

Bible Lessons for Children
Learning to Know the Triune God through His Holy Word
By Tamarie Tigh

Review Games for Catechism

Instructions to make Catechism Game Cards: Write a catechism question on one index card, its answer on another card, and its verse on another card. Continue this process until all catechism questions, answers, and verses to be reviewed have been written. Backs of index cards must remain blank.

Beat the Clock: Before the game begins, decide what Catechism Game Cards will be used: questions, answers, and verses; just the questions and answers; just the answers and verses; or just the questions and verses. This will determine what makes "a match." Players are given cards that have been shuffled and are all mixed. Timekeeper tells players the pre-determined amount of time that players will have. When the timekeeper says, "Go," players begin finding and laying out matches as quickly as possible before the timekeeper says, "Stop." The player with the most correct matches wins. Have players "prove" their matches by reading them aloud.

Go Fish: Before the game begins, decide what Catechism Game Cards will be used: questions, answers, and verses; just the questions and answers; just the answers and verses; or just the questions and verses. This will determine what makes "a match." Shuffle cards. Depending upon the number of cards being used in the game, deal 5 or 7 cards to each player. Place the left over cards in the center of the table face down. Each player picks up his/her hand and looks for matches. Matches are laid down face up for all to see. The player to the right of the dealer begins by asking any one player whether s/he has a card needed to make a match to one of the cards in his/her hand. The question must be specific, such as "Name, do you have the verse that answers the question 'Who is God?'" or "Name, do you have the question that goes with the answer 'God is everywhere?'" If the player has the card, it must be given to the player requesting it. If the player does not have the card, s/he says "Go Fish" and the player draws a card from the pile in the center. Whenever a player gets a match, the match is laid down face up for all to see. Have players "prove" their matches by reading them aloud. The first player to lay down all cards in his/her hand wins.

Hand Out: Before the game begins, decide what Catechism Game Cards will be used: questions, answers, and verses; just the questions and answers; just the answers and verses; or just the questions and verses. This will determine what makes "a match." Shuffle cards. Deal all cards to players. Each player picks up his/her hand and looks for matches. Matches are laid down face up for all to see. The first player chooses a card from the hand of the player to his/her right. The hand is held up with the back of the cards facing the player – the player does not know what card s/he is choosing. Whenever a player gets a match, the match is laid down face up for all to see. Have players "prove" their matches by reading them aloud. Play continues in this manner around the circle several times. The first player to lay down all cards in his/her hand wins.

Memory: Spread out all Catechism Game Cards upside down on the table. Take turns turning over 3 cards. Try to remember where various cards are located. When a player turns over a question, answer, and verse that all match then the player keeps the 3 cards and takes another turn. (Simpler variation: Try to match just the question and answer or just the answer and verse or just the question and verse.) The player with the most matches at the end of the game wins. Have players "prove" their matches by reading them aloud.

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Pick-a-card: Before the game begins, decide what Catechism Game Cards will be used: questions, answers, and verses; just the questions and answers; just the answers and verses; or just the questions and verses. This will determine what makes "a match." Shuffle cards. Deal 6 cards to each player. Place the left over cards in the center of the table face down. Each player picks up his/her hand and looks for matches. Matches are laid down face up for all to see. The player to the right of the dealer begins by drawing a card from the center pile. The player must then discard a card face up for all to see in the center. The next player chooses a card from the center – either one that is face down or the one that was discarded that is face up – and then discards face up into the center. A player will never have more than 6 cards in his/her hand. Whenever a match is made it is placed face up for all to see. Have players "prove" their matches by reading them aloud. The first player to lay down all cards in his/her hand wins.

Instructions to make Flip-em Game Cards: Write one catechism question on each card, then flip the cards over and write the answer and verse to the question that is on the other side.

Flip-em: Students partner up. One student holds a Flip-em card for his/her partner to read. The student holding the card silently counts to 5 (7, 10...) and then flips the card over. The partner must try to share the correct answer and verse or the correct catechism question before the card is flipped. If the partner answers fast enough, then s/he keeps the card. If the partner does not answer fast enough, the card holder keeps the card.

Flip-em Competition: Leader holds up Flip-em card for two students to read. Students compete to share the correct answer and verse or the correct catechism question first, before leader flips the card over. Fastest student with the correct answer keeps the card. If leader flips card before either student answers, then the leader keeps the card. The person with the most cards at the end of the game wins.

Instructions to make QAV Game Board: Make a game board by drawing a path of connected squares, circles, or other shapes. Write "Start" at the beginning and "End" at the finish. Every few spaces write in the shape: Q#, A#, or V# until all catechism question numbers, answer numbers, and verse numbers to be reviewed have been written. (Note: Q3=catechism question #3, A2=catechism answer #2, V1=catechism verse #1, etc.)

QAV Board Game: Players take turns rolling a number cube and moving a small object the correct number of spaces on the QAV game board. If the player lands on a Q#, A#, or V#, the player must share the correct question, answer, or verse to get another turn. The first player to reach the "End" of the board wins. (Note: Q3=catechism question #3, A2=catechism answer #2, V1=catechism verse #1, etc.)

Instructions to make QAV Game Cards: Write one "Q#" per index card. Write one "A#" per different index card. Write one "V#" per different index card. Continue until all catechism question numbers, answer numbers, and verse numbers to be reviewed have been written. Backs of index cards must remain blank. (Note: Q3=catechism question #3, A2=catechism answer #2, V1=catechism verse #1, etc.)

QAV Card Game: Stack Q cards together, A cards together, and V cards together in three separate stacks with their blank sides facing up. Player chooses one card from any stack and turns it over for all to see. To keep the card, player must share the correct question, answer, or verse indicated on the card. If the player is correct, s/he keeps the card and takes another turn. If the player is incorrect, the card is placed on the bottom of the stack from which it was taken and the turn is over. At the end of the game the player with the most cards wins.

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Team QAV: Divide players into teams. A representative from one team chooses a QAV card from the stack and shows it to everyone. The team works together to remember and share the question, answer, or verse indicated (Q1=catechism question #1, A3=catechism answer #3, etc.). If they are correct, the team gets a point. Otherwise, the other team gets a chance to try. Play continues as teams take turns choosing cards and answering. At the end of the game, the team with the most points wins.