

52

Games that Teach the Bible Reproducible

Ages
4-12

Nancy S. Williamson



52 Games that Teach the Bible

Easy to Do Activities for Ages 4 - 12

Author.....*Nancy S. Williamson*

Interior Illustrators.....*Fran Kizer*

Doug Ten Napel

Cover Illustrator.....*Terry Julien*

For information regarding the CPSIA on this printed material call:
203-595-3636 and provide reference # LANC-651218

These pages may be copied.

Permission is granted to the buyer of this book to
photocopy student materials in this book for
use with pupils in Sunday School or Bible teaching classes.

All rights reserved. Except as noted above, no part of this publication may be
reproduced, stored in a retrieval system, or transmitted in any form or by any
means without written permission of Rainbow Publishers.

rainbowpublishers®

Copyright © 2013 • Twenty-fifth printing

An imprint of Rose Publishing, Inc.

Torrance, CA

www.Rose-Publishing.com



SUSTAINABLE
FORESTRY
INITIATIVE

Certified Sourcing

www.sfiprogram.org
SFI-00484

Rainbow Reorder: RB36166

ISBN 10: 0-937282-64-2

ISBN 13: 978-0-937282-64-9

RELIGION / Christian Ministry / Children

Thy word have I hid in mine heart,
that I might not sin against thee.

Psalm 119:11

Thy word *is* a lamp unto my feet,
and a light unto my path.

Psalm 119:105

52 Games that Teach the Bible

Easy-to-do Activities for Ages 4 - 12

Introduction

Can you imagine your Sunday school children getting really excited about learning God's Word? Can you imagine interest and enthusiasm growing from week to week in anticipation of what will be presented in class each session?

The secret is in using creative Bible games to teach God's Word! Games are not new to the classroom. For years, teachers have used games—and highly praised them—to reward effort and to change the classroom pace.

But now you can get even more out of games. The 52 exciting Bible games in this book teach children Bible facts and stories, make Bible truths relevant and alive to your students, and build interest in God's Word. They also help develop thinking skills so children learn the most from God's Word and games help make Bible truths "stick" so they are remembered. In addition, the games in this book present the Gospel and teach important memory verses and facts—all while you and your students have fun, too!

Games are not new to Bible teaching either. In Bible times, the Jewish people used games to teach God's Word. One at a time, rabbis quoted the Scriptures as they walked together. When one stopped reciting, another immediately took up with the next word.

In every activity, *52 Games That Teach the Bible* captures the energy inherent in your children and turns game-playing into an exciting Bible-

learning activity. Many of these games are fun and relaxing for teens and adults too and may be used to provide stimulating Bible recreation for all ages.

In addition, the wide variety of games in this book will bring freshness and renewed spirit to your Sunday school, VBS, children's church, kids' club, or wherever used. You'll find quiet games and action games, plus party games and games to be played individually or by groups. You'll also find games for Bible study and devotions, plus exciting games that break the monotony of "doing the same thing week after week." Each game comes with complete instructions and illustrations and materials may be photocopied for classroom use.

In short, *52 Games the Teach the Bible* has exciting activities for just about any Bible teaching situation. Here are a few simple suggestions to get you started playing games:

- DO play a game in which everyone in the group can participate.
- DON'T play a game that requires more space than is available.
- DO be ready at all times to explain the plan of salvation or pray with a student.
- DON'T miss any chances to tell the children God loves them and He sent Jesus Christ to be their Friend and Savior.

Now—be ready and watch the Bible learning happen!

52 Games that Teach the Bible

Easy-to-do Activities for Ages 4 - 12

CONTENTS

<i>No.</i>	<i>Title</i>	<i>Page No.</i>	<i>No.</i>	<i>Title</i>	<i>Page No.</i>
1	A Bag of Peanuts, Please.....	7	27	Sheep in the Bible.....	38
2	Snatch the Bacon.....	8	28	Musical Bible.....	40
3	Bible Dash.....	9	29	Outguesser.....	40
4	Pass the Ball.....	9	30	Who's the Character?.....	41
5	Bible Match.....	10	31	Bible Book Bounce.....	41
6	Biblical Numbers.....	11	32	Bible Dominoes.....	42
7	Missing Bible Animal.....	12	33	Fill Noah's Ark.....	44
8	Verse Battle.....	16	34	Where's the Question?.....	44
9	Bible Scramble.....	16	35	Honesty Pays.....	45
10	Animal Concentration.....	17	36	Hilarious History.....	45
11	Bible Grab Bag.....	18	37	Bible Town.....	46
12	Bible Art.....	20	38	Look Around the Room.....	50
13	Just For Fun.....	20	39	Bible Alphabet.....	50
14	Bible Hide And Seek.....	21	40	Verse Scramble.....	51
15	Bible Headlines.....	22	41	Put the Animals in the Ark.....	52
16	Advance.....	24	42	Keep Going.....	54
17	Pencil Pointers.....	25	43	A Missing Part.....	54
18	Bible Keep Away.....	26	44	My Incident.....	55
19	Catch Charity.....	27	45	Bible Arithmetic.....	56
20	Match Word.....	27	46	Alphabet Search.....	58
21	Catch the Plate.....	28	47	Who Am I?.....	59
22	Walking in the Light.....	29	48	Bible Jump Rope.....	59
23	Bible Relay.....	30	49	Queen Esther and Haman.....	60
24	Sightseeing.....	31	50	Books of the Bible Football.....	61
25	Egg Carton Shake.....	37	51	Reciting Rabbis.....	64
26	The Big Step.....	37	52	Old or New.....	64

Unless marked otherwise, all Scripture verses are from the *King James Version*.

1

A Bag Of Peanuts, Please

OBJECTIVE: Reviews relationships between Bible characters

Appropriate for age 9 to teens • For 5 to 10 players

Cut out 22 peanuts duplicated onto colored construction paper or copy machine paper from the pattern below. Print the name of a father from the Bible on one peanut and print the name of his son on another peanut. Repeat with different fathers and sons until all peanuts have been labeled. Put the peanuts in a lunch bag or a large bowl. (If your group is larger than 5 to 7 players, you may want to provide more peanuts.)

To play the game, each player reaches into the bag or bowl and selects two peanuts without peeking. If the two peanuts he selects are a correct father and son combination, the player keeps the two peanuts. If not, the player puts one of the peanuts back into the bag or bowl and draws another. If the peanuts belong together, he keeps both peanuts. If the peanuts do not belong together, the player must put the second peanut back. The next player then takes his turn.

On his next turn, each player has two chances to draw the peanut which matches the peanut he already has, or to draw two matching peanuts. If the peanuts he draws do not match the peanuts he already has or do not form a matching pair, he must put them back and wait until his next turn.

Play until all 20 peanuts are drawn. The player who has the most correct pairs of fathers and sons is the winner. A small prize, such as a bag of peanuts or peanut candy, may be awarded.

This is a good game to play at a father and son party.

Suggested father and son combinations:

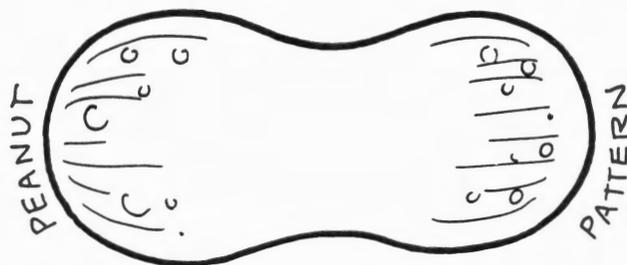
- Adam — Abel
- Noah — Shem
- Abraham — Isaac
- Jacob — Joseph
- Amran — Moses



- Nun — Joshua
- Boaz — Obed
- Elkanah — Samuel
- Jesse — David
- Zacharias — John the Baptist
- Zebedee — James and John

Other ways to play:

- Fathers and sons play as teams, with the team having the most correct pairs being the winner.
- For other events or for review of other Bible characters, label peanuts with the names of Bible mothers and sons (or children), Bible brothers and sisters, or Bible husbands and wives (especially good for a bridal shower).



2

Snatch The Bacon

OBJECTIVE: Helps students to learn and review the names of the books of the Bible

Appropriate for ages 9 to 12 • For 10 or more players

Divide the class into two teams. Line them up facing each other along a line about 30 feet apart. Begin at the left side of one team and give each child the name of a book of the Bible. (Or have the children "count off" the books of the Bible in order.) Then begin at the right side of the opposite team and give the same Bible book names to the children on that team. (See illustration.)

Between the teams, in the center, place a ball, handkerchief, or other object to represent the "bacon." Then call a Bible book such as "Exodus." Each child named Exodus attempts to run over and "snatch" the bacon and get back successfully behind his team's line and thereby gain one point. If the child carrying the bacon is tagged by the opposite team, a point is given to the team who tagged the runner.

If the game begins to lag, or if you have a very large group, call one (or more) Bible book(s) so four (or more) players are attempting to snatch the bacon at the same time.

Use different books of the Bible each time you play the game.

This is a great game for a large group of children at a summer camp or during Vacation Bible School.

