

Directions for Fruit of the Spirit bingo

SET UP:

Run cards, a set of markers for each player and 2 copies of the clues off and consider laminating for longer use. You can laminate easy on the back of some of the regular cards to save paper and lamination.

Run a copy of clues. If you are ONLY using easy cards, only verses in blue will be called.

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

PLAY:

Pass out cards. (Cards with yellow headings are more difficult because they have longer verses and a greater number of verses, those with blue headings are easier. This allows for differentiated instruction.)

Pass out a set of markers to each player or team. Explain that two or more words related to the same word may be on each marker. Players must correctly identify which form of the root word fits the verse on their cards. Patient and patience ARE both NOT on the marker. They will have to patiently remember either form of the word may be used.

Place a set of markers in a hat to draw from.

Caller draws a marker from the hat and reads ONLY the characteristic (love, joy, peace, etc.) Players must figure out which blank on their card is filled by that word. Students use that marker to cover the space. Caller paces the marker to one side.

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 verses, filling in the missing word which is on their marker while caller checks accuracy with the alphabetically organized clue cards.

OPTIONS:

- 1) After the first bingo, continue without clearing cards for the “big X” or blackout (all spaces covered) Since it only takes three draws to get a bingo, you may want to use “L shape” or “U shape”, etc so more markers have to be called before bingo can happen.
- 2) Allow players to win even if they incorrectly identify which form of the root word should be used (ie. Accept “joy” for “Joyfully”.
- 3) 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 the correct word that completes the verse. Award a prize, points, the opportunity to have an additional card, etc. to the player who correctly provides the correction.