

Memory Verses

- 1. God is faithful, by whom you were called into the fellowship of his Son, Jesus Christ our Lord. 1 Corinthians 1:9
- 2. But if we walk in the light, as He is in the light, we have fellowship with one another, and the blood of Jesus His Son cleanses us from all sin. 1 John 1:7
- 3. As each has received a gift, use it to serve one another, as good stewards of God's varied grace. 1 Peter 4:10

Games

- 1. Word Scramble. Write the verse on a piece of paper where each word is scrambled. See who can be the first to unscramble it correctly.
- 2. **Gotcha!** Quote a verse incorrectly to the kids, omitting or changing a key word. Ask them to shout, "Gotcha!" when they catch the mistake. Then quote the verse accurately together.
- 3. Crack the Code. Create a code key of symbols that correspond to the letters used in the verse. Write out the verse using only the symbols on the whiteboard. Give the kids the code key and instruct them to write out the verse correctly using the code key to crack the symbols.

Books of the Bible Games

- 1. I'm Thinking of a Book. Give each child a bible and quietly to yourself pick a book of the bible. Start calling out hints about that book to the class and see who can guess the correct book first.
- 2. Old or New. Have all the kids stand up in a line in the back of the room. Explain that you're going to call out a book of the Bible and if the book you call out is in the Old Testament, they should take a step back and if it's in the New Testament, they should take a step forward. Challenge them with names that aren't books of the Bible and have them sit down on those names.
- 3. Category. Focus on Paul's Epistles (Romans, 1 Corinthians, 2 Corinthians, Galatians, Ephesians, Philippians, Colossians, 1 Thessalonians, 2 Thessalonians, 1 Timothy, 2 Timothy, Titus, Philemon). Allow kids time to review the books in that category. Write each book on an index card, shuffle them, and place them in the center of the table. Have children take turns placing the books under the category in correct order. If they get it wrong, they'll have to put the card back into the middle of the table to be drawn by the next person until all books have been correctly assembled.