

Games That Teach Bible Skills: A Bakers Dozen

Bill Emeott

Bible “Scrabble®”: Using an old “Scrabble®” Game (2 if you can find them), give each child a tile tray. Starting with player one, have each child draw a letter tile. Continue with player two and on around. Each player will continue to draw a letter tile until a player can spell a book of the Bible. The winner records his points and the game starts again. The game is finished after an allotted amount of time or until a player accumulates 25 points. *(You may want to take the time to remove those letters that are never used. Blanks can represent any letter but do not count for any points.)*

Bible “Boggle®”: Use two old “Boggle®” games and put the letter cubes in a bag or tub. Player one (or team one) starts by dumping the letter cubes on the playing surface. Team one should attempt to spell a Bible book in the time allotted. When time has been called, team one will get one point for every letter used to spell a Bible book. Team two goes next. When the game is finished the winner is the team who accumulated the highest score.

Spill & Spell: This game uses old refrigerator alphabet magnets. Collect as many sets as possible and store in a bag or container. Set the timer for 2 minutes. Pour the alphabet out on a cookie sheet. Using the alphabet spell as many books of the Bible as you can. Rotate to the next player and follow the same rules. *(This game can also be played with teams.)*

New Testament “Don’t Break the Ice®”: Carefully print on the ice cubes the books of the New Testament. On a flat surface, turn the game tray upside down and randomly place the “ice cubes” word side down. Turn the game tray upright and begin. Decide who will be player one. Player one finds the “cube” marked Matthew and carefully taps out the cube. Player two then finds Mark and carefully taps out that cube. The game continues until someone “breaks the ice.” Note: If the “next” cube has already fallen, continue in New Testament order, looking for the next available book.

Old Testament Tower: This game uses an old “Jenga®” game. Take the time to carefully write the books of the Old Testament on all sides of the “Jenga®” block. Carefully stack the Old Testament blocks randomly, three to a layer in alternating directions. Player one will remove the block of his choice and place it in the appropriate division bag. Player two continues the same. The game continues until the tower falls. Reset the tower and play again.

Minor Prophet Egg Scramble: This game can be made with regular egg cartons and ping-pong balls or the new “Pool Eggs” available during the summer months. Make sure the lid to the egg carton is tightly closed. Shake the carton and allow the eggs to “scramble” on the lid side. On the word “go” each team starts. The team should arrange the books in order as quickly as possible. The first team to get the Minor Prophets in order wins.

Bible Book Sticks: Write on tongue depressors the books of the Bible. Find two container that will hold each division. Mark 10 bags with the division of each Testament. Drop the Old Testament and New Testament sticks out of their containers. Mix the sticks well. As quickly as possible pick up the sticks and return them to their proper Testament container. To make the activity more difficult, use the division bags and separate the sticks into their divisions. To increase the difficulty again, have the children place the sticks in order.

Books of the Bible Wheel: Write on clothespins the books of the Bible. Using two pizza pans, write on one, “Old Testament” and on the other, “New Testament.” On the backs divide the pan in divisions. Store the clothespins in a container of your choice. To play the game: Spill out the clothespins onto the New Testament wheel. To increase the difficulty, turn over the wheel and clip the books in their proper division. The difficulty is increased again by placing the books in order.

Bible Alphabet Game: Using an old shower curtain (now a game board), write different letters on the game board. These letters are to represent the first letter in books of the Bible. Try to make lines that the children can follow. Make sure you space the letters far enough apart so that the children can be there on game piece. Starting at the top left of the game board, player one should throw the game cube and move that many spaces. After determining the letter the child has landed on, they must name a book of the Bible that starts with that letter. If the player cannot name a book that starts with that letter, the player must return to the beginning. To increase the level of difficulty, each player must name the books before and after the book that was given as a result of the throw of the cube.

New Testament Pyramid Stack: This game will reinforce the books of the New Testament in order. You will need 27 plastic cups with the books of the New Testament written on the cups (write the book name on the cup upside down...the players will be stacking the cups upside down.) On go, players will organize the books in order. The first line of cups will be Matthew – 1 Corinthians. Start the second row of the pyramid with 2 Corinthians. Continue building until the pyramid is complete with the “New Testament” cup on the top.

Minor Prophet Muffin Mix: This game helps children learn the Old Testament Minor Prophets in order. You will need a 24 count mini muffin tin and 24 ping pong balls, 2 sets of 12 (2 different colors helps). Write a minor prophet on each ping pong ball. Place the minor prophet “muffins” in the tin. The players will place the tin on their knees, facing each other with one set of 12 prophets facing each player. On “go” players will put the minor prophets in order. The first player to complete the “mix” in order wins.

Testament Pocket Sort: This game uses index cards and a report folder with pockets. Write the books of the Bible on separate index cards. Print “Old Testament” on one pocket of a report folder and “New Testament” on the other pocket. Shuffle the index cards and as quickly as possible decide if it is Old Testament or New Testament and place in the appropriate pocket.

Bible Skills “Twister®”: Use an old “Twister®” game. Develop Bible Skill questions and print them on yellow, green, blue, and red cards. Allow the child to spin the spinner. If the spinner lands on a yellow dot, the child must correctly answer a “yellow” question in order to complete the remaining instructions on the spinner (left foot green, right hand red, etc.).