



BOOKS OF THE BIBLE CHALLENGE

Caller: **We will begin with the books of the Bible challenge. I will state the name of a book in the Bible. When I say start, you will open your Bible, locate the book, place your index finger on any verse in that book and step across the line within twenty seconds. Your Bibles will then be checked by the Bible checker. If you did not locate the book correctly, the Bible checker will ask you to step back behind the line. If called upon, you will recite the book before the one stated, the book stated and the book that follows.**

Caller: **Attention**—When the caller states “Attention,” the student will stand up straight behind the line, with the spine of the Bible in the palm of one hand and both arms to his side.

Caller: **Present Bibles**—When the caller states “Present Bibles,” the student will raise his Bible with both hands, one hand on top of the Bible and one hand on bottom of the Bible (without touching the sides of the Bible), with both arms raised in front of him until the next command is given.

Caller: State the name of the book in the Bible for the current round—See template below.

	Book stated by caller.		
1. Answer:	Matthew	Mark	Luke
2. Answer:	Luke	John	Acts
3. Answer:	Acts	Romans	I Corinthians
4. Answer:	I Corinthians	II Corinthians	Galatians
5. Answer:	Galatians	Ephesians	Philippians
A. Answer:	Philippians	Colossians	I Thessalonians

(In the event of an error, use A as an alternate round)

COME JUMP WITH ME

Component: Books of the Bible

Set up: Find a safe place for students to jump rope.

Play: Each player takes a turn jump roping while naming a book of the Bible on each jump. Each player who can recite all sixty-six books of the Bible without making a mistake, naming them or missing a jump, moves to the winners circle. Once all students have had a turn, the students in the winners circle compete again and the game continues until there is one winner. To shorten the game, allow more than one winner.