

Sample Interactive Bible Studies

(using the cards to teach, without necessarily playing a game)

1.) Women in Genesis

Have participants find the cards of the top women who are in Genesis. (There are 11.) Then ask questions about and teach about them. This should include putting them in chronological order and showing those who were in Jesus' line.

2.) Women in the Life of David

The leader may begin this study by pointing out that nine or ten of the top 60 women in the Bible were closely associated with King David. Most of these women are found in First or Second Samuel, though Ruth (#8) came a few generations earlier, and David's mother (#51) is mostly mentioned in Psalms.

3.) New Testament Women

Ask participants to find the cards of those who were New Testament women. (There are 11.) These women should be studied as a group as well as individually, including by looking for common factors and differences. For instance, it is helpful to note that, other than Herodias, they all were believers.

4.) Women in Hebrews Chapter 11

Four prominent Old Testament women are mentioned in Hebrews chapter eleven. Two, Sarah and Rahab, are mentioned by name and are great for studies on faith. Moses' parents are as well, even though (Jochebed, #50) is not directly named in the chapter. Pharaoh's daughter (#51) is mentioned but remains unnamed.

5.) Significant but Unnamed Women

For various reasons, 18 of the top 60 women on the list are unnamed. After participants find the cards for these women, the reasons why they are unnamed should be discussed. Sometimes it may have been to protect the person. Other times it was probably in order to better focus on God or an important topic.



Instructions

the basics

1.) Be adventurous.

Learn as you go. Leaders do not need to know everything before using this material. The lists and booklet provide help and answers on the fly.

2.) Be flexible.

Choose appropriate games and form teams to help beginners. More difficult cards can be removed and rules changed to fit the group. Used wisely, this material is great for young and old, beginners and advanced students alike.

3.) Be educational.

Leaders should focus on teaching about the Bible characters as the games are played and points are scored. Games should be fun *and* educational.

4.) Be evangelistic.

The need for the salvation from sin and the Savior is clearly seen in the life of each Bible character from Adam and Eve (#10) onward.

Jon F. Mahar jmahar@fim.org

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Various Games

1.) Slap the Card

The cards are placed face up on the table, and the leader speaks about the characters shown. Then the leader calls out a name or a subset of characters. (example: 'Sarah' or 'in Genesis') The first participant to slap an appropriate card may claim it. He or she may be required to say something (or several things) about the character.

2.) Top Card

Participants each turn over one card or receive one card from the leader. The player who has the highest ranking card wins all the cards in that round. Option: the winner may be required to say something about the character on each of the other cards in order to claim it. The leader should be prepared to comment on why particular characters are highly ranked or otherwise.

3) Who are you?

The goal of this game is to guess who a chosen Bible character / card is by asking as few (yes & no) questions as possible. Various categories are shown on the lists included in the box. (Sample questions: 'Are you a New Testament person?' 'Are you very bad?') This game can be played with a large group, if there are enough lists to go around. (See the list prints for instruction regarding making copies.)

4) Good / Bad

Each participant reveals a card. If the woman named on a player's card is generally considered bad, the card must be discarded. Otherwise the card is kept and counted as one point at the end of the game. Something should be said or taught about each character revealed. Some women in the Bible, such as Rebekah (#5), are difficult to judge. In such cases, a coin toss or some other means may be used to determine if the card is to be discarded or not.

5.) I like . . . / I don't like . . .

Participants take turns talking about a Bible character on the list (or in the deck) that is being used. They should speak about why they like or dislike a Bible character. A leader may reward bonus points for comments that are especially good. Beginners should be allowed to select whatever Bible character they wish. More advanced participants should be required to draw a card at random.

6.) Who came first?

Two or more cards are selected (from the table or the deck), and participants are required to put the Bible characters in chronological order in order to keep the cards. The leader may choose to select several well-known characters to be studied, thus keeping the game simple for beginners. This is a great 'review' game.

7.) Linking Game

Each turn, participants turn over one or two cards and try to link the cards in some way in order to claim them. For instance, if two members of a particular family are turned over at the same time, the link is easy to see. Logical links may also be made. (Example: 'Mary and Sarah both had famous children.') Unlinked cards remain face up on the table.

8.) What's my rank?

Participants are asked to guess what the ranking of a particular Bible character is. The answer is considered correct if the ranking suggested is within 5 of the ranking shown on the card. If the answer is exactly right, the player gets another turn. Leaders should teach some basics about the rankings observed on the list being used before the game begins. She may also comment on why the character is quite high or surprisingly low on the list.

Bonus Matching Games *(for those who have two sets of cards)*

To play these games on a table or with a specific number of people, select a limited number of cards, eliminating some of the more difficult ones. Make sure there is a matching card for each card to be used.

9.) Table-Top Matching Game

Place all cards face down on the table. Players take turns turning over two or more cards each turn looking for a match. When a match is found, the character on the card is to be discussed.

10.) Large-group (walking around) Matching Game

Each participant is given a card and tries to find the other person in the group with the matching card by introducing herself or himself (as the character!) to others until a match is found. When the match is made, the character on the card should be discussed.