

Directions for Bible book bingo

SET UP:

Print cards, a set of markers for each player and 2 copies of the clues. Lamination makes them last longer.

Cut one set of clues apart so each book (or two books) of the Bible are on one strip.

Cut or have students cut markers apart (store each set in its own baggy to keep organized)

PLAY:

Pass out cards. (some cards are more difficult because they have more spaces AND some of the more sophisticated clues and concepts. This allows for differentiated instruction.) The fact that some cards with the same number of spaces have different size print makes no difference.

Pass out a set of markers to each player or team.

Explain the "Grace Space" is like a free space in regular bingo (not all cards have grace spaces)

Place the clue strips in a container. Caller draws a strip and reads ONLY the scripture on the right side of the clue strip. Students use that marker that corresponds with the scripture's location in the left column to cover the space where they believe the scripture is found. Caller paces the strip to one side.

Caller should read the complete verse, reminding students that they may only have part of the verse on their card (This saves space so the font can be larger AND encourages players to listen carefully to the entire verse, not just the first few words)

Play continues until one player has a straight line, 4 corner or whatever style bingo caller has chosen.

After player calls "bingo" they confirm it by reading their marker, then the verse (or portion on their card) while caller checks accuracy with the UNCUT card (and can check strips to verify the clues had been called)

OPTIONS:

- 1) After the first bingo, continue without clearing cards for the "Big X", "Big O" or blackout (all spaces covered)
- 2) Challenge: (to encourage other players to listen) If the player calling bingo has an incorrect match, the first other player to call "correction" (or another Bible related word of caller's choice) has the opportunity to correct the error by providing BOTH corrections (what the marker SHOULD cover AND what marker SHOULD have covered the space covered by the incorrect marker. One or both of these may NOT have been called, which is fine. Award a prize, points, the opportunity to have an additional card, etc. to the player who correctly provides the correction.
- 3) Allow players to use 1 (or more) of the book group cards (i.e. Minor prophets, gospels, etc.)
- 4) Play Bible topic and order bingo using either the other set of clues OR when pulling a clue, call only the 1-2 books before and after the book pulled.

Old and New Testament 1 & 2 bingo directions

These cards have 9 spaces, no grace space and are good for teaching the order of the books of the Bible.

The New Testament is split between 2 sets of cards. The Old Testament between 3 cards. (1 is Genesis - Esther, 2 is Job - Daniel, 3 is all 12 minor prophets)

Instead of pulling clues, use the table of contents for a Bible or New testament. The first few times beginners play, allow them to have a Bible and use the table of contents as well. You may wish to go in order of the books, giving players the book that precedes and the book that follows the book they are to mark.

For more of a challenge, randomly select a book, giving students the book before and after. You can also use clues from the other Bible books bingo.

Additional Free Online games

New Testament book order <http://www.quia.com/pp/169542.html>

Old Testament Book Order (Grouped version) <http://www.quia.com/rd/161267.html>

Old Testament Book Order (long version) <http://www.quia.com/rd/161266.html>