

## General Games and Activities Teacher Instructions

For each of the lessons one of the games has been suggested to re-enforce the theme of the lesson. We have used the following games in a variety of ways. You can use the game suggested or choose another which fits your students and your time frame.

A list of general games that can be used for any/all lessons is included at the end of this volume.

### 10 “Words”/Commandment Games

There are (4) “10 Words/Commandment” games each focused on emphasis the Letter, Name, Number or Commandment.

1. Trace and say page which can also be cut up and used as a scramble and match game.
2. The Commandment game has the students choose the correct letter and put it into the space that matches the commandment and name.
3. On the third page, they choose and write or paste in the name of the letter into the space corresponding to the letter and Commandment.
4. They write in or paste the correct commandment which matches the Hebrew letter.

### Games and Activity suggestions (To be used with any/all lessons)

These suggestions are games which are noted in the lesson plans. You can use them as suggested or change them up to fit you, your students and your time frame. The directions are included in each game.

**Tic Tack Toe** is an easy to do game which reviews the lesson just taught. You will need to create the questions for the game from the lesson. This can be used either at the end of the lesson as a review or the beginning of the next lesson to remind the students of what they have learned.

**Ring Toss (or ball in the basket)** is fun for students and gets them moving. You will need either rings or a ball and basket for the game. You will also need to create the questions based on the lesson you are reviewing.

**Each one write one** is a game that works well with the older students. The students write the questions with this one and then the opposing team tries to answer them. This takes a bit of time and you may have to be ready to give some starting suggestions. You could have them make up the questions at the end of a class as a review and play the game as a start for the next class.

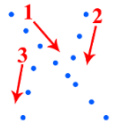
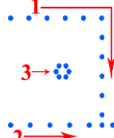
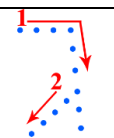
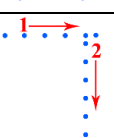
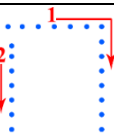

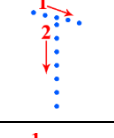
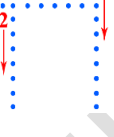
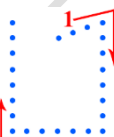
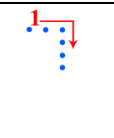
**Scavenger Hunt** is fun for all. You will need to have questions written in large letters on paper which are taped on the walls around the room and then answers on separate pieces of paper for the teams to match to the questions.

Build Bob is a game that is used to review several lessons at a time. You create the questions and the teams. You will need to have a chalkboard and chalk or large paper and marker which is posted so all can see.

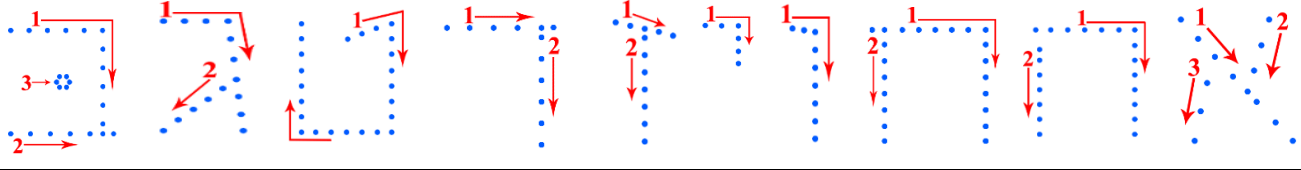
**Skits**, this can be done with any of the lessons and the students love to act out the stories. This helps keep them active and engaged. Creating and performing the scenes allows the students to teach each other and can replace the story portion or just sections of the lesson to get students up and moving. Make sure that all students are involved in some aspect during the lesson.

## Aleph-Bet and 10 “Words” Commandments

Trace each Hebrew letter and Say Letter, Number and Commandment.

Letter	Name	Number	Commandment
	Aleph	1	I AM the Lord your God
	Bet	2	You shall have no other gods before ME
	Gimmel	3	You shall not take the name of the Lord your God in vain
	Dalet	4	Remember the Sabbath Day and keep it holy
	Hey	5	Honor your father and mother
	Vav	6	You shall not murder
	Zayin	7	You shall not commit adultery
	Chet	8	You shall not steal
	Tet	9	You shall not bear false witness
	Yood	10	You shall not covet

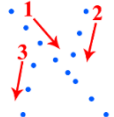
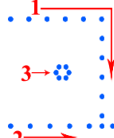
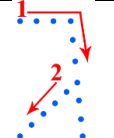

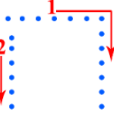

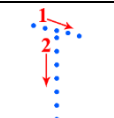
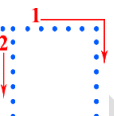
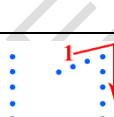
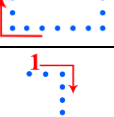
10 "Words" Commandments - Write Letter for Commandment.



Letter	Name	Number	Commandment
	Aleph	1	I AM the Lord your God
	Bet	2	You shall have no other gods before ME
	Gimmel	3	You shall not take the name of the Lord your God in vain
	Dalet	4	Remember the Sabbath Day and keep it holy
	Hey	5	Honor your father and mother
	Vav	6	You shall not murder
	Zayin	7	You shall not commit adultery
	Chet	8	You shall not steal
	Tet	9	You shall not bear false witness
	Yood	10	You shall not covet

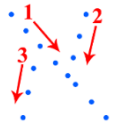
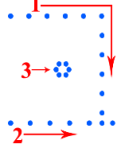
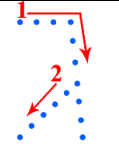
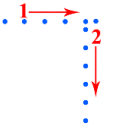
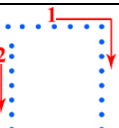
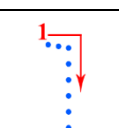
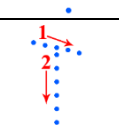
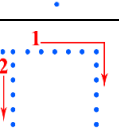
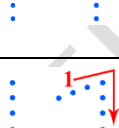
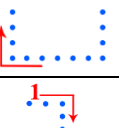
## 10 "Words" Commandments

Write the correct Name of the Hebrew letter for Commandment.

Chet	Hey	Tet	Vav	Gimmel	Zayin	Bet	Yood	Aleph	Dalet
Letter	Name	Number	Commandment						
		1	I AM the Lord your God						
		2	You shall have no other gods before ME						
		3	You shall not take the name of the Lord your God in vain						
		4	Remember the Sabbath Day and keep it holy						
		5	Honor your father and mother						
		6	You shall not murder						
		7	You shall not commit adultery						
		8	You shall not steal						
		9	You shall not bear false witness						
		10	You shall not covet						

## 10 “Words” Commandments

### 10 “Words” Commandments – Write the Commandment for Each Letter

Letter	Name	Number	Commandment
	Aleph	1	
	Bet	2	
	Gimmel	3	
	Dalet	4	
	Hey	5	
	Vav	6	
	Zayin	7	
	Chet	8	
	Tet	9	
	Yood	10	

**Answer Key for Commandments**

**Note:**

You use as a writing activity

or

cut into separate strips and use  
as a match game or paste activity

**I AM the Lord your God**

**You shall have no other gods before ME**

**You shall not take the name of the Lord your God in vain**

**Remember the Sabbath Day and keep it holy**

**Honor your father and mother**

**You shall not murder**

**You shall not commit adultery**

**You shall not steal**

**You shall not bear false witness**

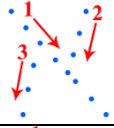
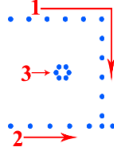
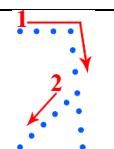
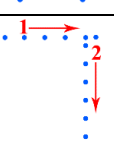
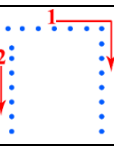

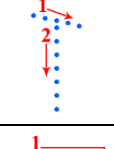
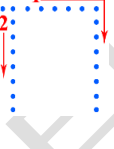
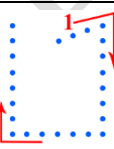
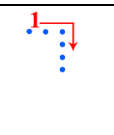
**You shall not covet**

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## 10 "Words" Commandments – Scramble Game

(Cut into separate squares and allow students to assembly one commandment at a time.  
Student can ring bell or all stand up when they have a commandment matched up)

Letter	Name	Number	Commandment
	Aleph	1	I AM the Lord your God
	Bet	2	You shall have no other gods before ME
	Gimmel	3	You shall not take the name of the Lord your God in vain
	Dalet	4	Remember the Sabbath Day and keep it holy
	Hey	5	Honor your father and mother
	Vav	6	You shall not murder
	Zayin	7	You shall not commit adultery
	Chet	8	You shall not steal
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## GAMES AND ACTIVITY SUGGESTIONS

It is important to keep the children involved in the lessons. God's Word is not a lecture, it is alive and vibrant – full of action and love. It is the goal of this curriculum to pass on a love and a desire to keep coming back for more of God's Word. It is with this goal in mind that we encourage you to use games, skits, songs, flagging and in general have fun. The more involved in the lessons, the more they will learn, and learn to love the Word!

The following are generic games that can be adapted to any of these lessons. Please Feel free to add to these suggestions and make them your own.

### TIC TACK TOE

1. Compile a list of questions covering information you that the children have learned in the lesson.
2. Organize teams. If you have a large number of children, you can have several Tic Tack Toe grids being played at once. If possible keep the teams small in number - 3 to 4 children on a team gives each one more opportunity to answer a question and choose a box to put their X or O in.
3. Have large Tic Tack Toe grids on the board or large paper at front of room.
4. Alternate questions by team.
5. If correct answer is given the child answering puts an X or an O in the box they choose until one team has 3 of the same letter in a row and wins.

### RING TOSS (OR BALL IN THE BUCKET)

\*\*\*\*For this game you will need any of the following materials:

Plastic rings to toss around bottles or pegs or cones.

If you can't find plastic rings, you could use light-weight foam balls and throw them in a bucket or a box. Compile a list of questions from the lesson.

1. Choose teams
2. Kids take turns tossing the ring or the ball. If the toss is successful, they get to answer a question. Younger children should stand closer to the target.
3. The first team to answer 5 questions correctly wins. (Keep track of correct answer by marking lines on the board or on large paper.)

### EACH ONE WRITE ONE

1. Form teams.
2. Have each team member write a question about the lesson on a 3x5 card or piece of paper. (Older children can assist younger children on their team who may need help with this.)
3. Pass all the questions in. The teacher reads one team's questions to the other team – one member at a time answers the question.
4. 1,000 points is awarded for each correct answer.
5. The first team to have 10,000 points wins!

## SCAVENGER HUNT

1. Divide into small teams – 2 to 3 children per team. Give each team a name or number.
2. Around the room, have answers to questions written out on 8 1/2 by 11 paper. Use large print that is easy to read.
3. Tape the questions around the room on the walls or on chair backs, etc.
4. Write out the answers on 8 1/2 x 11 paper and hand them out. No one can look at the questions or answers until you say, “Go”! (Be sure the team numbers or names are written on the back of the answers.)
5. Each team captain has tape.
6. As soon as the team finds the correct answer(s) to the question(s) they have, they tape it under the question.
7. The first team to have the largest number of matching questions and answers wins.

## BUILD BOB

1. Have a list of questions from the current or the past several lessons.
2. Divide the class into even teams.
3. Ask alternating teams a question. The teams can discuss the answer if they need to. For each correct answer, the team gets to draw a “body part” on the board. The “drawings” consist of stick figures with a round head.
4. There are 6 body parts to be a complete “Bob” – the head, the body, two arms and two legs – If you want the game to go longer, hands and feet can be added. The first team to build Bob wins.

## SKITS

It is always fun to have kids “act out” a part of the day’s teaching that has a lot of action in it. “Props” for skits can be purchased at garage sales, 2<sup>nd</sup> hand stores or friends who may be cleaning out their childrens’ closets. Items like stuffed animals, robes, crowns, walking sticks, etc. are fun to have on hand.

You can read the part of the story as the children act it out – OR - you can write a simple dialogue that the children can read and act out.