

# **Sparking Up Your Good News Club**

## **The Importance & Strategy of Games**

### **I. Why is review important?**

- A. God's Word encourages review (Heb. 2:1; 2 Pet. 3:1, 2).
- B. It is helpful in evaluating previous teaching.
- C. Review reinforces good teaching.
- D. It corrects any faulty concepts the children might have.

### **II. Why use review games?**

- A. Review games help meet some basic needs of the children.
  - 1. The need for **activity**
  - 2. The need for **achievement**
  - 3. The need for **approval**
  - 4. The need for new **experiences**
  - 5. The need for friendly **competition**
- B. Review games provide opportunities to learn about your children through observation.
- C. Children like review games.

### **III. Guidelines for using review games**

- A. **Use a variety of games**, not the favorite one each week. It is better to leave the children with the desire to play the game again, than to have them get tired of the same one.
- B. **Use discretion when giving prizes.** Prizes should be kept small and inexpensive with the main focus being on the content of the material being received.
- C. **Accept the student's answer if at all possible**, then give the answer you really wanted. (For example, you ask, "What happened after Jesus died?" You are looking for an answer about the resurrection. A child answers, "He was buried." You say, "That's right, but He didn't stay dead, did He? He arose from the dead and is alive today.")
- D. **Emphasize that everyone is a winner when learning about God's Word.**

## IV. Planning for the review time

### A. Write out the questions in advance.

1. Use questions that start with what, who, why, when, where and how.
2. Use thought-provoking questions rather than questions which can be answered with "yes" or "no."
3. Use questions with varying levels of difficulty.
4. *Print* the questions if the children are to read them.

### B. Include different types of questions.

**Fact questions** test Bible knowledge; use a limited number of these.

(Example: Who was the man who brought his brother to Jesus?)

**Spiritual truth questions** aid understanding.

(Examples: Why is it that the Lord Jesus could die on the cross for your sin?  
What is it that separates you from God? Who can say a Bible verse that tells us about God's love?)

**Application questions** help the child see how the lesson affects his life. They use the word "you."

- Questions can be based on the main truth of the lesson.

(Example: If you know Jesus as your Savior, God wants you to obey Him. Name one special way you can obey God this week.)

- They may be based on the memory verse.

(Example: How can you put our Bible verse, Ephesians 4:32, into practice in your life this week?)

- They may encourage the child to give a testimony.

(Example: Who will tell me about when you trusted the Lord Jesus as your Savior?)

### C. Be sure the children understand the procedure when playing a review game.

1. Explain the rules first every time; someone may have made their own rules since the last time you played the game.
2. Keep the rules simple.
3. Keep the game within the allotted time; you may only have five to ten minutes within your hour.

## V. Types of review games

- A. Games where your group works together—no teams
- B. Team games for competition
- C. Games specifically related to your lesson
- D. Memory verse related games
- E. Review related to a special season
- F. Games that have teaching value in and of themselves

## VI. When to use review games

- A. Vary the **time** from week to week.
- B. A game at the **beginning** of your hour encourages **promptness**.
- C. Play a game in the **middle** of your hour to allow some **freedom** of activity.
- D. With the review game at the **end** of your hour, you can encourage careful **listening** that day.

## Review Games for God the Creator King

### Lesson 1: The King's Command

(See GNC Resource Pack for \*reproducible cards. Prepare the game cards and place them in a bag.) Then say, "When a king speaks, his people should listen. Many years ago, the words of the king were loudly read in places where many people would gather so everyone could hear what the king wanted them to do. When a child from your team answers a question correctly, you get 1,000 points. Then the child becomes the town crier and draws a card from the bag and reads it out loud. Your team must complete the activity on the card to get the extra points listed on the card for the activity. The child returns the card to the teacher and the play continues.

### Lesson 2: King's Creation Collection

(See GNC Resource Pack or Power Point CD) Prepare the crown game pieces if using the resource pack. Place the crowns in a bag. There are two of each day. Divide the children into teams and ask questions alternating between the teams. If a child answers the review question correctly, he may select a crown and read the Day and what God created on that day. Alternate between the teams. The goal is to collect as many different days of creation as possible. If the child picks the same day as his team already has, he must give that card to the other team. The team with the most different days wins.

### **Lesson 3: Royal Treasure Hunt**

**(See GNC Resource Pack or Power Point CD)** *(Prepare the jewel game pieces in the Reproducibles if using the GNC Resource Pack. Copy them onto colored cardstock or white and then color them; then cut them apart. Write point values on the back of each one. Place the crowns in a bag, or hide them around the room, or place them point side down in a pocket chart.)* Divide the children into teams and ask questions alternating between the teams. If a child answers the review question correctly, he may draw a crown from the bag or pocket chart and tell how many points it says. The team with the most points wins.

### **Lesson 4: Kingly Characteristics**

**(Kingly Characteristic Cards from GNC Resource Pack or Power Point CD & a bag)** *(Prepare game pieces by cutting them apart and putting them into a bag.)*

Say, "There is no other king like God. Our game today is going to help us see just how awesome and unique God, the Creator King is. When you answer a question correctly, you may draw a card from the bag. I will tell you what the word on the back means or ask you and you can get 100 points for every letter in the word for your team. "Love" is four letters so you would get 400 points for your team, etc."

### **Lesson 5: The King's Critters**

**(The King's Critter Cards from GNC Resource Pack or Power Point CD & a bag)** *(Prepare game pieces by cutting them apart and putting them into a bag.)*

Divide into two teams. When a child answers a question, award his team 1,000 points and allow him to choose an animal card without showing it to his team. He has to do charades to help his team guess which animal is on the card. Be prepared to quietly give suggestions on how to act out each animal. Challenge older children to do it without making any noise. Award an extra 1,000 points when the animal is guessed correctly.

### **Lesson 6: Mystery Mammals**

**(Sheet with riddles page 59 in the teacher's manual)** Divide into two teams. When a child answers a question, he earns 100 points for his team. Then read the first clue of mystery mammal #1. If the child can guess the animal, give his team another 100 points. If he cannot guess correctly, then go to the other team and ask another question. Give another clue or the first clue of the second animal, etc.

### **Lesson 6: Planet Points**

**(Cut apart the planets from the GNC Resource Pack and put them into a bag.)** Divide into two teams. When the questions is answered correctly, the child picks a card from the bag and his team earns the points on the back of the

card. As each planet is picked, share an interesting fact about that planet from the teacher's manual page 58.

## **EXTRA REVIEW GAME IDEAS**

### **Balloon Pop:**

Prepare 12 small slips of paper with points written on each and place them into the necks of deflated balloons. Then blow up the balloons and tie them into a knot. Place the inflated balloons into a large plastic bag to transport. Divide into teams. After a question is answered correctly, use a pin to break the balloon to see how many points the team earned.

### **Munchie Mouths:**

Make 12 munchie mouths out of 3 plastic canvas squares and yarn. Stitch them separately then together along the sides, leaving one side open. Then glue craft eyes onto one side of the open area. Write points 500-1,000 on small slips of paper and hide one in each mouth. After answering the question correctly, the child gets to choose a munchie, open it and take out the paper with the points on it. **OR** place a small, wrapped candy or prize into the munchie mouth.

### **Fishing Game:**

Make 12 fish out of heavy paper or cardstock and attach a paper clip near the mouths. Print points on the backs. Spread them out on a flat surface and use a magnet at the end of a string attached to a pole. After answering the question correctly, the child may go fishing for points, catching one fish to see how many points he gets for his team.

### **Zonk!:**

Use 4 x 6 index cards and write points on 12 of them. Then write, "Zonk" on the other 2. Put them in a bag and after answering a question correctly, the child pulls one card at a time and may keep drawing until he gets a "Zonk". He then loses all the points on that turn. He may stop at any time and keep the points.

### **Trade a Piece Game:**

Make up 2 squares of 6 different colors. Put points on the back of each square. Use different values for the same color. Place squares with the same color squares one above the other in a pocket chart. Divide the children into two teams, assigning the top row to one and the bottom row to the other team. After the question is answered correctly, the child may choose a color to trade or leave the pieces where they are. Continue asking questions and deciding whether to trade or leave where they are. At the end of the game, turn over the squares to reveal the points. The team with the most points wins!

### **Which Door?:**

Take a manila file folder. Draw 3 doors of equal size on the front and number them 1, 2, 3. Then use an Exacto knife to cut along three sides of the doors, leaving one side attached. Bend them back so that each one can open. Use 12 sheets of cardstock and

write points in three places so that they show when one of the doors is opened. Write different points on all the other 11 sheets. When the question is answered correctly, the child chooses a door. Open that door and show him how many points he earned for his team. Then pull that front sheet out and put it in the back of the other ones. Then you are ready for the next question. The team with the most points wins.

**Mystery Phrase:**

Choose a phrase from the Bible lesson. It could be the Word Up! Using a whiteboard, make dashes for each word of the phrase. After the question is answered correctly, the child may guess a letter found in any of the words. If the letter is anywhere in the phrase, write it on the dash. The child may guess the phrase at any time. Have two more phrases ready to be used. You might want to make the dashes ahead of time below the first one.

**Give or Take?:**

Take three 3 x 5 cards of two different colors and cut them in half. Write points on the backs. Put the cards in a bag and mix them. Divide the children into two teams and give them the names of the two colors of the cards. When the question is answered correctly, the child reaches in the bag and pulls out a card. If it is his team's color, his team gets the points, but if it is the other team's color, the other team is given the points. The team with the most points at the end of the game wins.

**Teaching Aids to Help You  
Review with Children**

1. *Children's Ministry Resource Bible* (Thomas Nelson Publishers)
  - Full-page article "Creative Ways to Review" (page 762)
2. Children's Ministries Institute® [cefcmi.com](http://cefcmi.com)
  - Training opportunities

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