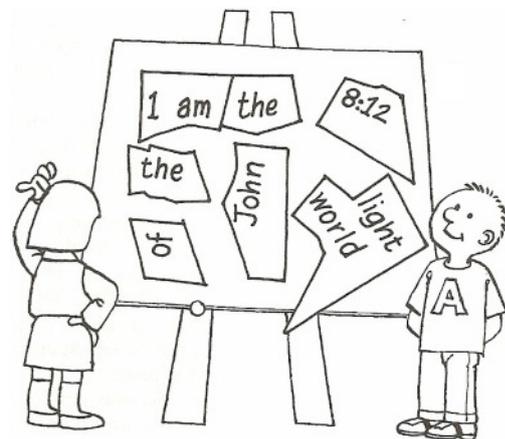


QUIZZES

Memory Texts and Quizzes encourage Juniors to memorise Bible verses. **Memory Texts and Quizzes** provide an opportunity to embed God's word in the minds of the Juniors. Do not forget my teaching, but keep my commands in your heart, for they will prolong your life for many years and bring you prosperity. Proverbs 3: 1 and 2. **Memory Texts** must be understood. Always explain the meaning and give personal examples where appropriate, making the **Bible Texts** relevant. All scripture is inspired by God and is useful for teaching the truth, rebuking error, correcting faults, and giving instruction for right living. 2 Timothy 3:16



Memory Texts when they are internalised can be used to fight temptations. When the evil day comes, you will be able to resist the enemy's attacks, and after fighting to the end, you will still hold your ground. Ephesians 6: 17 Always remember that The Word of God is alive and active, sharper than any double edged sword. Hebrews 4: 12

These ideas for **Memory Texts and Quizzes** can be used in any meeting and can be organised and lead by the Juniors. The memorising of the texts will help them to achieve a **Bible Memorisation Certificate** for the **Junior Christian Endeavour Award Scheme**.

Disappearing words (variations):

- Write the verse on a flip chart, OHP acetate or prepare a Powerpoint page. Read the whole verse through together a couple of times then on subsequent readings, rub out a word or two and the Juniors continue to read the verse including the 'invisible words'.
- Write the verse on card and cut it up to have one word on each piece. Glu-tack the words on the wall / board. Proceed as above, but remove a piece of card at a time.
- Write the verse on card and cut it up to have one word on each piece. Allocate a card to individual Juniors who stand in order in front of the group displaying their word. On subsequent readings, call a name and that Junior sits on the floor and hides the word.
- Blow up enough balloons to allow one word for each balloon. Write a word on each and hang in order from a line. A Junior who can read/ recite the verse can choose which word to 'burst'.
- Write the verse on an OHP acetate and on subsequent readings place an object on the sheet creating a shaped blackout.

Jigsaw puzzle: Write the verse on an OHP acetate (for all to see), or on a piece of card, one for each team (for a team competition). Cut the verse into several odd shaped pieces. Juniors reconstruct the verse and read it in its entirety.

Bible Text chain: Write the verse to fill an A4 page in lines of equal depth. Photocopy a verse for each pair of Juniors. On the starting signal, the pairs of Juniors take the words of the text (which have been cut up and jumbled up) and put the words in the correct order. They then use paper clips and make them into a chain (Christmas decoration style). Reward pairs as they finish. Encourage Juniors to repeat and learn the verse. The chains can be used to decorate the room, if you wish.

Scripture Hook Up: Write the verse on card and cut it up to have one word on each piece. Allocate a card to individual Juniors who pin the word to the front of their clothes at chest level and sit at random in the inward facing circle. The Junior with the capital letter stands up and on the given signal, walks round the circle looking for the second word of the text. When he finds it, he links elbows and together they go looking for the third word. Continue until the verse is completed. Repeat as required reading the completed verse.

Stand in order: Write the Bible verse on card and cut it up to have one word on each piece. To involve all the Juniors, there will need to be one word for each child. If you are making several copies of the text, use a different colour of card for each.

Place all words face down at one end of the room. On the starting signal, the Juniors race to pick up a word. They get together in the colour groups and then arrange themselves in the correct order holding their words visibly at chest level so that the Leader can read the complete verse.

Take a letter: Write the framework of the text on a flipchart / OHP acetate with a dash to indicate each letter e.g. _ _ _ _ _ (God is love). Teams take it in turns to suggest a letter. If it occurs in the text, it is put in the correct position(s) and a point awarded. The first team to guess the whole text receives a bonus point.

Fill the gaps: To introduce a new Bible verse, write it on a flip chart, board or OHP acetate with several words missed out. Write these words, jumbled up, at the bottom of the page. The Juniors, or teams, write down the verse filling in the gaps. Reward the first Junior / team to complete the verse. The Bible reference may be used if there are difficulties.

Tell me: To learn a Bible verse, the Leader, or Junior, gives the command for very varied repetitions - repeat until they know it!!

- *boys only
- *girls only
- *in a loud voice (all together or select an individual)
- *in a quiet voice (all together or select an individual)
- *quickly (all together or select an individual)
- *slowly (all together or select an individual)
- *in a deep voice (all together or select an individual)
- *in a high voice (all together or select an individual)
- *standing on one leg (all together or select an individual)
- *facing the door (all together or select an individual)
- *with your eyes shut (all together or select an individual)
- *etc.

Codes: Prepare the solutions then present the text:

- Alphabet code: A=1, B=2, C=3 etc. Example: 7-15 -4 9 -19 12 -15 - 22- 5 (God is love)
- Computer Font Code: Use pictorial fonts such as 'webdings' or 'wingdings'. Only the letters which are actually required for the text need be given for the solution to make it less confusing for the Juniors. 
- Grid code:

The rule is: number of column (vertical), then, number of row (horizontal). e.g.

3,2 - 3,4 - 4,1 1,3 - 3,5 4,3 - 3,4 - 2,6 - 1,2

	1	2	3	4
1	A	B	C	D
2	E	F	G	H
3	I	J	K	L
4	M	N	O	P
5	Q	R	S	T
6	U	V	W	X
7	Y	Z		

Find the Words: This will only work if all the Juniors have the same version of the Bible. Write the framework of the Bible text on a flipchart/ OHP acetate with a numbered dash to indicate each word. Write the clue for each number as follows: e.g. (1)The second word in Matthew 5:3, (2)fourth word in John 9:14, etc.

Chain reaction: After reading / repeating the text over several times, decide on the route for the chain (in a circle or from row to row). The first person in the chain says the first word, the second person says the second word, etc. Challenge to complete the text without hesitation. Repeat, beginning with a different 'number one' and complete in a faster time!

OXO quiz: The **human** version! Set nine seats out in the centre of the playing area in three rows of three. Divide the Juniors into two playing teams. Name the teams O and X. Ask team **X** a question. As consolidation and revision, ask a Bible question. The person who answers, gets to sit on his/her chosen chair position. Now ask team **O** a question. Repeat until there is a winning line of team **O** or **X** sitting vertically, horizontally or diagonally, or, all the seats are occupied and the game is void.

Rounders: Mark four bases round the hall with chalk or chairs. Divide the Juniors into two equal teams called the 'bowlers' and the 'batters'. The leader of the 'bowling' team asks a Bible question as consolidation and revision for the first 'batter' to answer. If the batter answers correctly, s/he goes to the first base. If the next batter answers the question correctly, s/he goes to the first base and the player there goes on to the second base. If a player misses a question, the whole team is out and the other team is the batting team. Once a player is 'round', a point is scored, and s/he joins the end of the team again. The team with the most points is the winner.

Correct! Go!: Devise Bible questions for consolidation and revision and write them on slips of paper and put them in a tub. Juniors stand in a circle, facing inwards with their hands cupped behind their backs. One person is 'It'. 'It' takes a question from the tub and runs round the outside of the circle. S/he stops and puts a question slip in one of the cupped hands. 'It' waits till the child has answered the question correctly. They then stand back to back until the Leader says, 'Correct! Go!' On that signal, these two Juniors race round the circle to get to the empty space first. The one who did not get to the circle first is the new 'It'. (If the Junior cannot answer the question, 'It' must quickly select another question and another Junior.) Try to ensure that everyone has a turn of answering and running.

Concentration: Write two copies of several Bible text on small cards. (This is introduced in Joseph, lesson 5.) Mix the Memory Text cards and place them face down on the floor, or on a table top, where everyone can see them. The Junior to play first, turns over two cards and places them face up without changing their position. Read over the texts together. This is good revision of the texts! If the texts match, the player picks them up and keeps them. If they do not match, turn them face down again in the same position. Try and concentrate as the next player will also turn one card face up and then another trying to remember the placing of its matching partner, if it has been exposed before. Repeat till all cards are removed. The winner is the Junior with the most pairs of cards.

Many-a slip: Write a retelling of a Bible story with built in mistakes. Story examples are in Peter (5) with **Luke 24: 1-12**, Jesus (6) with **Mark 14: 1-9** and David (5) with **1 Samuel 24: 1-20**. Juniors listen as the story is read clearly and slowly. Whenever anyone hears a "mistake", s/he stands up. One point is awarded if an error has correctly been detected and another point is given if s/he can rectify the mistake with the correct word. Deduct one point if a Junior stands up and there is no error.

Music Quiz: Make a list of songs which are familiar to the children and have a recording made of a line or so of the music, or, be prepared to play or hum familiar parts of the songs, or, invite a keyboard player to come and help.

Juniors can answer verbally individually, or write a list as a team, as they attempt to identify the songs by the tune. Praise the individual or team who correctly identified the most.

Jigsaw Quiz: Photocopy a picture related to the topic for each team, and cut each up into the same number of pieces jigsaw style. Place the pieces of the jigsaw face down in front of each team. The first team is asked a Bible question for revision and consolidation. If the answer is correct, a piece of the jigsaw is turned face up in front of the team. Repeat with the next team. If a team cannot answer, or answers incorrectly, offer question to the other team(s). The first team to complete their picture is the winner.

Fishing Quiz:

- Make copies of pictures of fish onto thin card and cut out. (**Peter 2** has examples)
- Make paper copies of Bible questions and cut up.
- Attach a question to each fish with a paper clip.
- Make a fishing line with dowelling, string and a magnet. Bring a bucket or waste paper bin. Place the fish with their questions attached into the bucket. Divide The players into teams, or work as individuals. Take it in turns to fish for a question. Award one point for catching a question in the given time, and an additional point if the Junior can correctly answer the question.

Fishing for Words: Make a copy of a Bible text and cut up the words. Number each word for its position in the text. Use in the same manner as “Fishing Quiz” above. Choose a Junior to come and fish for one word of the text. Read the word and according to the number, stand in that position in front of the Group/ place on the floor in front of the Group. When all the fish are caught, read the text together. Explain the meaning if necessary.

Spot the Answer: (This is introduced in **Peter 6**) Photocopy and enlarge a grid of words to be found to A3, or copy as an acetate, or scan for Powerpoint. Conceal the chart. Read the first clue and ask Juniors to find the answer. Expose chart. Junior gives reference for the first letter of the word. Once the answers are found, lower the chart/ cover the acetate. Repeat for other questions.

Open the Door quiz: (This is introduced in **Peter 7.**) Prepare Bible questions for consolidation and revision. Bring a 2p coin. Prepare a score sheet like a dot-to-dot door for each team, or, mark a starting line in the meeting hall from which Juniors will step towards the door.

To play: Mark on dot-to-dot door the progress of the teams. First to complete the door shape is the winner **OR** Competing Juniors line up and aim to reach the door. **To score:** if the answer is correct, flip a 2p coin. If heads - 1 dot / 1 step forward; if tails - 2 dots / 2 steps forward.

Dreams’ quiz: (This is introduced in the context of **Joseph 1.**) Prepare Bible questions for consolidation and revision and give them to a Junior to lead the quiz. Bring large marker pens. On a whiteboard / OHP / large sheet of paper, write vertically the letters D-R-E-A-M-S. Each letter is the first letter of the answer word. After reading the question, if the answer is not guessed, give the Bible reference as a clue.

- Questions** - Name of one of Joseph’s brothers (Genesis 35: 25)
Jacob’s eldest son (Genesis 35: 23)
Joseph had this many brothers (Genesis 35: 22)
How Jacob felt when he heard Joseph’s dream (Genesis 37: 10)
Rachel is the name of Joseph’s (Genesis 35: 24)
Joseph looked after these (Genesis 37: 2)

- Dan
- Reuben
- Eleven
- Angry
- Mother
- Sheep

Use this quiz context for other topics.

True and False Quiz: (This is introduced in **Prayer 3.**) Prepare ten statements about a Bible passage which are either True or False. Photocopy the True / False cards onto thin card and cut out. Divide the Juniors into two teams standing one behind the other. They are facing two chairs which are about 6-10 metres in front of the teams and labeled **True** and **False**. The quiz statement is read and the first two contestants at the front run to sit on the chair with the correct answer. The one to do so first, gains a point. They return to the end of the team line and the second contestants compete with the next statement.

Saul has a sore head: (This was introduced in the context of “**David 3**”.) A blindfold is required. A set of questions are prepared on cards which are cut up and put in a pile. Juniors sit in a large circle with a chair in the centre. Place the question cards under the chair. ‘King Saul’ is appointed, blindfolded and sits on the ‘throne’ in the centre. The Leader points to a Junior who then attempts to creep to the throne and take a question card. If Saul hears the player, he groans and holds his head and the player returns to his/her seat. If the player reaches a card and can answer the question, s/he becomes the king.

Step by Step: (This was introduced in the context of “**David 5**”.) Photocopy the ‘step’ cards and the quiz cards onto different colours of card if possible. Cut up to make cards. Juniors stand in a line side by side. Leader reads a question card, Choose a Junior to answer and if it is correct, read a ‘step’ card. The Junior then takes the number of moves indicated. The first Junior to reach the finish line is the winner.

Shout a Text: (This was introduced in the context of “**Paul 4**”.)A noisy way of revising or introducing two memory texts. Photocopy sheet with words of the texts on it (enough to give half of the Juniors a word each). Cut up the words. (Examples given in Paul (4) introduce four verses of praise.) Divide into two teams. The two teams face each other. Everyone is given, in the correct order, one word from the text. If there are more Juniors than words in the text, begin the text again. If there are fewer Juniors than words in the text, give them two or three words each. On the given signal, the first team all shout out their words at the same time and the other team have to decipher and repeat what the text is. If they do not get it the first time, they are allowed two more shouts. If they still do not guess, the shouting team gets the point. If someone in the listening team can repeat the text correctly, that team gains a point. Repeat with another verse for the second team.

Travelling questions: (This was introduced in the context of “**Paul 4**”.)Ask a Junior to make up questions and write each on a piece of paper (3” x 2” approx.) or use page ‘Travelling Questions’ (Paul : 4) – enough for one question each. Each question must be numbered. Photocopy an answer sheet for every Junior/ or with partners. Bring pencils and safety-pins.

TO PLAY: Pin a question, or two, to the back of each Junior, and give each a paper and a pencil for their answers. Set a time limit. On the starting signal, the Juniors walk around and read a question from another’s back and attempt to write the correct answer on their numbered answer sheet. The questions do not need to be answered in numerical order. When time is up, Juniors sit down, take the questions from their backs and mark their quiz sheets. Award points or prizes to the highest scorers.

Speech Bubble Quiz.: (This was introduced in the context of “**Paul 5**”.)Enlarge Quiz to A3 and use for group work, or copy on to acetate for OHP,or scan on Powerpoint and use for all. Prepare pictures of Bible characters with a speech bubble coming from his! her mouth. [There is a prepared sheet with **Paul 5** pack for Acts 16: 16-39.] Play as a Group or in teams. Bible references may be given if the Juniors need help. Display one picture at a time and the Juniors have to fill in the missing words in the speech bubbles.

Journey to Rome quiz: (This was introduced in the context of “**Paul 7**”.)Divide into teams. Place a counter for each team on the Map of ‘Paul’s Journey to Rome’ at Caesarea which is the start. In rotation, ask each team questions. Award 2 points for a quick, correct answer, 1 if hesitant or has to be offered to another team. The winner is the first team to reach Rome.

BIBLE BOOK QUIZZES

Order! Order! Make cards with one book of the Bible written on each. You could make the card for the New Testament a different colour from that of the Old to make it easier. Mix up all the cards. Use a stop watch and time how long it takes to get the books in the correct order. Try and beat your own record! One group could do this activity while the others are doing something else, or, make more sets of cards!



Bag a Book You will need a bucket, a bean bag or small ball, and a set of cards with one book of the Bible written on each. Place the bucket about four metres in front of the team/teams. Bible cards are mixed up and placed in a pile face down. The first Junior throws the ball / bean bag at the bucket. If it goes in, they pick up a card and tell whether the Bible book is in the New or Old Testament. If correct- keep the card, if wrong - replace the card to the bottom of the pile. The winner is the team with the most cards.

You can also play this game by simply placing the cards face down and spread out on the floor in front of the teams who are sitting inward facing. In turns, they pick up a card and play as above.

Before or After Divide the Juniors into two teams standing one behind the other. They are facing two chairs which are labeled **Before** and **After**. The questioner asks the question and the first player in each team runs forward to sit on the correct answer. e.g. Is Job before or after Psalms? Is Romans before or after Luke? The first person to sit on the correct answer gets a point.

Jumbles Write the name on a whiteboard / overhead acetate sheet / flip chart of one of the books of the Bible with which the Juniors are familiar, but with the letters mixed up e.g. **TTHWAEM** Matthew, **SINGEES** Genesis, **HELPNOIM** Philemon.

Pot Shot Juniors hold their Bibles in front of them between flat palms, its open edges upwards and spine down. With their two thumbs decide on the precise desired spot. Then open cleanly. There should be no fumbling or adjusting.
e.g. Open your Bible at Matthew, open at Romans etc.
Award points to those who are nearest the correct book.

Odd One Out Three to five names are given, one of which is somehow inappropriate. e.g.
Matthew, Luke, John, Romans - Romans is not a Gospel
Job, John, James - Job is in the Old Testament
Kings, Corinthians, Timothy, Judges - Judges has only one part
Jeremiah, Isaiah, Titus, Micah - Titus is in the New Testament
Malachi, Mark, Luke, John - Malachi is Old T - should be Matthew
Matthew, Genesis, Numbers, Romans, Ezra - Genesis has three syllables
Jonah, Isaiah, Micah, Judah - Judah is not a book
Luke, Ruth, Jude, John - Ruth is a woman