



## BOOKS OF THE BIBLE FLYSWATTER GAME—Beginner’s Level

**NOTE:** This game is intended for students in grades 2-3 and beyond, after they have memorized the books of the Bible. Because it is an audible game of memory, reading ability is not a factor.

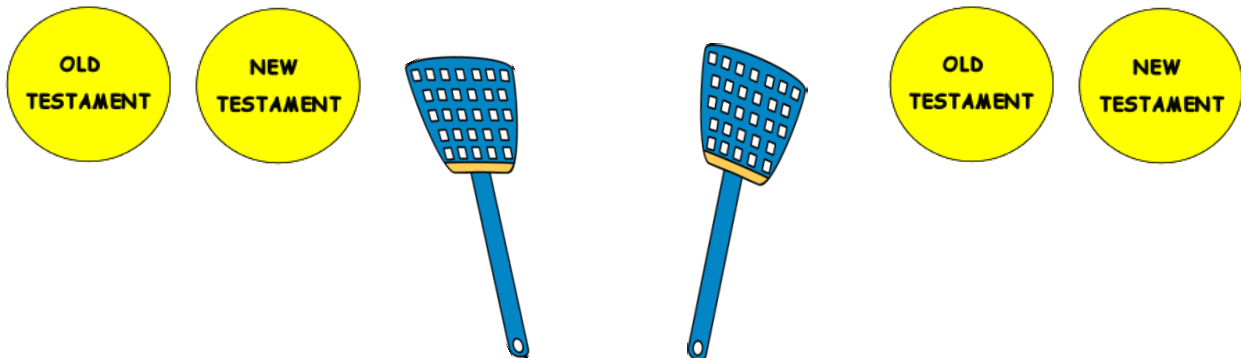
**MATERIALS:** Two flyswatters or similar tool; classroom board or 4 sheets of paper; markers for writing.

**INSTRUCTIONS:** Divide the classroom board into two sides, as there will be two teams for this activity. On the left side, draw two 12-inch circles side by side about 12 inches apart from each other. The height should be slightly above the top of the students’ heads so the class can see as they compete. Label the left circle “Old Testament” and the right circle “New Testament.” Do the same thing on the right side of the board, so that each team has an Old Testament and a New Testament circle to choose from (this eliminates students becoming too physical). If there is no board, teacher can create the circles on sheets of paper and tape them to the wall.

Divide the students into two teams. Students from each team stand at the board with a flyswatter. Teacher gives the instruction that as soon as s/he calls out a book of the Bible, the two competitors should swat either “Old Testament” or “New Testament,” depending on where that book is found. Each two team members get one try, then game rotates to the next two competitors. Teacher gives one point for the fastest correct answer.

### VARIATIONS:

- A) Instead of competing by teams, students compete against the winner of the round, who stays at the board until s/he loses to another competitor.
- B) Instead of teams competing by speed alone, teacher can give two points for the fastest correct answer but also one point for the other team if they answer correctly. This way, both teams can gain points.
- C) Place a partition between the two competitors at the board so that each team cannot see each other’s answers. Teacher gives one point to each side for correct answers, regardless of speed. This is good for groups who need more ‘think time.’
- D) Play this game similar to “heads-up-7-up.” Instruct students to put heads down on table and close eyes. As teacher calls out a Bible book, students hold up closed fists if it is Old Testament or five fingers if it is New Testament. This is an easy way for teacher to determine who knows the books of the Bible.



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## Teacher Script

Bible Book	New or Old	Bible Book	New or Old
Matthew	N	1 <sup>st</sup> Corinthians	N
Revelation	N	Joshua	O
Genesis	O	Ezra	O
Mark	N	Job	O
1 <sup>st</sup> Kings	O	Galatians	N
Luke	N	Jeremiah	O
Psalms	O	Philippians	N
Jonah	O	Joel	O
Malachi	O	Proverbs	O
John	N	2 <sup>nd</sup> Corinthians	N
3 <sup>rd</sup> John	N	Song of Solomon	O
Esther	O	Hosea	O
Romans	N	Numbers	O
Ephesians	N	Amos	O
James	N	1 <sup>st</sup> Thessalonians	N
Titus	N	Judges	O
Colossians	N	1 <sup>st</sup> Samuel	O
Daniel	O	2 <sup>nd</sup> Thessalonians	N
Exodus	O	Ezekiel	O
Isaiah	O	2 <sup>nd</sup> Timothy	N
Acts	N	Deuteronomy	O
Hebrews	N	Jude	N
Micah	O	Ruth	O
1 <sup>st</sup> Chronicles	O	2 <sup>nd</sup> Timothy	N