REVIEW GAMES: FUN TIME OR LEARNING TIME?

Definition: A review game is a time during the Good News Club or class when the children compete to answer questions from the Bible lesson or the memory verse.

The Value of Review Games:

- God's Word encourages review. (Heb. 2:1; 2 Pet. 3:1, 2)
- It gives the children an incentive to listen to what is being taught.
- It helps to correct misconceptions the child may have.
- It provides a fun time for the children.

Reasons to Use Review Games:

- They help meet some basic needs of the children, like activity, achievement, approval, new experiences and friendly competition.
- They help the workers to learn more about the children through observing them during the game time.
- Children really enjoy review games.

Some Helpful Suggestions for Review Games:

- Review Games are usually held near the end of club or class after the Bible lesson and memory verse have been taught.
- They may be used at the beginning of club or class to review the Bible lesson from the week before, especially if the time was very short for the game the week before.
- The games played should be different each week to provide variety. That would be better than the children getting bored playing the same one each week.
- The games suggested in the teacher's manual or agendas may be changed if you desire to do so.
- Use the questions in the teacher's manuals or agendas. They usually are a variety of fact questions, application questions, and spiritual truth questions.
- Points given should be close in value. For example, do not have one worth 500 points and another worth one million points. This helps to promote competition if they are closer together.
- PowerPoint or Download games should be considered if you have access to the use of a Smart Board or large monitor.
- Be sure you understand how to play the game before you come so you can explain it to the children. Also make sure that you have all the materials needed.
- Explain the rules at the beginning of the game and keep them simple.
- Keep the game within the time frame of the club/class. It may only be five or ten minutes but try to fit in at least one or two questions per team.
- Some games may require a lot of preparation or set up.
- Some games may be very active while others may be the quiet type.

- Use discretion in giving out prizes. They are not really needed. Emphasize that everyone is a winner, especially when learning about God's Word.
- If possible, accept the child's answer, then give the answer you really wanted.
- Give multiple-choice answers for the younger children. (One completely wrong answer, another plausible one, and the correct one.)
- Some games may be for individuals; others may be for teams. When making up teams, if there are similar numbers of boys and girls, you may wish to do boys against the girls. Otherwise, try to divide them equally, having the same number on each team and a mixture of younger and older children.
- Sometimes, the group of children is too competitive. It might be better to do individual type games, rather than teams.
- Try to work with those who spoil the game for the rest of the children. If it is mainly one person, beforehand, ask him/her to keep score. Or you may need to exclude them from the game that time.

Examples of Review Games You Could Make Up Yourself:

Which Door? (Materials needed: File folder & 12 sheets of cardstock) Cut three doors in the folder and label them 1, 2, 3. Then write three point values on each cardstock sheet, making sure that they are visible when one of the doors is opened. Remember to keep the points close in value e.g. 500-1,000. Put the sheets inside the folder. After a child answers a question correctly, he gets to choose the number of one of the doors. Open the door to reveal the points, then place that sheet behind the others without revealing the next one. The team with the most points wins.

Munchie Mouths (Materials Needed: A sheet of plastic canvas. Cut it into three squares 10 X 10 holes. Make 12 of the three squares.) Stitch them with any color yarn desired in a slanted pattern until the square is covered with stitches. Then take more yarn and stitch two sides together until all three squares are joined together, leaving one side open. Stitch around the two open sides, forming a mouth. Glue two wiggly eyes on the top of the mouth side. Make up points on small sheets of paper and insert one into the mouth. You can put them in a gallon size plastic bag. After the child answers the question correctly, he gets to choose a munchie mouth, and squeezes it open by its sides of the mouth opening. Then he pulls out the paper with the points for his team. Place that munchie mouth to the side. Add up the points at the end for each team.

String Game (Materials Needed: A small box, like a card box; 12 pieces of yarn of different lengths 4-8 inches long. Cover the lid of the box with wrapping paper or colored paper. Place the pieces of yarn around the edge of the box, leaving about two inches hanging out. Put the lid on the box. After the child answers the question correctly, he may pull one of the strings from the box and place it on a table in front of the class. The next child on his team puts his end to the end of the first one to make a train. Then after time is up or all 12 strings have been drawn, the team with the longer train, wins!

Conclusion: So, review games are fun AND can be a time of learning.