

## Memory Verses

1. They shall be My people and I will be their God. Jeremiah 32:38
2. Not one word of all the good promises that the Lord had made to the house of Israel had failed; all came to pass. Joshua 21:45
3. For if the blood of goats and bulls and the sprinkling of defiled persons with the ashes of a heifer, sanctify for the purification of the flesh, how much more will the blood of Christ, who through the eternal spirit, offered Himself without blemish to God, purify our conscience from dead works to serve the living God? Hebrews 9:13-14

## Games

1. 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.
2. Wipe Out. Write your memory verse on the whiteboard. Say the verse together and then erase the first line or word. Say it again. Repeat until the entire verse is gone and said correctly by memory.
3. Toss Across. Toss or roll a ball to one child. Have him say the first word of the verse before tossing or rolling the ball to someone else, who then says the next word, and so on. Continue until you complete the verse. If the ball is dropped, start over again. Time how long it takes to finish the verse; and try to beat the previous time.

## Books of the Bible Games

1. Roll the Dice. Have children take turns rolling a dice. When a child rolls the dice, they should name as many books of the bible as the number that shows on the dice. Similar to the game of Who Wants To Be A Millionaire, if they need a lifeline, they can phone a friend (ask their classmates for help), request a hint from the teacher (provide a hint about the contents of that book), or request a 50-50 elimination from the teacher (provide two books as a possible answer). Each child can only use one lifeline per game.
2. Get in Order. Using the books of the bible index cards in the teacher's bin, pass out one card to each kid in the class (randomly and not in any particular order). Kids should race to get in order by standing in the order of the bible book cards they are holding. Once they are in line, say the books of the bible in order, naming the books that should be between the cards that they are holding. Collect the cards, reshuffle and play it again.
3. Category. Focus on books of the General Epistles (Hebrews, James, 1 Peter, 2 Peter, 1 John, 2 John, 3 John, Jude, Revelation). Allow kids time to review the books in the 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.