

Beat the Clock

- Spread out all the cards on the floor face-up.
- Work together to put the books of the Bible in order in a line.
- Use the timer to score your time.
- Practice and try to beat your last score.

Memory

Super Easy Version

- Place 12 cards **face-up**, 4 rows and 3 columns.
- Have the students find the books that are the same.
(Use 2 sets of Genesis through Joshua)

Easy Version

- Place the 12 cards **face-down** in 4 rows and 3 columns.
- Have the students find the books that are the same.
- If they get a pair, they can go again.
- Whoever has the most pairs wins.
(Use 2 sets of Judges from II Kings)

Hard Version

- Place the 24 cards **face-down** in 6 rows and 4 columns.
- Flip the cards over to find a match.
- The books of history match each other and books of the minor prophets match each other.

HISTORY BOOKS:

Joshua, Judges, Ruth, I & II Samuel, I& II Kings,
I &II Chronicles, Ezra, Nehemiah, Job

MINOR PROPHET BOOKS:

Hosea, Joel, Amos, Obadiah, Jonah, Micah, Nahum,
Habakkuk, Zephaniah, Haggai, Zachariah, Malachi

Hula Hoop

- Pick 6 books of the Bible that are consecutive (next to each other in order)
- Put one Bible word cards in each hula hoops in any order.
- Jump on the books of the bible in order.
- Say each book as you jump.
- Repeat with different Bible word cards.

Musical chairs

- Count your group members.
- Set up one less chair than the number of members.
- Set the chairs in a line.
- Walk around the chairs.
- When the music stops, find a seat.
- If you don't get a seat, then you get to help sing the song for the next group.
- Play until one player remains.

Jump on

- Place the books of the Bible cards in the correct order in a path.
- Start with 10 cards.
- Have each member take turns jumping on each book of the Bible, saying each book name as they jump.
- After the first round, flip one book title over and repeat the game.
- See how many Bible cards can be flipped over without forgetting a Bible book.

Rummy

- The goal of this game is to be the first member to get all their cards in the same “suit”.
- Use the category of the books of the Bible as your suits.

LAW- Genesis, Exodus, Leviticus, Numbers, Deuteronomy

POETRY- Psalms, Proverbs, Song of Solomon, Job, Ecclesiastes

MAJOR PROPHETS: Isaiah, Jeremiah, Lamentations, Ezekiel, Daniel.

- Shuffle all the cards.
- Divide into 3 teams.
- Each team is dealt 5 cards.
- Take turns asking another team for a card.
- If the other team has your card, go again.
- If not, the next team gets a turn.

Bible Bingo

- Divide your group into 4. Give each group nine books of the Bible cards. Use 9 cards from each full set of cards.
- Have the children lay their cards face up in front of them in three rows of three cards.
- The leader draws one book from the other stack.
- The child with that book card turns over his or her card.
- The first child to turn over all of his or her cards wins the game.
- Continue playing until all the children have turned over all their cards.

Card Next Please

- Deal out all the books of the Bible cards.
Group young children with adults.
- Have the children stand in a line a few feet away from a table.
- Explain that the object is to place all the cards in order on the table as quickly as possible.
- Use a stopwatch to determine how long it takes.
- Have the children hold the cards so they can see them, start the game by asking who has Genesis, and have them run up to the table and place the card on the far left side. Then he or she will go back to where he or she stood on the line.
- The child who has Exodus runs up and places his or her card next.

- Continue until the children place all of the cards on the table in the correct order. Record how long it took. Then set a goal to have kids beat their previous time and play again.

Repeat Week 2, but work on learning the second half of the Old Testament books of the Bible. Proverbs through Malachi.

Summer Sunday School

Week 4

Review and practice what you've learned in the previous sessions or make the second week the Q& A's for the 10 commandments and reviewing the hand motions for the 10 commandments again.