



## BOOKS OF THE BIBLE GAMES

1. Write the name of each book of the Bible on an index card. Also write each name on the front side of a folded piece of construction paper. (Cut an 8 1/2"x 11" sheet of paper in half lengthwise. Fold each piece in half to make a 'tent.' Write the name of one book on one side.) String a clothesline across the front of the room at child-height, for example, between two chairs. Hide the folded sheets of paper around the room before class starts. As the children enter give them one of the index cards and have them look for the hidden sheet that matches the card. When they find it, they can then place the folded sheet on the clothesline in its proper place. Have other adults available at the clothesline to help. Encourage children to use the Table of Contents in their Bible to help place their book in order. Children may then come and get a new card and repeat the process until all the cards have been handed out. This activity, depending on the age of the children, may take up to 20 minutes. For younger children, you may make this game easier by doing smaller sections of the Bible at a time.
2. Collect small cereal or food boxes. Each box will become a book of the Bible. Wrap each box in solid colored craft paper. On the 'spine' of each covered box, write the name of a book of the Bible. Stand the boxes up like books in a bookcase on a shelf in the classroom, or on the floor against a wall. Use two heavy objects for bookends. Before class, mix up the order of the books and have children put them in order. Also, you may scatter or hide the 'books' in the room and present the children with a corresponding index card, as in the previous activity. Have the children find the books and place them in order. Consider color-coding the boxes with the craft paper to represent different sections of the Bible: Old and New Testaments, or the Pentateuch, Prophets, Wisdom books etc.
3. For each child, make a set of slips of paper with a name of a book of the Bible on each slip. These can easily be made by copying a list of the names and cutting them apart with a paper cutter. Children must then place the slips in order. When they have finished, they can help a friend. Encourage the children to use the Table of Contents in their Bible to help them until they memorize the books and their order. The slips may be kept in an envelope and used periodically.<sup>1</sup>
4. Split the class into two teams. At the signal, someone from each team can run up to the board and write "Genesis" on the board. He must then run back to his/her

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<sup>1</sup>The first three games have been taken from THE ABC'S OF GOD curriculum published by Desiring God Ministries. Used by permission.

team and hand the marker or chalk to someone who is raising his/her hand. That person can then write "Exodus" under Genesis. The game continues until all the books are listed. If a team gets stuck, someone may look at the table of contents, but the team receives a one person penalty. (They must wait while one person from the opposing team writes a book of the Bible on their list and hands the marker or chalk to another team member.) The team that finishes first wins the game.

5. Line the children up in two lines facing each other. The first child in one line bounces a ball to the first child in the opposite line and says, "Genesis" (or "Matthew"). The ball should bounce one time before being caught. The child in the opposite line catches the ball and says, "Exodus". He then bounces the ball the second person in the line facing him who catches the ball and says, "Leviticus", and so forth. When the ball reaches the end of the line, children bounce the ball back the opposite direction. You may want to start with the first eight books of the Bible and keep adding books as the children progress in their memorization.

If it is too difficult for the children to handle the ball, the children can just say the books zigzagging down the line (same activity without the ball).

6. List the first letter of the books of the Bible in order on the board. If the children can write, they can take turns walking up to the board to fill in the books of the Bible in order. If they cannot write, they can tell the teacher the name of the book and it can be a verbal exercise or the teacher can write down the name. This can be played in one large group, or as a relay race.
7. Children sit cross-legged in a circle. The teacher starts a rhythm and the children follow in unison (i.e. slap the knees twice, then clap twice). At a certain point in the rhythm (i.e. after the second clap), the children say a book of the Bible, starting with Genesis (or Matthew) and progressing in order. You may want to start at the beginning of the study with a partial listing of the books and keep adding books as the study progresses.

Variation: Rather than have all the children say the books in unison, the children could take turns going around the circle. If a child misses, it can either be corrected, the next child can say the correct book, or the child can sit in the center of the circle.

Variation: The same game can be played but pairing the children. They can either sit or stand facing each other. They can include slapping the other person's hands, palms together as part of the rhythm.

8. Jump rope using the books of the Bible as the jump rope "rhyme."

9. Line up the children in two teams. At the signal the first child in each line says, "Genesis" (or "Matthew"), the second child says, "Exodus", the third child says, "Leviticus", and so forth. The team that finishes saying the books of the Bible first is the winner.
10. Write the name of each of the books of the Bible on a card (or use a partial list) and tape the cards to the wall in the front of the room. Call on children to come to the front of the room pick up the appropriate card (progressing in Bible order) and drop it in a box with a slotted top (like a bank).

Variation: Children can drop in the card and take a piece of candy out of a candy dish.

11. Echo: The teacher recites the books of the Bible pausing after each book to give the children a chance to echo the book name. Eventually a child should be able to lead the echo.
12. Split the class into two teams. Give the first person on each team a ball. Instruct the children to turn and pass the ball to the person behind him. The person grabbing the ball must say, "Genesis" (or "Matthew") when he grabs the ball. He then passes the ball to the person behind him who says the next book of the Bible when he grabs the ball and so forth. When the ball gets to the end of the line, the ball gets passed back in the opposite direction. The first team to finish saying the books of the Bible is the winning team. If a child says the wrong name, the ball goes to the next person to say the right name.
13. Sing a books of the Bible song. (Many children's song books contain a New Testament and an Old Testament song.)
14. Make up hand motions for each of the books of the Bible. Teach the children the names of the books and the hand motions. (The children might have fun helping you think of hand motions.)