

General Games and Activities Teacher Instructions

For each of the lessons one of the games has been suggested to re-enforce the theme of the lesson. We have used the following games in a variety of ways. You can use the game suggested or choose another which fits your students and your time frame.

A list of general games that can be used for any/all lessons is included on pages 255-256.

Aleph-Bet Games

We divided the Aleph-Bet into groups of 5 so students can learn them in sections. This makes it easier to remember and does not overwhelm them. Each game comes with a set of instructions. It is suggested that you start with the first set of 5 letters with lesson 2 of Noah (Noach) and use the next 4 sets with the following lessons.

1. We start with saying the letter and the letter's value. Example: Gimel is 3.
2. Then we say the sound the letter makes. Example: Gimel says "guh" as in "girl".
3. Then say the meaning of the letter is "camel, pride, to lift up".
4. Finally, we trace or write the letter.
5. As an option you can cut the page into the designated rectangles and then scramble and have the children put them in the right order.
6. For advanced scramble, cut the rectangle in half, separating the letter, value and meaning from the writing letter. Scramble all the pieces and have the students assembly in correct order.

You can use these lessons more than once and we have found that the students learn them quickly. This seems to be a "favorite" for the students and can be used as a writing page or cut up and used as an activity scramble game. Directions for the scramble game are provide at the top of the Aleph-Bet Hebrew Letter Practice page 245.

Some Hebrew letters appear very similar and will require additional study to identify the differences. It will be a fun treasure hunt to find the differences. Two of the pages that are introduced after they learn the 22 letters of the Hebrew aleph-bet focus on these similar letters. The students will learn how to tell the difference between Beit and Veit and many other similar sounding and sometimes similar looking letters. This also can be cut up and used as an activity scramble game as well as a practice writing activity.

The "Final Sofit Letters (Say, Trace and Write)" page helps students recognize and learn the Sofit (Final) forms which are used at the end of words. This is designed as a writing practice but can also be cut up and used as a scramble matching game by turning the pieces with the writing side down and laid out in equal rows. The students then try to turn two over at a time to match the Sofit letters saying the name and sound of the letter. If they turn a second one over which does not match, they turn both back over and someone else tries to remember where two of the same letters are. If they have found a match, they take those letter off the board, collecting them as a team or individual player. When all the letters are gone, the one with the most letters wins.

The Letter song and Scramble game can be used as a writing page and to sing the aleph-beit song with. Another use of this page would be to cut into pieces and then have the students put the scrambled pieces back in order.

10 "Words"/Commandment Games

There are (4) "10 Words/Commandment" games each focused on emphasis the Letter, Name, Number or Commandment.

1. Trace and say page which can also be cut up and used as a scramble and match game.
2. The Commandment game has the students choose the correct letter and put it into the space that matches the commandment and name.
3. On the third page, they choose and write or paste in the name of the letter into the space corresponding to the letter and Commandment.
4. They write in or paste the correct commandment which matches the Hebrew letter.

Games and Activity suggestions (To be used with any/all lessons)

These suggestions are games which are noted in the lesson plans. You can use them as suggested or change them up to fit you, your students and your time frame. The directions are included in each game.

Tic Tack Toe is an easy to do game which reviews the lesson just taught. You will need to create the questions for the game from the lesson. This can be used either at the end of the lesson as a review or the beginning of the next lesson to remind the students of what they have learned.

Ring Toss (or ball in the basket) is fun for students and gets them moving. You will need either rings or a ball and basket for the game. You will also need to create the questions based on the lesson you are reviewing.

Each one write one is a game that works well with the older students. The students write the questions with this one and then the opposing team tries to answer them. This takes a bit of time and you may have to be ready to give some starting suggestions. You could have them make up the questions at the end of a class as a review and play the game as a start for the next class.

Scavenger Hunt is fun for all. You will need to have questions written in large letters on paper which are taped on the walls around the room and then answers on separate pieces of paper for the teams to match to the questions.

Build Bob is a game that is used to review several lessons at a time. You create the questions and the teams. You will need to have a chalkboard and chalk or large paper and marker which is posted so all can see.

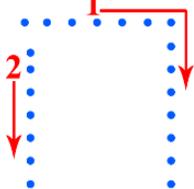
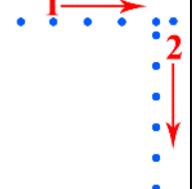
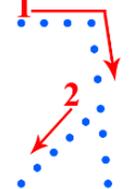
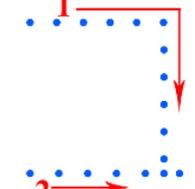
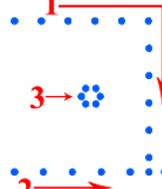
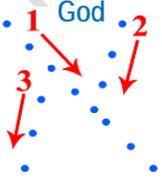
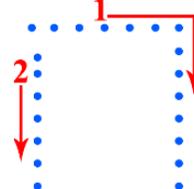
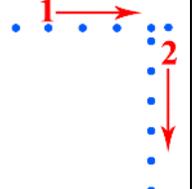
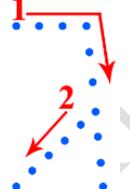
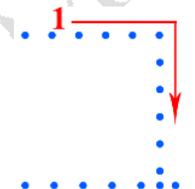
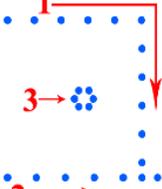
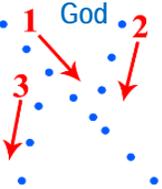
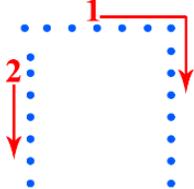
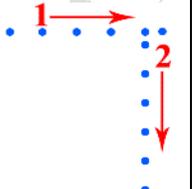
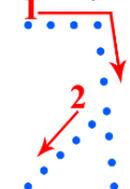
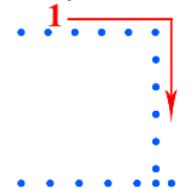
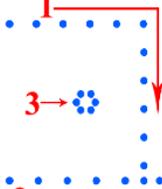
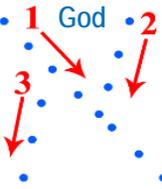
Skits, this can be done with any of the lessons and the students love to act out the stories. This helps keep them active and engaged. Creating and performing the scenes allows the students to teach each other and can replace the story portion or just sections of the lesson to get students up and moving. Make sure that all students are involved in some aspect during the lesson.

Aleph-Bet Hebrew Letter Practice

Letters 1 through 5 (Say, Trace and Write)

- a. Say the name of each letter, say the value of the letter, say the sound the letter makes, say the meaning of the letter and trace the letter three times.
- b. Say the name of each letter, say value of letter and write letter.
- c.

Hebrew is read and written from right to left. **START HERE!**

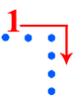
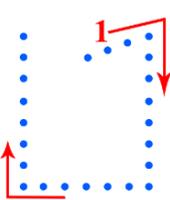
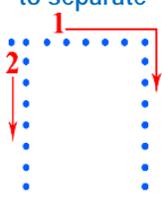
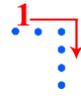
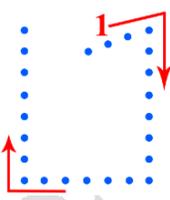
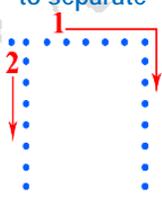
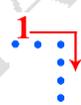
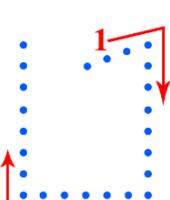
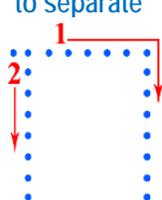
<p style="text-align: center;">Hay = 5 H as in hay behold, the, to reveal</p> 	<p style="text-align: center;">Dalet = 4 D as in door door, pathway, to enter</p> 	<p style="text-align: center;">Gimel = 3 G as in girl camel, pride, to lift up</p> 	<p style="text-align: center;">Veit V as in vine (exactly like Beit except no dot)</p> 	<p style="text-align: center;">Beit = 2 B as in boy in, tent, house, son</p> 	<p style="text-align: center;">Aleph = 1 Silent ox, strength, leader, father, God</p> 
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Hay - 5	Dalet - 4	Gimel - 3	Veit	Beit - 2	Aleph - 1

Aleph-Bet Hebrew Letter Practice

Letters 6 through 10 (Say, Trace and Write)

- Say the name of each letter, say the value of the letter, say the sound the letter makes, say the meaning of the letter and trace the letter three times.
- Say the name of each letter say, value of letter and write letter.

Hebrew is read and written from right to left.  **START HERE!**

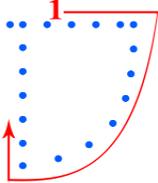
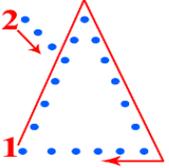
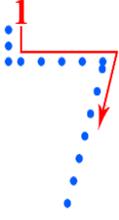
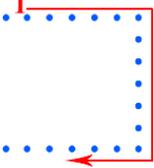
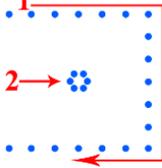
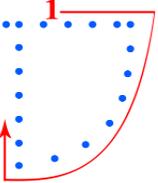
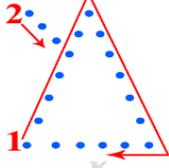
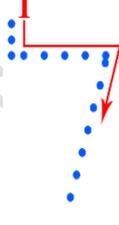
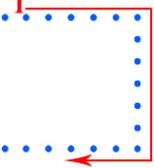
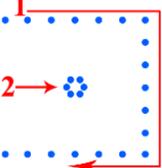
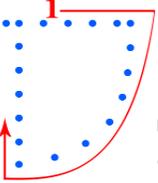
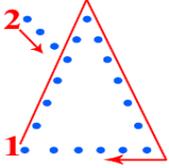
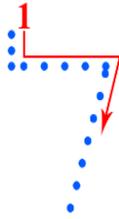
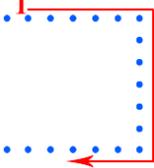
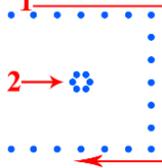
	<p>Yood = 10 Y as in yes hand closed</p> 	<p>Tet = 9 T as in time snake, surround</p> 	<p>Chet = 8 Ch as in Bach fence, inner room, to separate</p> 	<p>Zayin = 7 Z as in zebra weapon, cut, cut off</p> 	<p>Vav = 6 V as in vine nail, peg, and, to secure, man</p> 
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	Yood - 10	Tet - 9	Chet - 8	Zayin - 7	Vav - 6

Aleph-Bet Hebrew Letter Practice

Letters 11 through 15 (Say, Trace and Write)

- a. Say the name of each letter, say the value of the letter, say the sound the letter makes, say the meaning of the letter and trace the letter three times.
- b. Say the name of each letter, say value of letter and write letter.

Hebrew is read and written from right to left. ← START HERE!

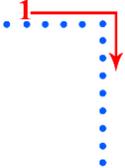
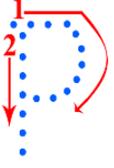
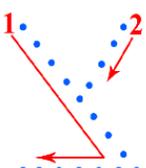
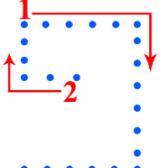
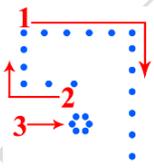
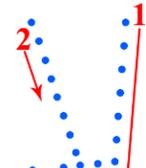
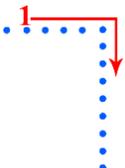
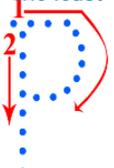
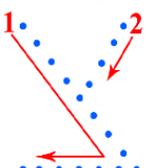
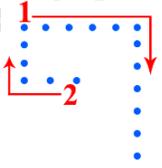
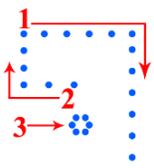
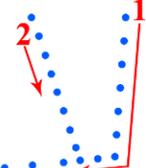
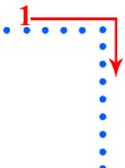
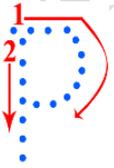
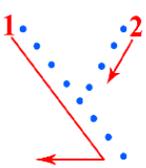
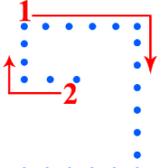
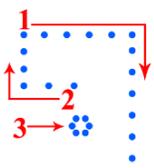
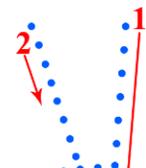
<p>Samech = 60 S as in son prop, support, twist, turn</p> 	<p>Noon = 50 N as in now fish, activity,</p> 	<p>Mem = 40 M as in mom water, liquid, massive, chaos</p> 	<p>Lamed = 30 l as in look shepherd hook, control, authority</p> 	<p>Khaf (exactly like Kaf except no dot)</p> 	<p>Kahf = 20 K as in kite Palm open hand cover, open</p> 
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Samech - 60	Noon - 50	Mem - 40	Lamed - 30	Khaf	Kahf - 20

Aleph-Bet Hebrew Letter Practice

Letters 16 through 20 (Say, Trace and Write)

- a. Say the name of each letter, say the value of the letter, say the sound the letter makes, say the meaning of the letter and trace the letter three times.
- b. Say the name of each letter, say value of letter and write letter.

Hebrew is read and written from right to left. **START HERE!**

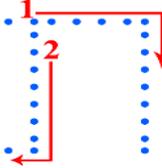
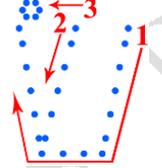
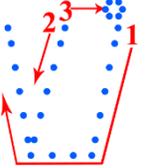
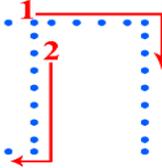
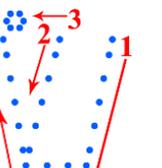
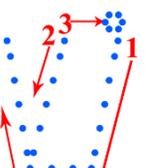
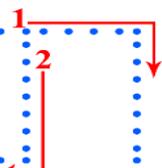
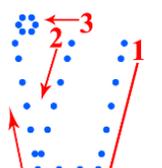
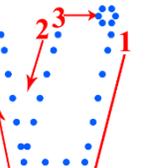
<p>Reysh = 200 R as in rain head, a person, The head, highest</p> 	<p>Koof = 100 Q as in queen back of the head, behind, the last, the least</p> 	<p>Tsadee = 90 Ts as in nuts fishhook, catch, desire, need</p> 	<p>Fey Ph as in phone (exactly like Pey except no dot)</p> 	<p>Pey = 80 P as in park mouth, speak, a word, to open</p> 	<p>Ayin = 70 Silent eye, see, know, experience</p> 
<p>Reysh = 200 R as in rain head, a person, The head, highest</p> 	<p>Koof = 100 Q as in queen back of the head, behind, the last, the least</p> 	<p>Tsadee = 90 Ts as in nuts fishhook, catch, desire, need</p> 	<p>Fey Ph as in phone (exactly like Pey except no dot)</p> 	<p>Pey = 80 P as in park mouth, speak, a word, to open</p> 	<p>Ayin = 70 Silent eye, see, know, experience</p> 
<p>Reysh = 200 R as in rain head, a person, The head, highest</p> 	<p>Koof = 100 Q as in queen back of the head, behind, the last, the least</p> 	<p>Tsadee = 90 Ts as in nuts fishhook, catch, desire, need</p> 	<p>Fey Ph as in phone (exactly like Pey except no dot)</p> 	<p>Pey = 80 P as in park mouth, speak, a word, to open</p> 	<p>Ayin = 70 Silent eye, see, know, experience</p> 
<p>Reysh - 200</p>	<p>Koof - 100</p>	<p>Tsadee - 90</p>	<p>Fey</p>	<p>Pey - 80</p>	<p>Ayin - 70</p>

Aleph-Bet Hebrew Letter Practice

Letters 21 through 22 (Say, Trace and Write)

- a. Say the name of each letter, say the value of the letter, say the sound the letter makes, say the meaning of the letter and trace the letter three times.
- b. Say the name of each letter, say value of letter and write letter.

Hebrew is read and written from right to left. **START HERE!**

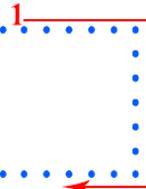
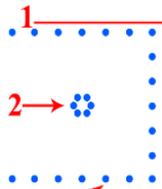
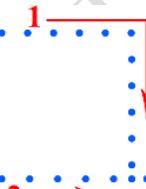
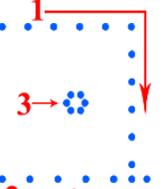
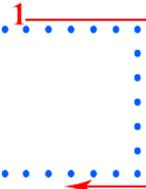
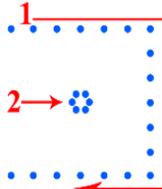
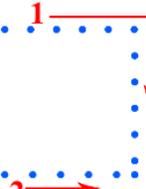
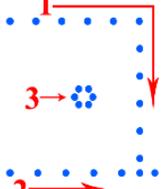
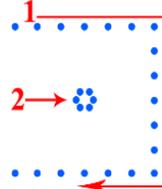
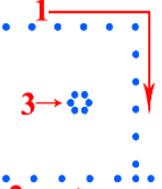
			<p>Tav = 400 T as in tall sign, seal, covenant</p> 	<p>Seen S as in sun (exactly like Sheen except dot upper left)</p> 	<p>Sheen = 300 Sh as in shy teeth, consume, destory</p> 
			<p>Tav = 400 T as in tall sign, seal, covenant</p> 	<p>Seen S as in sun (exactly like Sheen except dot upper left)</p> 	<p>Sheen = 300 Sh as in shy teeth, consume, destory</p> 
			<p>Tav = 400 T as in tall sign, seal, covenant</p> 	<p>Seen S as in sun (exactly like Sheen except dot upper left)</p> 	<p>Sheen = 300 Sh as in shy teeth, consume, destory</p> 
			Tav - 400	Seen	Sheen - 300

Aleph-Bet Hebrew Letter Practice

Letters that look similar (Say, Trace and Identify differences in letters)

- a. Say the name of each letter, say the value of the letter, say the sound the letter makes, and trace the letter three times.
- b. Identify the differences between the letters.
- c. Say the name of each letter, say the sound each letter makes and write the letter.

Hebrew is read and written from right to left. ← START HERE!

<p>Letters</p> <p>Look</p> <p>Similar</p>	<p>Noon = 50 N as in now</p> 	<p>Kahf Ch as in Bach</p> 	<p>Kahf = 20 K as in kite</p> 	<p>Vet V as in vine</p> 	<p>Bet = 2 B as in boy</p> 
<p>Letters</p> <p>Look</p> <p>Similar</p>	<p>Noon = 50 N as in now</p> 	<p>Kahf Ch as in Bach</p> 	<p>Kahf = 20 K as in kite</p> 	<p>Vet V as in vine</p> 	<p>Bet = 2 B as in boy</p> 
<p>Letters</p> <p>Look</p> <p>Similar</p>	<p>Noon = 50 N as in now</p> 	<p>Kahf Ch as in Bach</p> 	<p>Kahf = 20 K as in kite</p> 	<p>Vet V as in vine</p> 	<p>Bet = 2 B as in boy</p> 

Aleph-Bet Hebrew Letter Practice

Letters that look similar (Say, Trace and Identify differences in letters)

- a. Say the name of each letter, say the value of the letter, say the sound the letter makes, and trace the letter three times.
- b. Identify the differences between the letters.
- c. Say the name of each letter, say the sound each letter makes and write the letter.

Hebrew is read and written from right to left. **START HERE!**

Letters		Final "Sofit" Noon N as in now	Final "Sofit" Khaf Ch as in Bach	Reysh =200 R as in rain	Dalet = 4 D as in door
Look					
Similar					
Letters		Final "Sofit" Noon N as in now	Final "Sofit" Khaf Ch as in Bach	Reysh =200 R as in rain	Dalet = 4 D as in door
Look					
Similar					
Letters		Final "Sofit" Noon N as in now	Final "Sofit" Khaf Ch as in Bach	Reysh =200 R as in rain	Dalet = 4 D as in door
Look					
Similar					

Aleph-Bet Hebrew Letter Practice

Final Sofit Letters (Say, Trace and Write)

- a. Say the name of each letter, say the sound the letter makes, and trace the letter.
- b. Say the name of each letter, say the meaning of each letter and write letter.

Hebrew is read and written from right to left. **START HERE!**

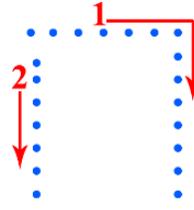
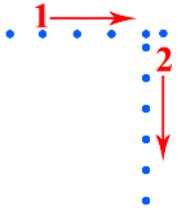
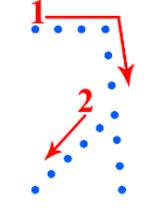
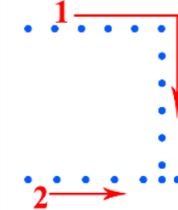
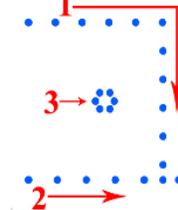
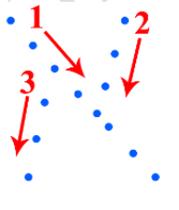
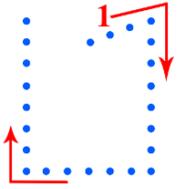
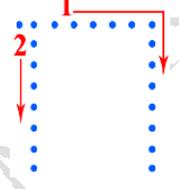
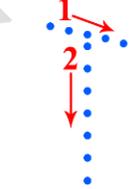
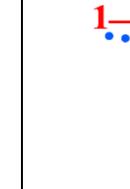
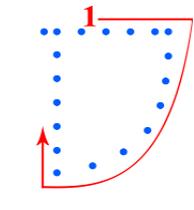
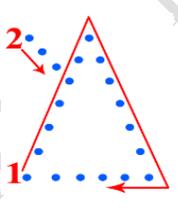
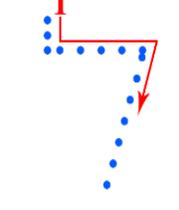
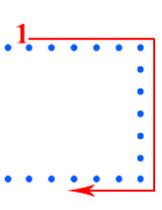
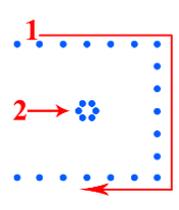
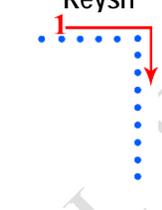
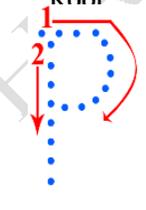
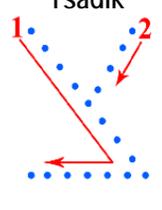
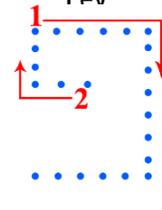
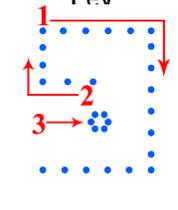
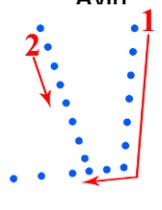
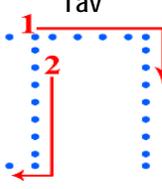
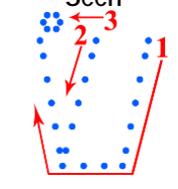
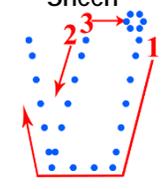
Final Form Letters	<p>Final "Sofit" Tsadee Ts as in nuts</p>	<p>Final "Sofit" Pey P as in park</p>	<p>Final "Sofit" Noon N as in now</p>	<p>Final "Sofit" Mem M as in mom</p>	<p>Final "Sofit" Khaf Ch as in Bach</p>
Final Form Letters	<p>Final "Sofit" Tsadee Ts as in nuts</p>	<p>Final "Sofit" Pey P as in park</p>	<p>Final "Sofit" Noon N as in now</p>	<p>Final "Sofit" Mem M as in mom</p>	<p>Final "Sofit" Khaf Ch as in Bach</p>
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Alph-Bet Hebrew Letter Song and Scramble Game

1. Use the ABC song or another simple song and replace words with Hebrew Aleph Bet.
2. Cut into pieces and use as a game with 3 or 4 students. Scramble the pieces and have teams put into the correct order. When finished sing the Aleph-Bet song.

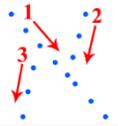
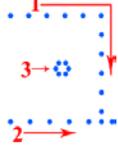
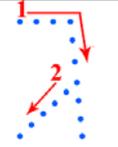
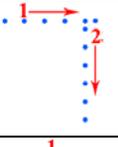
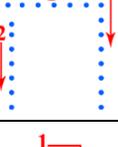
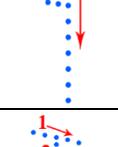
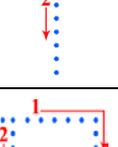
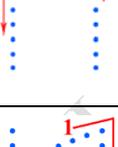
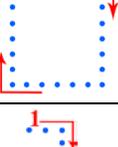
Hebrew is read and written from right to left.

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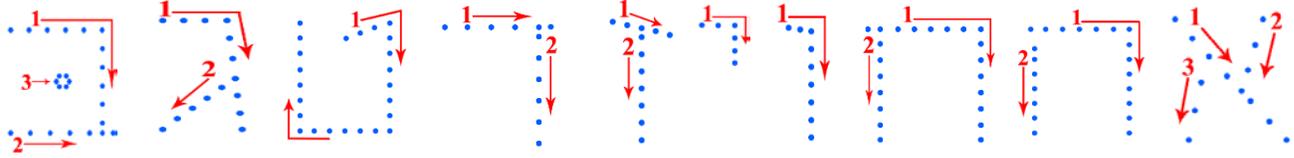
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	<p>Yood</p> 	<p>Tet</p> 	<p>Chet</p> 	<p>Zayin</p> 	<p>Vav</p> 
<p>Samech</p> 	<p>Noon</p> 	<p>Mem</p> 	<p>Lamed</p> 	<p>Khaf</p> 	<p>Kaf</p> 
<p>Reysh</p> 	<p>Knof</p> 	<p>Tsadik</p> 	<p>Fev</p> 	<p>Pev</p> 	<p>Avin</p> 
			<p>Tav</p> 	<p>Seen</p> 	<p>Sheen</p> 

Aleph-Bet and 10 "Words" Commandments

Trace each Hebrew letter and Say Letter, Number and Commandment.

Letter	Name	Number	Commandment
	Aleph	1	I AM the Lord your God
	Bet	2	You shall have no other gods before ME
	Gimmel	3	You shall not take the name of the Lord your God in vain
	Dalet	4	Remember the Sabbath Day and keep it holy
	Hey	5	Honor your father and mother
	Vav	6	You shall not murder
	Zayin	7	You shall not commit adultery
	Chet	8	You shall not steal
	Tet	9	You shall not bear false witness
	Yood	10	You shall not covet

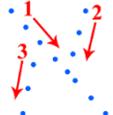
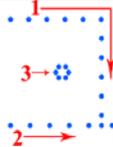
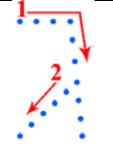
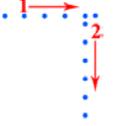
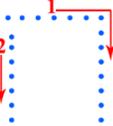
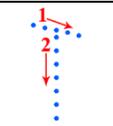
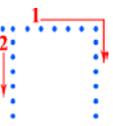
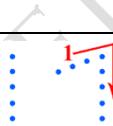
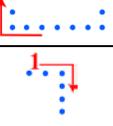
10 "Words" Commandments - Write Letter for Commandment.



Letter	Name	Number	Commandment
	Aleph	1	I AM the Lord your God
	Bet	2	You shall have no other gods before ME
	Gimmel	3	You shall not take the name of the Lord your God in vain
	Dalet	4	Remember the Sabbath Day and keep it holy
	Hey	5	Honor your father and mother
	Vav	6	You shall not murder
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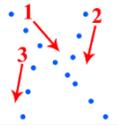
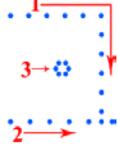
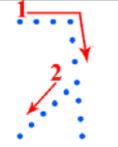
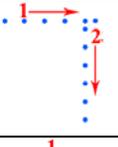
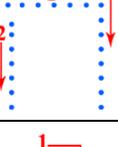
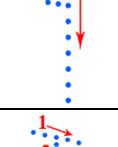
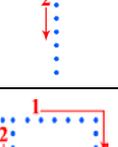
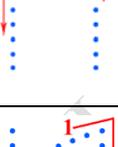
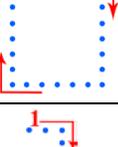
10 "Words" Commandments

Write the correct Name of the Hebrew letter for Commandment.

Chet	Hey	Tet	Vav	Gimmel	Zayin	Bet	Yood	Aleph	Dalet
Letter	Name	Number	Commandment						
		1	I AM the Lord your God						
		2	You shall have no other gods before ME						
		3	You shall not take the name of the Lord your God in vain						
		4	Remember the Sabbath Day and keep it holy						
		5	Honor your father and mother						
		6	You shall not murder						
		7	You shall not commit adultery						
		8	You shall not steal						
		9	You shall not bear false witness						
		10	You shall not covet						

10 "Words" Commandments

10 "Words" Commandments – Write the Commandment for Each Letter

Letter	Name	Number	Commandment
	Aleph	1	
	Bet	2	
	Gimmel	3	
	Dalet	4	
	Hey	5	
	Vav	6	
	Zayin	7	
	Chet	8	
	Tet	9	
	Yood	10	

Answer Key for Commandments

Note:

You use as a writing activity

or

cut into separate strips and use
as a match game or paste activity

I AM the Lord your God

You shall have no other gods before ME

You shall not take the name of the Lord your God in vain

Remember the Sabbath Day and keep it holy

Honor your father and mother

You shall not murder

You shall not commit adultery

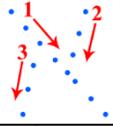
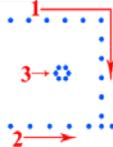
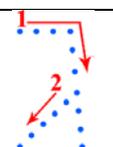
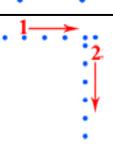
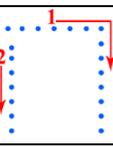
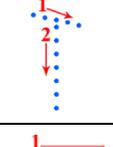
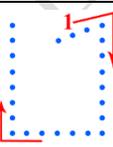
You shall not steal

You shall not bear false witness

You shall not covet

10 "Words" Commandments – Scramble Game

(Cut into separate squares and allow students to assembly one commandment at a time.
Student can ring bell or all stand up when they have a commandment matched up)

Letter	Name	Number	Commandment
	Aleph	1	I AM the Lord your God
	Bet	2	You shall have no other gods before ME
	Gimmel	3	You shall not take the name of the Lord your God in vain
	Dalet	4	Remember the Sabbath Day and keep it holy
	Hey	5	Honor your father and mother
	Vav	6	You shall not murder
	Zayin	7	You shall not commit adultery
	Chet	8	You shall not steal
	Tet	9	You shall not bear false witness
	Yood	10	You shall not covet

GAMES AND ACTIVITY SUGGESTIONS

It is important to keep the children involved in the lessons. God's Word is not a lecture, it is alive and vibrant – full of action and love. It is the goal of this curriculum to pass on a love and a desire to keep coming back for more of God's Word. It is with this goal in mind that we encourage you to use games, skits, songs, flagging and in general have fun. The more involved in the lessons, the more they will learn, and learn to love the Word!

The following are generic games that can be adapted to any of these lessons. Please Feel free to add to these suggestions and make them your own.

TIC TACK TOE

1. Compile a list of questions covering information you that the children have learned in the lesson.
2. Organize teams. If you have a large number of children, you can have several Tic Tack Toe grids being played at once. If possible keep the teams small in number - 3 to 4 children on a team gives each one more opportunity to answer a question and choose a box to put their X or O in.
3. Have large Tic Tack Toe grids on the board or large paper at front of room.
4. Alternate questions by team.
5. If correct answer is given the child answering puts an X or an O in the box they choose until one team has 3 of the same letter in a row and wins.

RING TOSS (OR BALL IN THE BUCKET)

****For this game you will need any of the following materials:

Plastic rings to toss around bottles or pegs or cones.

If you can't find plastic rings, you could use light-weight foam balls and throw them in a bucket or a box. Compile a list of questions from the lesson.

1. Choose teams
2. Kids take turns tossing the ring or the ball. If the toss is successful, they get to answer a question. Younger children should stand closer to the target.
3. The first team to answer 5 questions correctly wins. (Keep track of correct answer by marking lines on the board or on large paper.)

EACH ONE WRITE ONE

1. Form teams.
2. Have each team member write a question about the lesson on a 3x5 card or piece of paper. (Older children can assist younger children on their team who may need help with this.)
3. Pass all the questions in. The teacher reads one team's questions to the other team – one member at a time answers the question.
4. 1,000 points is awarded for each correct answer.
5. The first team to have 10,000 points wins!

SCAVENGER HUNT

1. Divide into small teams – 2 to 3 children per team. Give each team a name or number.
2. Around the room, have answers to questions written out on 8 1/2 by 11 paper. Use large print that is easy to read.
3. Tape the questions around the room on the walls or on chair backs, etc.
4. Write out the answers on 8 1/2 x 11 paper and hand them out. No one can look at the questions or answers until you say, "Go"! (Be sure the team numbers or names are written on the back of the answers.)
5. Each team captain has tape.
6. As soon as the team finds the correct answer(s) to the question(s) they have, they tape it under the question.
7. The first team to have the largest number of matching questions and answers wins.

BUILD BOB

1. Have a list of questions from the current or the past several lessons.
2. Divide the class into even teams.
3. Ask alternating teams a question. The teams can discuss the answer if they need to. For each correct answer, the team gets to draw a "body part" on the board. The "drawings" consist of stick figures with a round head.
4. There are 6 body parts to be a complete "Bob" – the head, the body, two arms and two legs – If you want the game to go longer, hands and feet can be added. The first team to build Bob wins.

SKITS

It is always fun to have kids "act out" a part of the day's teaching that has a lot of action in it.

"Props" for skits can be purchased at garage sales, 2nd hand stores or friends who may be cleaning out their childrens' closets. Items like stuffed animals, robes, crowns, walking sticks, etc. are fun to have on hand.

You can read the part of the story as the children act it out – OR - you can write a simple dialogue that the children can read and act out.