Review Can Be Exciting!

(Enhancing Learning in a Fun Way)

I. Why is review important?

A. God's Word encourages review (Heb. 2:1; 2 Pet. 3:1, 2).

B. It is helpful in evaluating previous teaching.

C. Review reinforces good teaching.

D. It corrects any faulty concepts the children might have.

II. Why use review games?

A. Review games help meet some basic needs of the children.

1. The need for **activity**
2. The need for **achievement**
3. The need for **approval**
4. The need for new **experiences**
5. The need for friendly **competition**

B. Review games provide opportunities to learn about your children through observation.

C. Children like review games.

III. Guidelines for using review games

A. **Use a variety of games**, not the favorite one each week. It is better to leave the children with the desire to play the game again, than to have them get tired of the same one.

B. **Use discretion when giving prizes.** Prizes should be kept small and inexpensive with the main focus being on the content of the material being received.

C. **Accept the student's answer if at all possible**, then give the answer you really wanted. (For example, you ask, "What happened after Jesus died?" You are looking for an answer about the resurrection. A child answers, "He was buried." You say, "That's right, but He didn't stay dead, did He? He arose from the dead and is alive today.")

D. **Emphasize that everyone is a winner when learning about God's Word.**

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IV. Planning for the review time

A. Write out the questions in advance.

1. Use questions that start with what, who, why, when, where and how.
2. Use thought-provoking questions rather than questions which can be answered with “yes” or “no.”
3. Use questions with varying levels of difficulty.
4. *Print* the questions if the children are to read them.

B. Include different types of questions.

Fact questions test Bible knowledge; use a limited number of these.

(Example: Who was the man who brought his brother to Jesus?)

Spiritual truth questions aid understanding.

(Examples: Why is it that the Lord Jesus could die on the cross for your sin? What is it that separates you from God? Who can say a Bible verse that tells us about God’s love?)

Application questions help the child see how the lesson affects his life. They use the word “you.”

- Questions can be based on the main truth of the lesson.

  (Example: If you know Jesus as your Savior, God wants you to obey Him. Name one special way you can obey God this week.)

- They may be based on the memory verse.

  (Example: How can you put our Bible verse, Ephesians 4:32, into practice in your life this week?)

- They may encourage the child to give a testimony.

  (Example: Who will tell me about when you trusted the Lord Jesus as your Savior?)

C. Be sure the children understand the procedure when playing a review game.

1. Explain the rules first every time; someone may have made their own rules since the last time you played the game.
2. Keep the rules simple.
3. Keep the game within the allotted time; you may only have five to ten minutes within your hour.

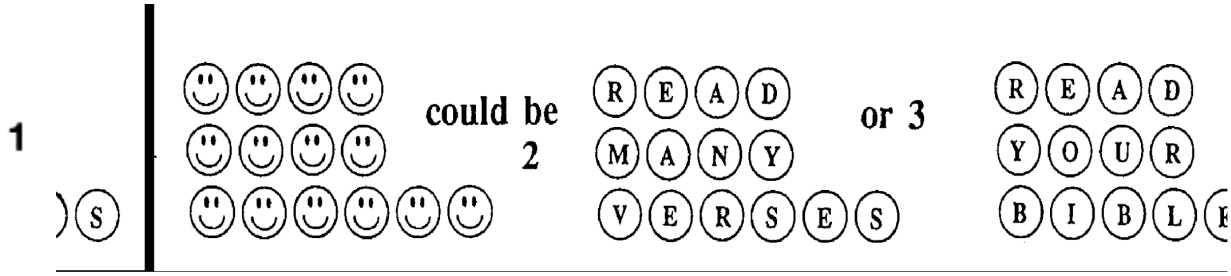
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V. Types of review games

A. Games where your group works together—no teams

(Example)

Make lots of circles all the same size out of construction paper. (Draw around a drinking glass or a small dish.) These will stick to your flannelboard if you rough the outer edges of the circles on both sides with scissors points. Put a smile face on the front of each circle and single letter on the back. Arrange the faces so the letters on the back will spell out a message.



With the smile faces all showing, ask one question. Whoever answers it gets to turn over one face so the letter shows. Let that child try to guess the message. No matter what he answers—even if he guesses correctly—you can say, "You might be right. Let's play a little longer and see if those really are the words I have hidden." Ask your second question and reveal a second letter. Continue until four or five letters are still hidden. By then everyone will know the message and you can show the letters that remain.

For older children, select a harder message.

For young children, hold the smile faces in your hand. (Here you will not use the letters on the back.) Divide the group into two teams. Whichever team answers the questions correctly gets a smile for their team. See which team can collect the most smiles.[1]

B. Team games for competition

(Example)

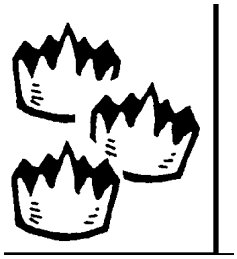
Cut 10 identical footprint shapes from felt. Print the following messages on paper, cut out each message and glue each one on the back of a footprint—Get saved, Read your Bible, Pray, Witness, Be kind, Go to church, Obey, Fight, Lie, Steal. Put footprints at random on the board with words facing the board so they cannot be seen by the children.



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Divide the group into two teams. Ask a review question of the first team. If they answer correctly, let them choose a footprint from the board. Turn it over to see if it is a "step in the right direction"—something that pleases God. Ask a question of team two, giving them an opportunity to choose a footprint if their answer is correct. See which team can collect the most steps in the right direction. (Add different steps in the right or wrong direction specifically designed to go with your lesson or to meet current student needs.)[2]

C. **Games specifically related to your lesson**



(Example)

To review a lesson where Saul or David becomes king, play the game in section 1 using simple crown shapes cut from construction paper instead of smile faces.

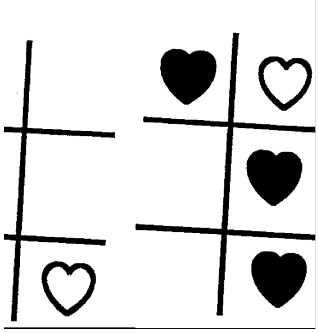
D. **Memory verse related games**

(Example)

Print the reference and each word of the verse on a separate piece of construction paper. Use flocked scraps left from cutting flannelgraph figures to glue on the back of each piece. Use pictures or draw simple shapes to help you illustrate the verse. Place the words on your flannelboard a phrase at a time as you teach. For review, make a list of all the *different* letters used to begin the words in the verse. Write each of these letters on a small slip of paper. Fold the papers so the letters are not visible. Divide the class into two teams. Ask one team a question. If they give the right answer, let them choose one slip of paper. They can then select all the words of the verse that start with that letter for their team. Have the whole group say the verse with those pieces missing. Then let the other team answer a question, choose a slip of paper and receive all the words that start with that letter. Again, let the group say the verse. Continue as long as you have time or until all the words are taken.[3]

E. **Review related to a special season**

(Example)



Use four strips of felt to make a flannelboard tic-tac-toe game.

Instead of "X" and "O" game pieces, use the following:

Valentines Day:	red and white hearts
Easter:	cross and tomb
Thanksgiving:	pilgrim hats and pumpkins
Christmas:	trees and stars

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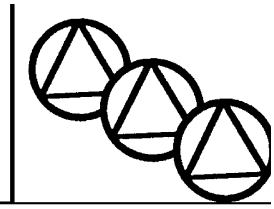
F. Games that have teaching value in and of themselves

(Example)

This review game that will help children think about God. Prepare 16 circles (as shown below) for the flannelboard. Use the front of these to remind children of two important facts about God. A circle, which has no beginning or ending, reminds us God is eternal.

A triangle reminds us God is three persons in one. On the back of each circle print one of the following messages. Use each message twice.

God is powerful
God loves you
God is alive
God knows everything
God is pa
God doe
God can
God hates sin



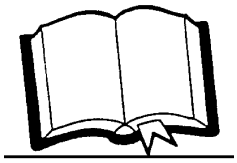
Each time a child correctly answers a question he gets to turn over two circles. If the messages about God match, remove those two pieces. If the messages are different, turn the circles back over in place and let the children try to remember them to make future matches. Even young children will soon memorize all eight of these facts about God. This game can be adapted to fit different teaching themes by changing the shapes of figures and messages on back.[4]

Heaven—Use cloud shapes



Jesus lives there
City of pure gold
Beautiful angels
Lamb's Book of Life
No night
No sin
No sadness or tears
No sickness or death

Bible—Use open Bible shapes



Lasts forever
Is God's Word
Is true
plan
Gives power
Heaven
Must be obeyed
Guides us
Tells God's
Shows way to

VI. When to use review games

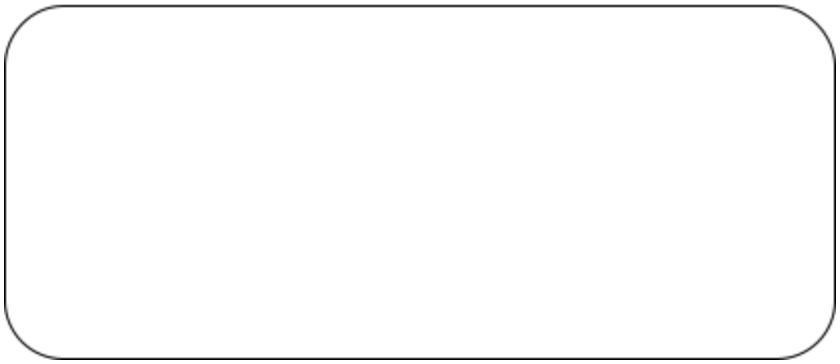
A. Vary the **time** from week to week.

B. A game at the **beginning** of your hour encourages **promptness**.

C. Play a game in the **middle** of your hour to allow some **freedom** of activity.

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D. With the review game at the **end** of your hour, you can encourage careful **listening** that day.



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[1]Middleton, Barth and Sally, "Learning . . . More Than Listening!," *Evangelizing Today's Child,* Vol. 6, #4, July-August, 1979, p. 24.
[2]Middleton, Barth and Sally, *Evangelizing Today's Child,* Vol. 11, #45, September-October, 1984, p. 59.
[3]Middleton, Barth and Sally, *Evangelizing Today's Child,* Vol. 7, #3, May-June, 1980, p. 37.
[4]Middleton, Barth and Sally, *Evangelizing Today's Child,* Vol. 10, #1, January-February, 1983, p. 49.

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Patterns for Review Games

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