

Review Can Be Exciting

Why Is Review Important?

- God's Word encourages it (2 Pet. 3:1, 2).
- It is helpful in evaluating our teaching.
- It reinforces good teaching.
- It corrects misunderstandings.

"Children will not actively apply what they have been passively taught."

—Robert Choun

Why Use Review Games?

1. Review games help meet some basic needs of the children.
 - The need for **activity**
 - The need for **achievement**
 - The need for **approval**
 - The need for new **experiences**
 - The need for friendly **competition**
2. Review games provide opportunities to learn about your children through observation.
3. Children like review games.

How Can You Make Review Effective?

1. Make it part of your preparation.
2. Write out the questions in advance.
 - Use questions that start with what, who, why, when, where and how.
 - Use thought-provoking questions rather than questions which can be answered with "yes" or "no."
 - Use questions with varying levels of difficulty for different age groups.
 - Print out the questions if the children are to read them.

3. Include different types of questions.

Fact questions test Bible knowledge; use a limited number of these.

(Example: Who was the man who brought his brother to Jesus?)

Spiritual truth questions aid understanding.

(Examples: Why is it that the Lord Jesus could die on the cross for your sin? What is it that separates you from God? Who can say a Bible verse that tells us about God's love?)

Application questions help the child see how the lesson affects his life. They use the word "you."

- Questions can be based on the main teaching of the lesson.

(Example: If you know Jesus as your Savior, God wants you to obey Him. Name one special way you can obey God this week.)

- They may be based on the memory verse.

(Example: How can you put our Bible verse, Ephesians 4:32, into practice in your life this week?)

- They may encourage the child to give a testimony.

(Example: Who will tell me about when you trusted the Lord Jesus as your Savior?)

Practical Guidelines to Follow

1. Use a variety of games, not the favorite one each week.
2. Use discretion when giving prizes. Prizes should be kept small and inexpensive.
3. Accept the student's answer if at all possible, then give the answer you really wanted.
4. Emphasize that everyone is a winner when learning about God's Word.
5. Use easy, simple rules that are always well explained
6. Keep the games to a time limit
7. Vary the time from week to week

Teaching Aids to Help You Review with Children

1. *Teach Kids*® magazine www.teachkidsmag.com
 - Many ideas and helps for teaching
 - The Basic 6—Resource cards
2. *Children's Ministry Resource Bible (CEF Press)*® www.cefpres.com
 - Full-page article "Creative Ways to Review" (p. 762)

Samples of Review Games for Large Groups

• Three Strikes Game

Materials needed:

You will need to make up two sets of the following:

Nine sheets of 8½" x 11" white cardstock.

Six pictures of things that have to do with baseball (Ball, hat, pitcher, catcher, mitt, coach) and three pictures of things that do not relate to baseball.

Glue one picture to each of the cards.

Playing the game:

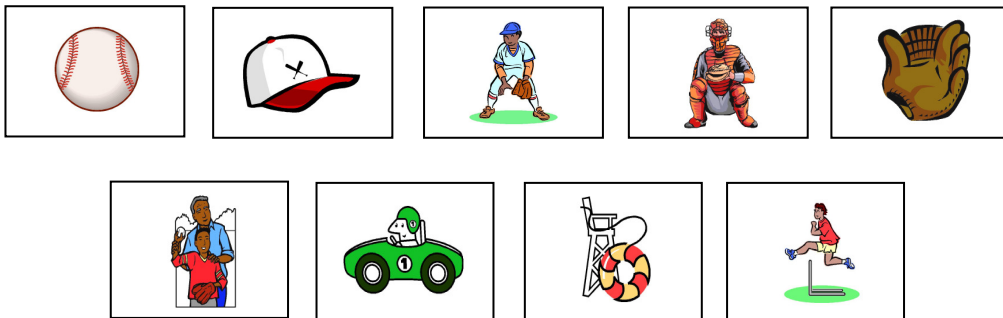
Divide the class into two teams.

Choose a captain for each team. Have them mix up the cards and fan them like a deck of playing cards.

Ask a question. The first person to raise his hand, gets a chance to answer the question. If it is correct, he may choose a card from the team captain. He then stands next to the captain while holding the card for all to see.

The next team then gets a question and a chance to come up and choose a card.

When one of the teams gets all three of the non-related baseball game pictures, the game is over.



• We Won Game

Materials needed:

Two pieces of string four feet long

You will need to make up two sets of the following:

Eight sheets of 8½" x 11" white paper folded in half.

On each ½ card put one letter as follows. W E W O N.

On two cards put a large X and one card with an extra letter W.

Make the letter cards in two different colors to represent the two teams.

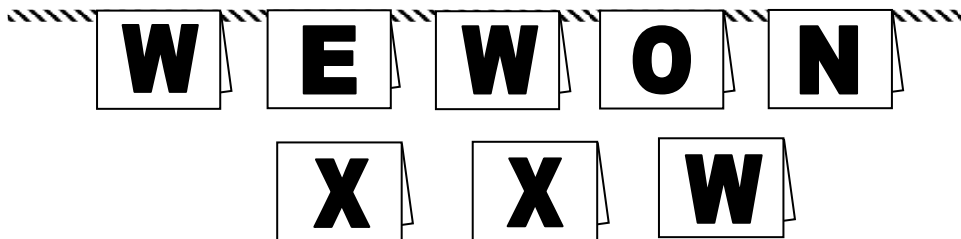
Playing the game:

Divide the class into two teams.

Lay the folded cards face down on a table or chair. Use two—one for each team.

Choose two children from each team to come up and hold the string.

Ask a question. The first person to raise his hand, gets a chance to answer the question. If he answers correctly that person comes up, picks a card and hangs it on the string belonging to his team. Then the next team plays. The object is to see which team can get all their letter up first and guess the message. If they get an X they must sit down.

**•Plus or Minus Game****Materials needed:**

You will need to make up two sets of the following:

Nine sheets of 8½" x 11" white cardstock.

Five of the cards should have the points 200, 300, 400, 500 and 1000 on them.

There should also be two cards with a minus sign and two cards with a plus sign.

Playing the game:

Stack each teams cards in random order. Start with a number card, then a plus card, a number card, a minus card etc. Lay the cards upside down on two separate chairs.

Divide the class into two teams.

Ask a question. The first person to raise his hand, gets a chance to answer the question. If he answers correctly that person comes up and takes a card off the top and begins forming a line for his team. The play goes back and forth.

When a plus card appears, the team keeps the points, but if a minus card appears they loose the last points. Both the child holding the points and the child with the minus card sit down.

The team with the most points win.



• Capture the Flag Game

Materials needed:

You will need to make up two sets of the following:

Eight flags made from paper or felt. Use a different color for each team. (If flags are made from paper, glue something on the back that will stick to the flannelboard.)

One large gift bag or decorated grocery bag.

One flannelboard with a piece of masking tape down the middle.

Playing the game:

Put all the flags into the large bag and mix them up.

Divide the class into two teams and assign a color matching the flags.

Ask a question. The first person to raise his hand, gets a chance to answer the question. If he answers correctly that person comes up and takes a flag out of the bag. The flag is then placed on the flannelboard according to the color drawn.

The team with the most flags on their side of the flannelboard is the winner.

