



REVIEW OPTIONS

MEMORY VERSE OPTIONS

MEMORY OBJECT OPTIONS

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INTRODUCTION



Wesleyan Publishing House is happy to provide Speed Sketch Bible Stories customers with these free alternative options, which offer ideas for how to build a children's lesson around a Speed Sketch Bible Stories video. Some of these options suggest the use of an additional product available for purchase: BibleStoryCards, which are available for purchase at www.wphresources.com/biblestorycards.

Blessings to you in your ministry,
The WPH Staff

REVIEW OPTIONS



1. CARD SCRAMBLE

This activity assumes ownership of BibleStoryCards (www.wphresources.com/biblestorycards). Mix up all of the BibleStoryCards. When you give the signal, have the children put the cards in the correct sequential order. You can have the children do this individually or in groups of two or three.

2. GIVE ME A CLUE

This activity assumes ownership of BibleStoryCards (www.wphresources.com/biblestorycards). Have the children sit in a circle. Then, have one child hold one of the BibleStoryCards on his or her forehead (without looking at the card). Let the other children give one- or two-word clues to see if the child can guess the story or the Bible person.

3. OVERHEAD GAME

Divide the children into two teams. Have one child from each team come forward and face the other children, with his or her back to the overhead projector or whiteboard. Write the name of a Bible person on the overhead. Have the children from one team give their teammate a total of three one-word clues. If he or she can guess who the Bible character is, then his or her team gets a point. If he or she cannot guess correctly, then the other player gets to guess. If that player cannot guess correctly either, no point is awarded and two new players should come forward. With younger children, rather than writing the name on the overhead projector, have two guessers go out of the room while the teacher tells the rest of the children the Bible character's name.

4. BIBLE TIC-TAC-TOE

Put a tic-tac-toe board on an overhead projector or whiteboard. Divide your group into two teams. Ask a person on one team a question — you may use the "Who? What? Where? or Why? Review Questions." If he or she gets it right, the team can put an X or an O on the board. If he or she guesses incorrectly, the team loses a turn. Ask questions of each team, alternately. The team with the most points at the end of the game wins.

5. BIBLE BINGO

Make several copies of a bingo card. Have the children fill in the blank squares with several different Bible people you have discussed. You can use the "Who? Review Questions" to read to the children as clues for marking off the names on their cards. The first person to correctly mark five in a row wins. You may want to use bite-size candy as markers. If so, make sure you have enough so the children can have a few to snack on while they play. (Also be aware of any allergies). For younger children, you may want to use the BibleStoryCards to make character pictures for the Bingo cards.

6. BIBLE BASKETBALL

You will need a Nerf basketball hoop and ball for this game. Hang the basketball hoop on the top of a door. Then make a "foul line" with masking tape about five feet away from the hoop. Divide the children into two teams. Have a child from one team stand at the foul line. Ask the child a review question. If he or she answers correctly, the team automatically gets five points. The teacher then gives the child the Nerf ball. If the child makes the basket, the team gets an extra five points. If the child answers the question incorrectly, he or she sits down and the child from the other team goes to the foul line. The first team to get fifty points wins. For younger children, you may want to set some sort of basket (for example, laundry basket) on the floor for the children to throw the ball into, instead of using a hoop.



7. NAME SCRAMBLE

This game can be played individually or as teams. Scramble the letters of a Bible character's name and give a clue as to who the person is. (You could use the #16 "Who? Review Questions" for ideas.) You could have a list of ten to fifty names and clues on a sheet of paper. The first person or team to unscramble the names correctly wins. Here are some examples:

- a. I denied Jesus three times. EPRTE (Peter)
- b. I climbed a Sycamore tree so I could see Jesus walk by. CHESAZUCA (Zacchaeus)
- c. I doubted that Jesus had risen from the dead until I saw the nail marks in his hands. HMSOAT (Thomas)

8. CHARACTER QUOTES

You may want to play this game in pairs. Give the children the name of a Bible person (or maybe two or three names). Have each child write down a statement or quote which that Bible person may have said. After you have collected all of the quotes, read them off one at a time. The person or pair who can guess the most Bible quotes correctly wins. Obviously, the children can't guess on their own quote. Here are some examples of quotes:

- a. I told Mary that she was going to have a baby. (Gabriel)
- b. We followed the star in the East to find the newborn King, and to give him our gifts of gold, frankincense, and myrrh. (The magi)
- c. Why did I do it? Why did I deny Jesus three times? (Peter)
- d. While I was traveling to Damascus, the Lord blinded me with a bright light. (Saul, also called Paul)

9. BIBLE Pictionary

This game is similar to "Win, Lose, or Draw." Have several large sheets of white paper and a black marker. Divide children into teams of three or four. If you have a very large group, you may want to have two different games going on at the same time. One team has a person go up to the paper. The leader shows the person the name of a Bible person or Bible story. Then the person has one or two minutes (whatever you decide) to draw a picture of that person or situation, without saying a word. Teammates try to guess, out loud, the name of the Bible character or situation. If they guess it correctly within your time limit, they get a point. If the drawing team doesn't guess correctly within the time limit, the other team gets to guess. If they guess correctly, they get the point.

10. WHAT AM I?

This game is similar to "Guess My Name." Write down several Bible nouns on different pieces of paper; for example, "manger," "copper coins," "dove," "bread," "fish." Have one child choose a piece of paper. The rest of the group has to ask the child yes-or-no questions to try and figure out what the noun is. If the noun is "bread," these might be some of the questions:

- a. Is it alive? (No)
- b. Is it soft? (Yes)
- c. Can you eat it? (Yes)
- d. Is it bread? (Yes)

11. GUESS MY NAME

Have one person leave the room. The rest of the group will decide on a particular Bible character. Have the person come back into the room. He or she then must ask the group about this Bible character. The questions need to be specific, because the group can only answer with a yes or no. For example, some questions to ask might be:

- a. Is this person a man?
- b. Was this person a disciple?
- c. Was this person healed by Jesus?

12. BIBLE BASEBALL

Have four chairs set up in a diamond shape. Divide your group into two teams. You need to have four different levels of questions. First-base questions, "singles," are the easiest. Second-base questions, "doubles," are a little harder than singles. Third-base questions, "triples," are a little harder than doubles. Home-run questions are the hardest. A player "goes to bat" by sitting in the chair at home plate. You are the "pitcher," and the child asks you for the type of question he or she would like to answer: single, double, triple, or home run. If the player gets the answer to the question right, he or she gets to go to the appropriate base. If the answer is wrong, the player is out. There are no strikes in this game. When a team gets three outs, the other team goes up to bat. You could make the game a little more interesting by having a "catcher" sit beside the batter. If the catcher (from the other team, of course) answered the question before the batter, the batter would be out. You could have one catcher for the inning, or you could change catchers with each new batter. (To vary the game, you could use the "Story Card Spinner" (see #19) to determine which kind of question the batter would receive.)

13. BALLOON POP REVIEW

Before you blow up balloons, put a slip of paper with a review question in each balloon. After you tell the story, divide the group into teams. Have a person from one team pop the balloon. If he or she can answer the question on his or her slip of paper, the team gets a point. The team with the most points wins.

14. BIBLE CHARADES

This activity assumes ownership of BibleStoryCards (www.wphresources.com/biblestorycards). This game can be played individually or as teams. Have the children choose one story from the BibleStoryCards. You could have all of the BibleStoryCards in a hat and have the person or group pick a card at random. The individual or group then must act out the story so the other children can try to guess the story or Bible character(s).

15. BEACH BALL REVIEW

Blow up a large beach ball. Write review questions on small slips of paper. Fold the slips of paper and put a number on each piece. Then tape the slips of paper to the ball. You will say, "Are you on the ball?" and throw the ball to a child. The child will take slip #1 (and so on) and read the question. If able to answer the question, he or she will keep the paper and throw the ball back to the teacher. If unable to answer the question, the slip of paper will need to be taped back onto the ball. Then repeat the question, "Are you on the ball?" and throw the ball to another child. The challenge is for the children to remove all of the slips of paper from the ball in the least amount of time. For younger children, the teacher reads the questions, and, if the child can answer the question, the slip of paper is taken off the ball.

16. WHO AM I?

Pin the name of a Bible person on the back of each child, making sure they don't see the names on their own backs. When everyone has a "new" name, he or she must go around and ask the other children questions about him- or herself as if he or she were the person named on his or her back. The one rule is that the child must ask yes-or-no questions; for example, "Am I a fisherman? Was I a disciple? Am I a woman? Was I healed by Jesus?" The first person to come up and tell you who he or she is, wins.

17. NEWSPAPER SEARCH

Bring several newspapers and pairs of scissors to class. On a blackboard, a bulletin board, or index cards, write the names of the Bible characters in the story, the memory verse, specific places in your story, or anything you want to list that has to do with the story. Have the children find the words or the letters to make the words in the newspaper, and then cut them out and piece them together. This would be a fun individual or pair project.

18. SHAVING CREAM REVIEW

After you have told the Bible story for the day, put a pile of shaving cream in front of each child. Let the children spread out the shaving cream in front of them. (Have a big roll of paper towels handy to wipe the children's hands.) With their fingers, have them draw each part of the Bible story. This will let you know just how much they learned about the story. The shaving cream wipes up easily and *will not* harm clothing. The kids will love it!

19. STORY CARD SPINNER

This activity assumes ownership of the *Storytelling & Review Guide New Testament* of the *BibleStoryCards Children's Curriculum Kit* (www.wphresources.com/biblestorycards). Make a spinner that has four different sections. (You could use the spinner from a Twister game.) Make separate sections for the "Who? What? Where? and Why? Review Questions" (see pages 81–90). Divide the children into two teams. Have one child from one team spin. Whatever section the pointer lands on determines the questions he or she will receive. If he or she answers the question correctly, his or her team gets five points. Whichever team gets to fifty points first is the winner.

20. CARD COLLECTION

This activity assumes ownership of BibleStoryCards (www.wphresources.com/biblestorycards). Divide the children into two teams. Put a set of BibleStoryCards into a bag or hat. Have a child from one team draw a card and give it to you. Then ask the child one of the review questions on the card. If the child can answer the question correctly, his or her team gets a point and the card goes back into the container. If the child answers incorrectly, hang on to the card. Call a child from the other team and follow the same directions. The object is for one (or both) of the teams to end up with a greater number of points than the number of cards you get.

21. BIBLE TIME CAPSULE

This activity assumes ownership of BibleStoryCards (www.wphresources.com/biblestorycards). This game can be played as a group, or you can divide the children into teams. Put all fifty New Testament BibleStoryCards into a "time capsule." Decorate the time capsule with brightly colored contact or construction paper. Have a child pull a card out of the time capsule without the other children or team members seeing which one it is. The child has to tell team members about one thing that the character (or one of the characters) from the story did or accomplished. The object is to see if the group or groups can guess the character. You could vary this game by having the person who draws a card act out a scene from that story for the group or team to guess.

22. STORY DIORAMA

A diorama is a miniature three-dimensional scene made inside a box. These can be made easily inside shoe boxes. The materials needed are shoe boxes, pipe cleaners (to make people), paints, paint brushes, construction paper, cardboard (for buildings), modeling clay, markers and crayons. Have the children work individually or in groups to make dioramas depicting scenes from the stories. These will be fun to display.

23. STORY REVIEW CARDS

Find the “Who? What? Where? and Why? Review Questions” and answers. On index cards, put the review questions on the front and the answers on the back. These can be very handy if you have some extra time before a story and want to review previous stories, or the cards can be used as a review after you have told a story. If you have some very eager children, you could put these cards in a learning center where a child could go and review the cards by him- or herself. He or she could challenge him- or herself by using a timer to see how many questions he or she could answer correctly within a certain amount of time.

24. BIBLE STORY MAP

This idea can be used for several different stories, but it is especially interesting when discussing Jesus’ ministry. This project is suited for children in grades 4 through 8. For this project, you will need a Bible atlas or encyclopedia, paper, pencils, and/or markers. On a chalkboard or white board, list different places and landmarks from the story that you want to be included on the children’s map. Then give each child or pair of children a sheet of paper. Have the children label the places and landmarks you have listed and then mark the route that was traveled.

25. STORY CARD MATCH

This activity assumes ownership of BibleStoryCards (www.wphresources.com/biblestorycards). You will want to save this review until you have covered most of the stories. This could be an individual or pairs competition. On a large sheet of paper or a piece of posterboard (you may need several), make enough large squares to list these books of the New Testament: Matthew, Mark, Luke, John, Acts, and Revelation. Lay the paper or posterboard on a table. Give the set of New Testament BibleStoryCards to a child or pair of children. When you give the signal, have the child or pair, without looking at the backs of the cards, put each card in the square naming the book where the story reference is found. Record the number correct, and give the set of cards to the next child or pair. The child or pair with the most correct is the winner.

26. BIBLE STORY MURAL

This would be a good ongoing project for your children. This project is appropriate for children in grades 3 through 8. You will need to have Bibles, crayons or markers, pencils, paper, magazines that can be cut up, and glue. After every five or ten stories (your choice) assign each child or pair of children one of the Bible stories. Give each child or pair a piece of paper (all the same size). Have the children draw or cut out pictures from the magazines pictures that would represent their stories. When they have finished, label the pictures and hang them on the wall in chronological order. Add to the mural after teaching five or ten more stories. You will need to determine the size of paper you use by the size of your room — the mural will take up quite a bit of space. You may even want to invite others in to see your project.

27. BIBLE STORY BAG

This activity assumes ownership of BibleStoryCards (www.wphresources.com/biblestorycards). This game can be played individually or in teams of no more than three. Put the BibleStoryCards in some type of bag. Have each child or team get a card from the bag, without looking at the back of the card. When you say go, the individuals or teams are to turn their cards over and answer the first five review questions on the back. The first person or team to answer all of the questions should let you know by raising hands. The first person or team finished that has answered all of the questions correctly wins. You could vary this game by having the students sit in a circle. As you play music, have the children pass the bag with the BibleStoryCards around the circle. When the music stops, the child holding the bag pulls out one card. Have the child answer the question you choose from the first five review questions on that card. If he or she answers correctly, without looking at the story, he or she gets to hang onto the card. The child with the most cards at the end of the game wins.

28. CHANGE THE BIBLE STORY

This activity assumes ownership of BibleStoryCards (www.wphresources.com/biblestorycards). Give one BibleStoryCard to a child or two children. They need to pick three or four sentences (however many you decide) and change them so they are incorrect. Then the entire story should be rewritten on another sheet of paper with the incorrect sentences. Have the children or group trade stories when they are finished. They are to take the stories they have been given and underline the sentences that are incorrect. If you are working with preschool children, you can vary this idea by reading the story aloud to the children, but changing three or four sentences so that they are incorrect. Have the children or groups yell out the correct answer if they think that a sentence is incorrect. For example, if you are reading the story of Zacchaeus you could say, "Zacchaeus climbed to the top of a telephone pole so he could see Jesus."

29. BIBLE WHEEL OF FORTUNE

You will need to make some type of board with a spinner attached. Have at least eight different sections with a point amount on each section: 1, 2, 3, 4, 5, 6, 7, and 8. Then, you will need to come up with several different biblical words or phrases. Before you start the game, choose one of the words or phrases, and then, on a chalkboard or whiteboard, draw lines to represent where the letters are supposed to be. Have the first child spin the spinner. And, just as in the television show *Wheel of Fortune*, the person spinning chooses a letter (only consonants). If the child chooses a letter that is in the phrase, then write the letter in all of the spaces where it would appear. Each child continues to guess until he or she guesses incorrectly. Then, it is the next person's turn to spin. If a player wants to choose a vowel, it will cost points. You can determine how many points it will cost in order to buy a vowel. Continue until one child guesses the word or phrase correctly. You could also have the children play in pairs.

30. TEMPLE MODEL

This activity assumes ownership of the *Storytelling & Review Guide New Testament* of the *BibleStoryCards Children's Curriculum Kit* (www.wphresources.com/biblestorycards). This model could be built when you tell the story of Jesus' cleansing the temple. Have the children work in small groups to build sugar-cube models of the temple on the cardboard pieces. Time permitting, have the children paint their temple when it is completed. The materials you will need are a Bible encyclopedia, sugar cubes, glue, 9-by-12-inch pieces of cardboard and possibly tempera paint and brushes. The measurements of the temple were ninety feet long by thirty feet wide by forty-five feet high. It would be easy to use a scale of one inch to ten feet. Pictures of the temple are shown on pages 134–135 of the guide.

MEMORY VERSE OPTIONS



1. MEMORY VERSE BOOK

During each session, have every child write the memory verse for that week in some type of notebook or booklet. Have them take their booklets home and memorize the verse before the next lesson. If a child has memorized the verse by the next session, put a star at the top of the page where the verse is written. Each time the child is able to recite the verse from the previous lesson, give him or her another star.

2. MEMORY VERSE MIX

Cut out several square pieces of felt. Write each word of a memory verse on a separate piece of felt. Be sure to write the reference on one piece. Mix up the squares on a flannelboard. Have the children take turns putting the words in the correct order and then say the verse out loud.

3. MEMORY VERSE ENVELOPE

This game is similar to "Memory Verse Mix." Put each word of a memory verse on a separate piece of paper. Mix the pieces of paper and put them into an envelope. Make up enough envelopes to give one to each child or pair of children. All the envelopes could contain the same verse or different verses. The first child or pair to put the memory verse together correctly is the winner.

4. MEMORY VERSE CARD DRILL

On one piece of 8¹/₂-by-11-inch sheet of cardboard or construction paper, write the first half of a memory verse. Do this with several different verses. Hold up one of these cards. The first child to finish the memory verse (and give the verse reference) gets to keep the card. The child with the most cards at the end of the game is the winner. A variation for older children would be to put memory verse references on the cards, and a child must say an entire verse correctly to get a card.

5. CLOTHESPIN REVIEW

Have each word of a memory verse written on an index card or piece of paper. String some twine across the room and attach the cards to the twine with clothespins. Put up the cards in an incorrect order, and then have the children take turns putting the cards in the right order on the twine.

6. MEMORY VERSE POCKET

Cut a piece of cardboard into two- or three-inch strips. Then cut the strips into rectangles. Write each word of a memory verse on the end of one of the rectangles. Next, secure several different "pockets" onto a board of some kind. They will need to be placed in rows. Make sure the pockets are large enough for the cardboard pieces to slide easily into them. Give each child one of the rectangle cards. The object is for the children to put the words of the verse in the correct order. Have each child, one at a time, put his or her card into the pocket where he or she thinks it belongs. If the cards do not end up in the correct order, take them out and repeat the process until the children put the words in the pockets correctly. When the verse is correct, have the children say it together.

7. MEMORY VERSE MATCH

On a card or a piece of paper, write a memory verse and reference. Make several of these, using the same verse or different verses on each card. Then, cut the cards into two pieces, so that the reference and half of the verse are on one side of the card, and the rest of the verse is on the other side of the card. Put the cards into a pile and have each child draw one piece of a card. When you give the signal, have the children try to find their “match.” For older children, you could make this a little more difficult. When you are writing the verses on the cards, change a word or part of the reference of each verse to make it incorrect. Then, after the children find their partners, have them tell you what mistakes were on their cards. Have Bibles handy; the children may need to look up their memory verses.

8. CLUE WORD MEMORY CARDS

Think of three to five words to serve as clues for a memory verse. Write each clue word on a separate card. Number the cards, with 1 indicating the most difficult clue, and the highest number indicating the least difficult. Divide the children into two teams. Show one team the most difficult clue (cover up the others). If no one from that team can recite the verse, show the clue to the other team. If the other team cannot recite the verse on the first clue, go back to the first team and give them the second clue. Keep doing this until the memory verse is correctly recited, and give the card to the team that recited the verse. The team with the most cards at the end of the game wins. A variation would be to give a point value to each clue. For instance, if a team gets the verse right on the first clue, they get ten points; second clue, eight points; third clue, six points; fourth clue, four points; and fifth clue, two points. The first team to get fifty points would be the winner.

9. PASS THE HAT

For each memory verse, have two index cards available. On one card, write the entire memory verse, and on the other card, write the verse reference. Do this with several verses. Put all of the cards into a hat, and have the children sit in a circle. As you play music, have the children pass the hat around the circle. When you stop the music, the child holding the hat needs to pull out one of the cards. If he or she pulls out a memory verse, he or she needs to recite the verse reference. If he or she pulls out a verse reference, he or she needs to recite the memory verse. A variation of this would be to divide the children into pairs and have all of the cards in a pile. Then, have one pair of children match each memory verse with its reference. Time each of the pairs as they do this. The pair with the fastest time is the winner.

10. CHALKBOARD VERSE

Print the memory verse on the chalkboard or whiteboard. Have the children recite the verse. Then erase a letter or word. Have the children recite the verse again as though the missing letters or words were still there. Continue to do this until all of the words are gone, having the group continue to say the verse.

11. MEMORY BALLOON-A-THON

You will need three different colors of balloons (such as, red, green, and blue) and three boxes. This review game can be used for many different purposes. This game is good for reviewing memory verses, but you can also use it to review specific scenes of a Bible story. For each set of same-color balloons, put each word of a memory verse or description of a scene from a story on a slip of paper, put the paper in separate balloons and blow up the balloons. Put all of the same-color balloons in a box. Divide the children into three teams and have them line up at a starting line. When you say go, have the first person in line take a balloon from his or her team’s box, sit on the balloon until it pops, and bring back the slip of paper. He or she is to tag the next person in line, who will do the same thing. When everyone on the team has brought back a slip of paper, the team is to put their memory verse together and say it as a group (or act out the scene from the story). The first group to finish is the winner.

12. CATCH A VERSE

On an index card, write one memory verse reference. It would be fun to cut the cards in the shape of fish. On each card (or fish), place a paper clip. Put the "fish" into some type of bowl. Next, make a "fishing" pole from a yardstick or dowel stick, and put a magnet on the end of the string. Give each child a chance to go "fishing." When the child pulls out a memory verse reference, if he or she can say the verse correctly, he or she gets to keep the fish. If he or she doesn't say the verse correctly, he or she has to throw the fish back into the "water." The child who collects the most fish by the end of the game is the winner.

13. GUESS A LETTER

This game is very similar to *Wheel of Fortune*. Draw a square or a blank line for each letter in a memory verse. Have a child guess a letter. If that letter is in the verse, write it in the appropriate blank(s). Let the child keep guessing letters until he or she guesses incorrectly. You could simplify this game by letting the children guess individual words. When they guess correctly, go ahead and fill in the entire word wherever it appears in the verse. You have the option of writing the verse reference on the board above the blanks for the verse or making the reference part of the puzzle. The first person to say the entire verse correctly wins.

14. ROUND TABLE MEMORY

Have the children sit in a circle. Have the memory verse on a board where it can be easily seen. As you go around the circle, give each child one word of the memory verse to remember. Then, start at the beginning of the verse, and slowly have each child say his or her word in the correct order to complete the verse. Gradually, you can have the children say the verse faster. At some point, take away the board with the memory verse and have the children continue to say the verse. A variation of this would be to have the first child in the circle say the first word of the verse. Then, the next child would say the first word and the second word, and so on until the last person says the entire memory verse.

15. MEMORY CHOIR

Divide your group into these four different sections of a choir: (1) sopranos, (2) altos, (3) tenors, and (4) basses. If you have a large group, you may want to divide them into two separate groups before you assign them their parts. As you "direct" the choir, indicate with raised fingers (according to the above list) which part of the choir you want to say or sing the memory verse. A variation of this game would be to divide the group into soloists, duets, trios, and quartets.

16. MEMORY LADDER

Give each child a large sheet of paper. Have the children draw the side bars of a ladder. Cut out several paper "rungs" for their ladders ahead of time. Each time a child memorizes a memory verse, have him or her write the reference on a rung and then glue it onto the paper to form a ladder. See who can get to the top of the ladder first.

17. MEMORY VERSE SQUARE

With a marker, divide a piece of posterboard into twelve different squares. In each square, write a number (1–12) and a memory verse reference. Have a child roll two dice. Whatever number they roll, they need to look for that number on the board. Then, they need to read the verse reference and correctly say the entire memory verse. See who can say the most memory verses without making a mistake. If your children are very competitive, you may want to think of some type of scoring system for this review.

18. MEMORY VERSE GOLF

To make the golf course, take an egg carton and cut off the lid and side flap. You will need two straws, with each cut into three pieces. Out of construction paper, cut out six small triangles. Number the triangles and glue them onto the straws to make flags. Then place the straws into the center peaks of the egg carton. Divide the children into two teams. One team will "golf" from one "hole" to the next along one side of the carton, and the other team along the other side. Use two golf balls as markers or draw or make two different "golfers" to be the markers. Take turns asking members of the teams questions about a memory verse or giving them a verse reference and having them recite the verse for you. If a child answers correctly, his or her team gets a "hole in one" and gets to move to the next hole. If he or she answers incorrectly, the marker is moved back to the first hole. The first team to get to the sixth hole is the winner.

19. MEMORY VERSE PUPPET

This activity would be good for preschool children. You could use a manufactured puppet, or even one that you have made, to recite the memory verse to the children. Have the puppet explain what the memory verse means and how it relates to the Bible story. After repeating the verse several times, you may want to have the children take turns using the puppet to say the verse or make their own to practice with at home.

20. MEMORY VERSE STICKS

On white drinking straws, write several different memory verse references, one per straw. Hold these "sticks" upright on the floor or a table, and let go of them. Have one child try to pick up one of the sticks without moving any of the other sticks. Once a child touches a stick, he or she can try to pick up only that stick. He or she cannot let go of that stick and try to pick up another one. If the child successfully picks up a stick without moving any other stick, he or she then must read the memory verse reference and recite that verse. If he or she recites the verse correctly, he or she gets to keep the stick. The person with the most sticks at the end of the game wins.

21. BALLOON POP RACE

Divide the children into two teams. Have the children on each team number off. This works best with an even number of children on each team (or one child can take two turns). Have the teams stand on either side of the room and have a pile of non-inflated balloons in the center of the room. To start the game, you need to call out a memory verse reference. Tell the children to listen carefully because you can only say it one time. After you say the reference, call out a number. The child from each team who has been given that number is to go to the center of the room, pick up a balloon, blow it up, tie it, pop it, then say the entire memory verse. (Children may need help tying their balloons.) The first person to do this wins a point for his team. The team with the most points at the end of the game wins.

22. MEMORY VERSE MOBILE

Create mobiles out of clothes hangers, dowels, and string. With construction paper, have the children cut out different shapes. On the shapes, have the children write words or groups of words from a memory verse. For example, for Matthew 3:17 a child might cut out the shape of a mouth and write "And a voice" on it. Next, he or she might cut out a cloud and write "from heaven said"; then a sun with "This is my Son." Then, he or she might cut out the shape of a heart and write "whom I love"; and finally a smiling face that says "with him I am well pleased." On another shape he or she could write the memory reference.

23. NAME THAT VERSE

This game is very similar to the old television game show *Name That Tune*. Divide the children into two different groups and have one person from each group come to the front. Instruct the children that you will be giving them a clue to the memory verse. You may give the book or the entire reference where the verse is found, the name of the person who originally said the verse, or some other clue. Then, have one child start by telling you, "I can say that verse in _____ words" (the number will vary, depending on the number of words the child thinks it will take for him or her to guess the verse). The child's opponent will counter by saying, "I can say that verse in _____ words" (a smaller number than the first child said). If the first child says, "Name that verse!" the teacher will say the number of words from the verse requested by the opponent, who then must finish the verse and the reference correctly. If the verse is quoted correctly, that team receives a point. The team with the most points at the end of the game wins.

24. MEMORY VERSE BULLETIN BOARD

You will need three different colors of index cards (such as, pink, yellow, and green) and some Velcro strips. Choose several different memory verses. Using one set of same-color cards, write the first half of each memory verse on a separate card. Using another set of same-color cards, write the rest of each verse on a separate card. Write each verse reference on a card from the third set. To make the cards last longer, you may want to have them laminated. On the back of each card, put a small strip of Velcro. On your bulletin board, put three long strips of Velcro so that the cards will stick to the board. On the first row, mix up the first group of cards. On the second row, mix up the second group of cards. And on the third row, mix up the cards with the references. Have a child go up to the board and try to put the cards in the correct order, lining up the memory verses and references from top to bottom. This could be used as an independent activity for children who finish other projects ahead of time. (You could also use pushpins instead of Velcro, as long as the children are careful with them.)

MEMORY OBJECT OPTIONS



1. BIBLE BIOGRAPHY

Hold up one of the memory objects. Have one child tell which story goes with that memory object. If he or she is correct, then hold up the BibleStoryCards to go with that object and have the child tell everything he or she knows about that story, or have him or her answer the review questions on the back of the card. For older children who want to do a little research, have them choose one of the Bible people they have learned about. Then have the children use a Bible and a concordance to look up further information about that person. Have them draw a few different pictures on the life of that person.

2. OBJECT MATCH

Have at least five to ten different BibleStoryCards on a table with the memory objects that go with the stories. Mix up the cards and the objects. Have each child or pair of children match each object with its story. Try to see who can match the objects with the story cards in the fastest time.

3. OBJECT BAG

Have several different memory objects in a large bag. Have a child pull out one object and tell about the Bible story which goes with that object. For older children, you could make this more challenging by having them not only tell about the story, but also say the memory verse that goes with the story.

4. NAME THAT OBJECT

Divide your children into teams. Put all of the BibleStoryCards that you have in a covered box or a bag. Pull out one of the cards. Have a child from one team tell you what memory object goes with that story and why the object is associated with the story. If the child is correct, he or she gets a point for his or her team. The team with the most points at the end of the game wins.

5. OBJECT SEQUENCE

Lay out all of the objects you have used up to this point. Have an individual child or a group of children try to put the objects in the correct order according to the sequence of their corresponding stories.

6. MUSICAL OBJECTS

Have the children sit in a circle on the floor. Pick three or four memory objects to pass around the circle. Play some music and have the children slowly pass the objects around the circle. When the music stops, whoever is holding an object must do one of the following:

- a. Say the memory verse for that story.
- b. Tell one important fact about the story the object represents.

7. OBJECT POSTER

Give each child a different BibleStoryCards and a blank sheet of paper. Have the child draw a picture on the paper of the memory object that goes with his or her card. You could have magazines available and have each child cut out a picture of the object to paste onto the paper. When everyone is finished, have each child hold up his or her picture and tell about the Bible story that goes with the object. Or, you could have each child hold up his or her picture and have one of the other children try to name the object and the story it represents.



8. OBJECT MURAL

Have a long sheet of paper, and use a marker to draw lines dividing the paper evenly into ten to twelve different squares. Put a number in the corner of each square, corresponding with the number of one of the BibleStoryCards you have worked with at some point. Give each child a number, and then have him or her look at the card that corresponds with that number. In his or her square, have him or her draw the memory object that goes with the story. After all of the children have drawn their pictures, hang the mural on the wall and have each child tell about the story that goes with the object he or she drew. To vary this, each child could pick any object on the mural and tell about that story, or you could talk about the objects and their stories with the children as a group.

9. MEMORY OBJECT BOOKMARK

Have construction paper, scissors, crayons, markers, glue, and appropriate stickers available. For younger children, cut 2-by-6-inch strips of colored construction paper to use as bookmarks. Older children can cut out the strips for themselves. On their bookmarks, have the children each draw a picture of the memory object for the story you are studying. Also, have them list the Bible story reference. This activity not only will help the children to associate the memory object with the story, but it also will help them to learn where the Bible story is found.