references on them. With the kids divided into teams, allow one child from each team to participate each time. Begin reading a verse, and the first child to run to the blackboard and touch the correct balloon may "burst" it by erasing it.

MEMORY GAMES FOR OLDER T&T CLUBBERS AND JR. HIGHERS

Books of the Bible Race - Make four sets of cards with the names of the Old Testament and/or New Testament books. Give one set to each team. Mix up the order of the cards, and then have a contest to see which team can put the cards in order first. You might time them, to keep a record of the fastest time throughout a whole year.

Toss-Across Memory Game - Needed: a Toss-Across game, and masking tape. Play regular Toss-Across rules, but kids have to say a verse, phrase, or reference correctly to get a turn. Use the masking tape to mark the base line for throwing.

Tic-Tac-Toe - This game is good for reviewing verses. Arrange chairs around the chalkboard. Divide into two teams. The team members take turns answering the questions. Your young people must answer the reference or the verse correctly to fill in their X or O for their team. If the wrong reference or verse is given, the opposing team has a chance to answer the same question. If neither team knows the answer, start with a new reference. The group which gets three in a row receives a point and is the first to begin the next round.

Toothpick Stack - For this game, you need a box of flat toothpicks, and a pop bottle. Divide your kids into two teams, or if you want to keep four teams, play this game in two groups. When a player answers a reference correctly, then he places a toothpick on top of the pop bottle. Each toothpick gives one point. Contest is over when one or more toothpicks fall from the stack.

Potato Race - with your teams sitting in circles, have races to see who can recite a particular verse, or verses fastest. Each team designates who will say the first word, and then that person holds the "potato". The leader gives the reference, then when he says, "Go!" the person holding the potato says the first word, then passes it to the one on his left as fast as he can, who must say the second word, before passing the potato to the one on his left, and so on. If a potato is dropped, the next word of the verse cannot be said until it is back in the proper person's possession. If one of the team members does not know the word, the potato reverses direction until it comes in the possession of one who does know the next word. Once the correct word has been given, the potato goes back the original direction to the next person in order, and the team continues as before. When a team has finished the last word of a verse, the one saying it jumps up - holding the potato in the air.

Thumbs Up, Thumbs Down - With your group sitting by teams, use this game for review or to learn a long passage. Have your kids close their eyes while you read a reference, verse, or phrase. All who think what you read is correct put their arm in the air with their thumb up. All that think it is incorrect put their thumbs down. Obviously, there is no peeking allowed. While their eyes are shut, quickly count the number of right responses on each team. Then, let them open their eyes, tell them the correct answer, and how many points each team earned.

Bible Quote Down - Have two teams come to the front, and stand in rows. Quote part of a verse, and the first player in one team gets to complete it. If he cannot, he sits down, and the first player on the other team gets a chance to finish the verse. When a verse is finished correctly, the player remains in the game. After the first players have participated, continue on down each line in the same manner. The last team having a player standing is the winner.

Bible Match-Ups - Print verses on one set of cards, matching references on another set. Tape a reference card to each person's back, and give them a verse card (a player's two cards must not match) to hold. When you say "go", each one looks at the backs of others to find the reference card that matches his verse. The first team to get all references for their verses and to give away all references off their backs wins.

Reference Hunt - This is a good game for reviewing. Before the meeting time, hide small bits of paper around the room with references on them. Make at least two copies of each reference. Give your teams a few minutes to locate references, but not to take them. Then, gather back in your team groups, and begin reading a review verse. When a team remembers what the reference is for that verse (without their handbooks, of course), they can jump up and go get the paper with that reference on it, if they can remember the location. The team with the most references at the end of the review time wins.

Make a Mistake - Read verses and references, making a mistake somewhere on each one. Give team points to the first one catching the mistake.

Clues game - Think of the subject matter of a verse, then play a guessing game with your kids: "I am thinking of a verse that is found in the Old Testament" etc.

Break the Sound Barrier - Say a verse at least five times, starting in a whisper, and getting a bit louder each time, until the last time, is very, very loud.

Phrase Phrenzy - Have a contest between the teams, by giving key words, pictures or showing objects as clues to the different phrases in a verse. When a middle-schooler knows the correct phrase from the clue given, she jumps up to give the answer. The number of correct answers given by one individual needs to be limited so all kids have an opportunity to take part as well.

Hot Potato - This game provides a fun way of rapid repetition of a verse, or phrase you are working on. In small groups, use a ball, or any small object for the "potato". Have the students sit in a circle, and toss the "potato" back and forth. When one of the kids receives the "potato," he must recite the phrase or verse that you are working on. Once he has recited it, he tosses the "potato" to someone else. If you do this for team points (giving points when the passage is recited correctly), add the rule that no one is allowed to toss the "potato" to another team member.

Memory Ping Pong - Sit two chairs in front of the group, facing each other. The two middle-school students who are competing sit on the chairs. The leader gives a reference and one of the players "serves" by saying the first word of the verse. The other "returns" the serve by saying the next word, and so on, until the verse is finished. A perfectly recited verse gives both a point. The first word a player says--once the other has said a correct word--counts as that player's answer. When an incorrect word is given, or when one of the participants does not answer within three seconds after the other has said a word, the point is given to the other player. A player does not have to serve in order to win the point. The players alternate serving, and after four to six serves (you determine how many), new players take their place. This game needs to be fast-paced, like ping pong! Make it fast, fun, and exciting!

Memory Spotlight - With all your kids standing, begin a verse, then stop at any point, and point to one of the middle-school students. That person is then in the "spotlight", and must say at least one word. If she cannot, she drops out of the game, and sits down. After she has said at least one word, she may point to any other young person, who is then in the "spotlight." After a determined amount of time, the team with the most people still standing wins. Obviously, the strategy in this game is to recite easy phrases while in the "spotlight," then point to someone on another team when you come to a difficult word.

Volleyball - You may want to use this game for review, or for long verses. Each team must determine a "serving order" before beginning. One team "serves" to another when that team's leader gives the reference of a verse. The opposing team "returns the serve" by reciting the first three words. The first player may say up to three words; however, if he only says one, the next player in order must say at least one, and may say two words; if the second only says one word, the third player in order must say the third word. When a team says three words, whether one, two, or three players are involved, then the verse goes to the other team, who must say the next three words in the same manner. Points are scored by the serving team when the other team makes a mistake, or when the whole verse is completed correctly. The serve goes to the other team, when a mistake is made by the serving team.

Circle Team Recitation - This is the same as the Potato Race, but it is done in a noncompetitive manner. Use this when beginning to memorize a verse. With the team or club sitting in a circle, one person begins by saying the first word of the verse. The second person says the second word, the third person says the third word, etc., until the verse is finished. You may want to time your own team, and then see how much you can improve your time.

Office Executive's Baseball Toss - Provide newspapers loosely wadded into balls. Place a wastebasket about 8 feet from 4 chairs, each chair for a different team. When told to start, the members of each team take turns reciting the verse being studied. When one recites the verse correctly, she sits in her team's chair, picks up a wad of paper, and "shoots" once at the basket. After shooting, she runs back to her team, and the next person tries to recite the verse. If a team member cannot say it correctly, others may help him, so that he does get it correct. You may want to play to a specific number of points (10, for example), or for a specific amount of time.

Memory Baseball - This game is used for review. Set up 5 chairs at the front of the room for a pitcher, and the four bases. The pitcher is a leader, who asks the questions. The four teams may be combined into two, or may all compete in the same game. It is important that each middle-schooler have an opportunity to get to bat more than once. Each "pitch" is a question from the previous units' material. Only one pitch is given to each batter. An out is an incorrectly worded verse, or any other incorrect answer. Three outs, or five runs, whichever comes first, are allowed per inning. As each player comes up to bat, they choose the pitch that they want. The choices are as follows:

Single - The reference and the first two words of the verse are given. The batter must complete the verse perfectly.

Double - The first three words of a verse are given. The batter must complete the verse perfectly, and give the reference.

Triple - The reference is given. The batter must recite the verse perfectly, and the section topic it relates to.

Home Run - The section number is given. The batter must give the section topic, and perfectly recite the verses and references in the section.

Bunt - This may only be chosen when there is a runner on base. A "single" question is given. If the batter cannot answer correctly, the runner on or closest to first base may answer. If the batter happens to finish correctly, both batter and runner move up a base. If the batter is incorrect, but the runner corrects the error, the batter is out, but the runner moves up a base. If both are wrong, it is a double play.

The pitcher must randomly pick the verses for the questions. It would be helpful to make a list of the questions ahead of time and have them ready for immediate reference. Don't forget to play this for team points to add to the fun!

Speed Quizzing - Have one or two clubbers per team sit in chairs at the front, and quiz them over the material. The first up out of the chairs gets an opportunity to answer. Limit the response time allowed (45 seconds is plenty), and have a limit on the number of correct answers one person may give before "quizzing out" (3 is probably all the correct answers you would allow someone to give).

Quizdown - Have the best memorizers from each team (or you may want to do it with all your kids if your group is smaller) come to the front. Go down the row, asking questions over the material you are covering. When an answer is incorrect, that quizzer sits down. The quizzing continues until only one is left. Give team points for the last four quizzers, at least.

