

## **HANDBOOK GAME TIME** **REVIEW GAMES** **FOR** **TEAM COMPETITION**

**Handbook Game Time uses games that review material learned. Divide room into their Game Time teams of Red, Yellow, Green, and Blue. Use large poster boards to designate team locations. All games are competitive, points are tallied and the winning team awarded.**

When playing these games, you may consider allowing Clubbers to use their 3 B's:

- Book (handbook)
- Bible
- Brain

### **Unscramble**

Preparation: Write a verse on paper strips. Each strip to contain a couple of words or phrases of the verse. Make 4 sets. Scramble each set.  
Teams: At the signal, teams race to unscramble the verse and arrange in correct order. First team to unscramble it correctly wins points.  
Options: Competition can be between individuals, pairs, or full team. Several verses can be used. Repeat and race against the clock.

### **Books of the Bible Race**

Preparation: Make 4 sets of "Books of the Bible" cards. Print the name of one book on each card. Scramble each set.  
Teams: At the signal, teams race to put the books in order. First team to finish wins.  
Leader: Keep track of time, so throughout the year teams can work to break the club record.

### **Bible Matchups**

Preparation: Print verses on one set of adhesive address labels. Print matching reference on another set. Affix one to each person's back.  
Teams: At the signal, clubbers read each other's label trying to find the match to his/her verse. The first team to match all their verses and references wins.

### **Beat the Clock**

Preparation: Write Bible references on slips of paper. Make 4 sets of each. Scramble each set and put in a holder for each team.  
Timed event. One minute per question.  
Teams: One clubber from each team picks a slip from his holder. He may recite the verse (word perfect) to the Leader immediately, or return to his/her team for assistance. He has 1 min. to return to the Leader and recite or time runs out.

## **Start and Stop**

Preparation: List of questions and verses from the handbook. Phrase questions so that “Yes/No” (etc.) are not possible answers. Plan enough questions for the game to move very quickly, allowing approx. 30 sec. per question. Begin with a round of extremely easy questions to get Clubbers warmed up and comfortable. Ex. What color is the Spark vest?

Teams: Line up in four rows. First Clubbers in each row are competing against each other. The question is addressed to all four Clubbers. Clubbers are allowed only 1 attempt to answer. Clubber who gives the correct answer first wins. No correct answer within 30 sec. or all wrong answers. The Leader answers the question and calls “next Clubber” and first clubbers rotate to the back of the line and the next set of clubbers are ready to compete. Clubbers may have several opportunities to compete. To increase excitement and participation, choose a method of awarding points and keeping score.

## **Back and Forth**

Teams: Line up in four rows. First Clubbers in each row are competing against each other.

Leader: Starts the game by reciting a memory verse. After a few words (which may only be the verse reference), the Leader points to the first Clubber on one of the teams to continue reciting the verse where the Leader left off. At any time, the Leader may point to another team. When he does, the reciting Clubber stops and the new team continues the verse. The Leader may go back and forth to any of these four Clubbers, depending on the length of the verse. When that verse is completed, those Clubbers go to the back of the line and the next set of Clubbers step forward. Score may be kept of the correct recitations each team makes.

## **Repetition Fun**

Leader: Use Bible verses the Clubbers are learning. (Ex. Sparks code)  
Choose various groups to recite a specified verse and reference.

Groups: All those who are wearing red.  
All those with blue eyes  
All those whose first names begin with the letters A-L  
All those whose birthdays are in June through January  
All those who are wearing black shoes  
Etc.

## **Bible Jeopardy**

“Bible Quiz Bee” for ages 7-12 by Abingdon Press ISBN 0-687-02780-2 (\$12.00) is an excellent resource. Take this idea as a base to create your own Sparks Jeopardy using the material from the new Sparks materials. (Some 20 years ago I created an Awana Handbook Jeopardy for use at Council Time when Sparks and the older Clubs met together. It was in high demand by the clubbers.)