

## Six Bible Storytelling Card Games

•Players are divided into two teams, Red ♥ ♦ and Black ♠ ♣. Each team might then (or later, on better acquaintance) elect three players to become the King (a boy), Queen (a girl), and Joker (boy or girl). Week two might be the ideal time to do this, unless attendance is quite low.

•For very large groups, both decks can be used, but keeping OT and NT decks on separate tables. Or, by using two decks of NT.

•The teams will compete throughout the year, and at the end, receive rewards and ribbons.

### 1] Making a List

Here's how to play: For each round, such as at the beginning of weekly youth group, all the cards are shuffled and laid out on a table, face down. Everybody takes two, in hopes of getting one of his team's color. The other one is returned. Still wrong, try again.

•With a card in hand, the team's members separate and start looking at their cards and helping each other to determine what they depict. One by one, they list each card on a sheet of paper. King and Queen might act as scribes.

•When time is called, K and Q report like this: *6 of Spades, the Baptism of Jesus*. Leaders check these against their master list. Or, to save time, this checking and verifying of the teams' lists could be done "off stage" and points just reported when done. Players get one point for each correct description of a card. A team with more members present will probably score more points.

•There's a chart tracking points all year.

•When new kids come, they get added to a team. If someone comes by invitation of a friend, he joins their team. Since good attendance helps a team, kids will probably encourage each other to keep coming and even invite new ones.

### 2] In the Joker's Hand

•After a while, when just naming the cards seems too simple, the game can be made more challenging. So after the teams have had their cards for a few minutes, they hand them in to the leaders, or maybe to the opposing team's Joker, who will pull some, one at a time.

•He then asks them a question like this: *This card shows two men. One of them seems to be dirty and the other rather old. What do you think it's about?* The King or Queen might choose someone whose hand is upraised to answer the question and summarize the parable of the

Prodigal Son. This will probably likely be the one who had the card (or had it last week). If he can answer, his team gets 2 points. This can be halved if parts are wrong or essentials are missing. Leaders are the umpires. Not all cards will get used, just several per team, depending on the time allotted.

3] **More Advanced Game.** In the gym, all the cards are spread out on the edge of the stage, face up. All players are seated against the opposite wall. They can sit in teams or not. When the whistle sounds, they get up and run to find a card they recognize and take it back to the wall to sit down by teams. Leaders walk the line from the center, working their way to the ends, asking each one for their card and its title. And for a bonus point, its book in the Bible. Each player must answer alone.

•What makes this game harder is that it's limited to five or six minutes. The better everyone knows the Bible, the faster they can answer. The two leaders should probably have score keepers shadowing them, maybe the jokers.

### 4] Even More Advanced Game

•They do this same challenge but with the cards face down, so that no one knows what card she has until leaving the stage. The card may turn out to be the other team's color so those who've been reading the Bible at home or elsewhere will have the advantage. Once again, the more teammates, the more potential points.

### 5] Skits

As with Proverbs, cards can be used for skits (after a month or so of use). Teams take three and choose one to enact, reading the Bible to prepare. A point is awarded for each player that joins in a skit. (Quantity rules!) Points can be lost by their clowning or giggling.

### 6] Making a Basket

Cards are shuffled and doled out, ignoring color. Then, self-sorting, everyone joins one of four groups: the life of Christ; Christ's teachings; his miracles; Paul & other N.T. people. Next, the teams divide and line up in reverse alpha order. Red Zach steps out and tries to recall a card from his group which belongs to an opposing player; this could take several tries. If he can't, he goes to line's end. If he succeeds, that player steps out. The two then try to get a ball into the basket. Each can win a point. If anyone feels too small or weak to face the opponent, he can defer to his King or Queen to sub. Then Black Zoe gets a turn to recall a card and make a basket.