

Scripture Memorization Helps

Following are some games you can use to help teach your clubbers the memory verse. Try to use games that incorporate the various learning styles of your clubbers such as hearing, seeing, or doing. Note: In most of the memory verse games, the clubbers will need to recite the verse together several times before playing the game.

Missing Word; Write the words of the verse on the whiteboard. Have the clubbers read it. Erase one word and have them repeat the verse, filling in the missing word. Then erase another word and repeat until they are saying the whole verse from memory.

Missing Word 2: Write the words of the verse on pieces on paper. Have clubbers hold up the pieces of paper in front of the group. Have all clubbers read it. Have clubbers take turns pointing out which word to hide. All clubbers recite the verse each time a word is hidden, filling in the missing words. Clubbers repeat the verse until they are reciting the whole verse from memory.

Beat the Clock: Write two or three words from the verse on pieces of paper. Example: *All Scripture/is given/by inspiration /of God.../2 Timothy 3:16*
Divide the clubbers into teams. You may need to divide your teams into smaller groups. Mix the papers up. Give each member of a team or group a paper. Have the clubbers stand and hold up their papers in the correct order. See how long it takes. Then give the papers to the next group and see if they can do it faster. If it is a long verse you may choose to give each group a set of papers with the verse phrases on it. The teams or groups see who can get the verse in the correct order first.

Start and Stop game: After the clubbers have recited the verse several times, the leader starts reciting the memory verse. The leader stops after a few words and chooses a clubber to give the next word or phrase. This continues until the verse is finished. The leader may ask the clubber to recite the rest of the verse.

Puzzle; Before club, the leader writes the verse on a large piece of paper. The paper is cut into a puzzle, with one word on each puzzle piece. Clubbers put the puzzle together. This makes a good memory game for holidays. Cut the puzzle shape into something that would remind the clubbers of the holiday (Christmas tree, Easter cross). Could also be a shape that reminds them of what the verse means or is talking about.

Back-and-forth game: This game can be used with clubber and leader, clubber and clubber, or with the whole group. Send the words of a verse back and forth. The leader says the reference to the verse and the first word. The clubbers say the second word, you say the third word, and the clubbers say the fourth word. This continues until the verse is finished.

PopCom: After reading the verse through several times, start reciting the verse; but stop after two or three words. The group pops up and says the next word. Then the leader says a few more words, and the group pops down while saying the next word. Continue through the verse several times.

Think Up A Melody: For the verse your clubbers are learning and sing it with them.

Bounce d Ball: Bounce or roll a ball back and forth as each word in the verse is said. Continue until the verse has been said several times.

Drawing Picture: Draw pictures of the main phrases in the verse — words and/or meaning.