

Using Games and Activities to Teach the Bible

Start with your **one** main point. Creativity always needs a theme to work with.

1. Start with a word e.g. POWER

Think of a game to do with POWER

e.g. Tug of War. Remember your risk assessment: clear instructions, good management.

Think of a quiz to do with POWER

e.g. What am I? with photos of things that need power.

Think of an activity to do with POWER that's not a game or a quiz

e.g. A wordsearch with miracles of Jesus, or items that need power e.g. kettle.

But then stretch to:

2. Teach a concept e.g. JESUS HAS MORE POWER THAN ANYTHING

Think of a game to do with Jesus has more power than anything

e.g. Tug of War with all but one on one end of the rope and a leader with 'bullies' round their neck, then after each competition, add different words, finishing with 'anything'.

Think about movement

Work out ways even for quizzes or activities where you can move people e.g. a relay with a giant wordsearch at the end of the room. Can you move people from one side of the room to the other for a quiz?

1. Start with a word e.g. RESCUE

Think of a game to do with RESCUE e.g. Stuck in the mud

Think of a quiz to do with RESCUE e.g. Corner of a photo of different rescue vehicles.

What is this?

Think of an activity to do with RESCUE that's not a game or a quiz e.g. a collage of stories of rescue.

But then stretch to:

2. Teach a concept e.g. JESUS RESCUES US FROM SIN FOREVER

Think of a game to do with JESUS RESCUES US FROM SIN FOREVER e.g. Stuck in the mud where people are marked with flour in a football sock (below the knee), rescued by a medic, then marked with a green cross so they can't be caught again.

Think of a quiz to do with Jesus rescues us from sin forever e.g. Put up on wall Bible verses with words to do with Jesus' rescue left out e.g. Col.1.13 without 'Rescued'. Make it easier by putting up the missing words too. Can do as a relay with youth taking a word, running to the other end of the room and inserting it in the verse.

3. Reinforcing or Responding to a Bible passage

Think of a game to reinforce or respond to a Bible passage e.g. **God calls us to bring others into his people.** A game of 'It' where when people are caught they join a chain until everyone is in. What does it teach if you stop the game before everyone is in it?!

Think of an activity to reinforce or respond to a Bible passage e.g. **Jesus has power over anything.** Create a newspaper. You could interview people who saw different parts of the story - Jesus calming storm, calling the disciples, etc. Draw pictures of the people. Even write an editorial. Would you then need a talk?

Final thoughts

Link your game/activity well! Work out in your team briefing who's doing the link.
Be careful the game doesn't endanger your theology. What if Jesus doesn't win?
Think additional needs. Can you prepare them for what you're doing?