

Rocky Creek Springing Up Ministries - Review Games

Secret Word

Place the word Authority in the review game folder and insert the numbered flaps so the card is fully covered. (See GNC resource pack.) Divide the class into two teams and ask questions of the teams alternately. When a child answers a question correctly, he may indicate by number which flap he wants you to open. (to extend the game as long as possible, don't let children choose the first flap until all other flaps have been opened.) Leave the flap open. If the child thinks he knows the word, let him come whisper it to you. If the word is correct, his team gets 500 points, but don't tell the rest of the class so the game can be played longer! If the secret word is revealed before all questions have been asked, score 500 points for each remaining correct answer.

Oil Jar Concentration

Place the oil jar card in the review game folder and insert the numbered flaps so the card is fully covered. Divide the class into two teams and ask the teams questions alternately. When a child answers a question correctly, his team scores 500 points! The child then calls out two numbers on the review folder to try for a match. Lift the flaps, if the jars match, the team gets an additional 1,000 points! If they don't match, close the flaps and give the next team a chance to answer a question and try for a match. Once a match is found, leave the flaps up. If questions remain after all matches have been found, give 500 points for each remaining correct answer. The team with the most points at the end wins.

Paper Clip Draw

The Shunammite woman gave to Elisha and didn't expect anything in return. Use this game to reinforce that concept. Divide the class into two teams-the pink team and the blue team. Place about 20 colored vinyl paper clips (or pieces of paper) in a sack, making sure there are lots of pink and blue ones. To determine which team goes first, ask the first question to the whole group. The child who raises his hand first or correctly answers the question gets to pull a paper clip out of the sack. If a pink team member pulls out a pink clip, the pink team gets 500 points. But if he pulls out a blue one, the blue team gets 500 points. No points are given for other colors. Alternate between the two teams. The team with the most points after all questions have been asked is the winning team.

Gospel Symbol Concentration

Place the Gospel symbol card in the review game folder and insert the numbered flaps so that card is fully covered. Divide the class into two teams. Play this game just like Oil Jar Concentration. Divide the group into two teams and take turns asking questions between the teams. When a question is answered correctly, that team receives 500 points. If a match is made, the team receives 500 more points! If the child who finds a match can explain what the symbol stands for, his team gets an additional 500 points! The team with the most points when all the matches have been found is the winning team.

Paper Clip Zonk

Place about 20 colored paper clips (or slips of paper) in a lunch-size paper sack. Put three green paper clips (or slips of paper) in the sack. These three represent the zonk clips. Divide the class into two teams. Call one team the “Hooray” team and the other team the “Hurrah” team. Ask the Hooray team a question. The first person to raise his hand and correctly answer the question gets to choose paper clips from the sack. Each clip (if it isn’t a green zonk clip) is worth 500 points! The team member can draw as many or as few paper clips as he wants, choosing to stop anytime. When the team member decides to stop, add up the points then put the clips back in the bag. However, if the team member draws a green zonk clip, he has to put all the clips back in the bag and scores no points for that round. Take turns asking questions between the two teams. The team with the most points after all the questions have been asked wins.

Mystery Points

Insert the point card into the review game folder and insert the numbered flaps so the card is fully covered. Divide the class into two team and alternate review questions between the two teams. When a child answers correctly, he may call out a number of the review folder. Lift the flap and record the number of points for his team. Leave the flaps open after are awarded. The team with the most points after all the flaps are opened is the winning team.

Variation: use an egg carton. Prepare 12 slips of papers with points on them. Cut slits in the bottom of each egg cup. Partially insert a slip of paper, careful so that the writing does not show. Team with most points wins.

Crazy Eggs

Play this game as you played Mystery Points but use slips of paper with funny actions; e.g., pat your head and rub your stomach, do ten jumping hacks, touch your toes. When a child answers a question correctly, he pulls a slip from the bottom of the carton. The entire team then does the action together. Continue until all question have been answered. If desired, the game can also be played without dividing into teams.

Question and Prize Bags

Place a large question mark on one lunch bag and a large smiley face on another. Copy and cut apart the review questions and place them in the bag with the question mark. Place small prizes in the smiley face bag. To play, let a child pull a question from the question bag. If he answers correctly, he may pull a prize out of the smiley bag. Repeat until all questions have been answered.

Variation: divide into teams and use smiley faces drawn on slips of paper instead prizes. The team earning the most smiley faces wins.

Variation: instead of a smiley bag, write the word point and make up point cards.

Stone Concentration

Make 12 stones from construction paper. On the back of each pair of stones write one of the following words: Elijah, Ahab, Jezebel, fire, worship and rain. Randomly arrange the stones with the words face down on a wordstrip board or floor. When a child answers a question correctly, he can choose two stones to turn over. If the words on the stones match, he gets to keep them. Otherwise they are turned back over. Play continues until all questions have been answered.

Prize Size

Label one lunch bag “You Win” and another on “Good Try”. In the you-win bag put treats such as chocolate kisses or large marshmallow. (Use all one kind of treat in the bag.) In the good-try bag put miniatures of the same treat. If a child answers a question correctly, he gets to take a treat from the you win bag. If he is incorrect, he takes a treat from the good try bag.

Give and Take

Label one lunch bag “Points” and another “Give and Take”. Place twelve pieces of paper with different point values on them in the points bag. Place twelve pieces of paper in the give-and-take bag, four labeled “Give” and eight labeled “Take”. Divide the class into teams. When a child answers a question correctly, he draws out of the points bag. He then draws out of the give-and take bag. If he draws out a take, the points go to his team. If he draws a give, the points go to the other team. Play alternates between teams. Team with the most points after all questions have been answered wins.

Take Elijah to Heaven

Place Elijah, EJ-29, in the lower left corner of your board. If you are using flashcard to teach this series, photocopy, color and cut out the figure below. Glue scraps of paper towel or sandpaper on the back. Cut a cloud out of felt or paper towel to represent Heaven and put it in the top right corner of the board. Every time a question is answered correctly, move Elijah up close to Heaven. Play continues until all questions have been answered.

Climb the Mountain

Place a strand of yarn on flannelboard to form the shape of a mountain. Use two pictures of children backed with flannel of paper towel as markers. The markers start at the bottom of the mountain. Divide the class into teams and ask questions of the teams alternately. Each time a team answers a question correctly, its marker is moved 1/6 of the way higher up the mountain. The goal is reach the peak.

Worry No More

Write each of the following “worries” with its corresponding point value on an index card: being left alone (500), scary things (500), family problems (1000), schoolwork (1000), not being liked by others (2000), death (2000), sickness (3000), getting hurt (3000), being laughed at (4000), getting lost (4000), not having enough money (5000). Place the 12 cards in a paper bag, box or envelope. Divide the class into two teams and ask questions, alternating between the teams. The first child to answer correctly draws a card and earns the point on that card for his team. He may then double the points by telling how to trust God instead of worrying in that situation. Continue playing until all cards are drawn or time runs out. The team earning the most points wins!

Spell-Off

On two strips of paper draw eight short lines. Show the children the lined strips and have them spell *faithful* with you as you point to each line. Talk briefly about how God was faithful to Moses and is always faithful to His children. Divide the class into two teams. Choose two captains and give each paper strip and a pencil. Ask a review question of both teams. (Do not alternate between the teams because the team that goes first is likely to win.) The first child to raise his hand and answer correctly earns a letter, which his captain writes on his paper. The team to complete the word *faithful* wins!

Footprints Tic-Tac-Toe

Cut out five footprints of one color and five of another. Back with flocked paper scraps or paper towel. Clip four pieces of yarn to the flannelboard to make a tic-tac-toe grid. Divide the class into two teams and ask a review question of both. (Do not alternate between the teams or no one will win.) The first child to raise his hand and answer correctly places one of his team’s footprints in the square of his choice. The first team to get three in a row wins! Repeat as time allows.

Plague Concentration

Create two sets of ten cards with words or pictures showing the ten plagues with a point value for each. Mix up both sets and place face down in rows on a flat surface. For larger classes choose ten children to stand in a line in front of the room, each holding two cards. Divide the class into two teams and ask questions, alternating between the teams. The first child to raise his hand and answer correctly chooses two cards and turns them over. If the plagues match, the child’s team earns the number of points on those cards. If they don’t match, turn the cards back over and ask the other team a question. Continue playing until all matches have been found or all questions have been asked. The team with the most matches wins!

Musical Questions

Photo copy and cut out the review questions then place them in a paper bag, box or envelope. Remind the children that the Israelites praised God after safely crossing the Red Sea. Have the children stand in a circle and sing “Have You Heard the Good News?” while passing the questions around the circle. When the song ends the child holding the questions draws one, reads and answers it. Repeat the song several times, allowing several children to draw and answer.

Contentment Zonk

Cut seven index cards in half. Place high point values on 11 of the cards. Write the word *complaining* on two cards and the word *contentment* on one card. Place all cards in a bag. Divide the class into two teams and ask questions, alternating between the teams. The first child to raise his hand and answer correctly may draw a card from the bag. He may continue drawing cards and accumulating points for his team as long as he wishes. However, if the complaining card is drawn, the team is “zonked”; they lose all the points from that round. If the contentment card is drawn, the total points are doubled when the child decides to stop. Total the team’s points and return the cards to the bag. The team with the most points after all questions have been asked or when time runs out wins.

Zonk

Prepare 20 3”X5” cards by writing “Zonk” in large letters on the front of each one. On the backs of 16 of the cards write various point values. On the back of the remaining four cards write “Zonk”. Divide the class into teams. Either place the cards with point values down on the floor or hold them with the point value facing you. When a child answers a question correctly, he gets to pick a card. If the card has points on it, his team earns those point. If it has a zonk, it counts as a zero for that turn. The team earning the most points wins.

Variation:

Instead of dividing into teams, the entire class can work together to reach a predetermined number of point.

If you have older children you could give them the option of drawing as many cards as they want. If they draw a zonk, they lose all points for that turn. After each turn, put cards back into play.

Group Five and Take

Write various point values on slips of paper and place them in a bag labeled “Points”. In another bag labeled “Give and Take” place eight slips of paper with the word “Give” and ten with the word “Take”. When a child answers a question correctly, he draws from the point bag. He then draws from the give and take bag to determine whether the class gets to keep the points (take) or the teacher gets the points (give)

Spell It

Write each letter of the word “Discipline” on a slip of paper backed with felt or paper towel and the word “Sorry” on two additional slips of paper. Scramble the papers and place in an envelope. The game can be played in teams or the entire class can be challenged to reach a point goal. When a child answers a question correctly, he draws a slip of paper. If it is a letter he earns 1,000 points. If it’s a “Sorry” he earns no point but adds it to the flannelboard. If a child thinks he know the word, he can whisper it to the teacher. The first on to unscramble the word earns an extra 2,000 points. Play continues until all questions have been answered or all letters have been drawn.

Lion Strings

Mount a picture of a lion's head on stiff paper or card stock. Using a hole punch, punch 15 holes around the edge of the head. Cut 15 pieces of yarn or string in various lengths. Put one end of each piece of yarn through a hole in the lion's head, concealing the rest of each piece behind the lion. Lay the lion on a table or the floor. When a child answers a question correctly, he gets to pull a piece of yarn out of a hole. The pieces of yarn for each team are lined up end to end. The team with the longest line of yarn wins.

Variation: use an egg carton and only 12 stings. Punch a hole in the bottom of each egg cup, pull a small amount the string through each hole, leaving the rest inside the egg cup. Close the lid of the carton. Again the team with the longest string wins.

Button Points

Using a marker and masking tape, label in the inside of each cup of an egg carton with point values. Drop a button in the carton and close it. Divide in teams and ask questions alternately of each. When a child answers correct, he may shake the carton, open the lid and look under the button to find out how many points his team earns. The team earning the most points wins.

Cracked

Play this game as you played Button Points but label four of the egg carton cups with Xs and the other eight with point values. When a child answers a question correctly, he may shake the carton, open the lid and look under the button to find out how many points his team earns. If the button lands on an X his turn is over. If it lands on points, he earns them for his team. The child may continue to shake the carton and earn points as long as he wants, but if the button lands on an X he must stop and lose all points earned for the round. The team earning the most points wins.

Ruler of the Ring

Divide into two teams and let each choose its ruler. Have each team sit in a circle with its ruler in the middle. (for smaller groups create a rope circle for the ruler to sit in while his team sits outside it.) Ask questions alternately between the teams. As long as a team answers correctly, its ruler stays in the middle. If a team gives a wrong answer, its ruler must step out and sit with his team. The team then goes without a ruler until it answers another question correctly and chooses a new ruler to sit in the middle. The team having the fewest changes in leadership wins.

Come Over

Divide the children into two teams and have them form two lines facing each other with one side of each line designated front. Ask questions of the teams alternately. When a team answers correctly a child from the other team joins it by moving from the front of his line to the back of the other team's line. The team with the most members after all questions have been asked wins.

Blind Vote

Divide the group into two teams. Call on any child to answer a question, then have all the children close their eyes and vote on whether they think the answer is correct. Thumbs up means correct; thumbs down means incorrect. Count the number of children who vote correctly on each team. The team with the most correct votes wins that round. Continue until all questions have been answered.

Footprint Race

Cut out two footprints (a right and a left) per team. Line up the footprints for each team on a flat surface or back them with flocked paper scraps or paper towel and place on a flannelboard. Divide the class into two teams and ask questions, alternating between the teams. If a child answers correctly he moves one of his team's footprints forward, end to end as if taking a step. The team that travels farthest wins.

Right Way, Wrong Way

Prepare 12 footprints with "right way" (tell other about Jesus, share, be kind, pray, obey parents, go to church, love others, learn Bible verses) and "wrong ways" (lie, disobey, cheat, pout) written on them, one per footprint. Spread footprints face down on a table or fan in your hand. Ask questions, alternating between the teams. When a child answers a question correctly, he may draw a footprint and tell whether it is a right way or wrong way to live as a Christian. The team collecting the most right ways wins.