
PLAY (10-20 MINUTES)

After Application and Study, inject some fun by playing a game using the quiz material:

- 1. Hangman (or Wheel of Fortune):** On a dry-erase board, draw lines for each letter of a verse in the chapter. Quizzers take turns asking for letters until they can figure out the phrase. Give candy as a reward.

- 2. Bible Baseball:** Set up bases around the room. Quizzers move base-to-base by answering questions correctly. Consider increasingly difficult questions as doubles, triples or home runs. An incorrect answer is an out. Each quizzer is a team unto themselves. Highest score after a pre-defined number of innings wins.

- 3. Trivial Pursuit:** Play the game using quiz questions.

4. King of the Hill: Ask questions as in a competition. If correct, quizzer moves up (to their right) two chairs with the quizzers ahead of them moving down. If incorrect, the quizzer moves down a chair. Quizzers are limited to 6-7 questions per round, forcing them to strategically use their jumps. Quizzers in the Top 3 chairs at the end of the round win candy.

5. Speed Drills: Set up 3-4 stations around the room with an equal number of quizzers at each station. Each station has 3 rounds of question sets. A team must correctly answer all of the questions in a round before advancing to the next round. Every member of a team must answer at least two questions. First team to complete all 3 rounds wins.

6. America's Got Quizzing Talent: Quizzers jump as individuals to answer questions. Instead of being counted correct or incorrect, they are judged on a 1-10 scale based on 3 categories: Content of

Answer, Size of Jump (smaller is better) and Speed & Clarity of Answer. Ideally, there is a judge for each category. The Judges' scores are tallied for each quizzer and each quizzer is permitted only 4 questions per round, regardless of their score. Give out candy for gold, silver and bronze medalists.

7. Quizzer Feud: Two teams compete, but only the quizzers in Seat #1 get to jump on the first question. If a quizzer pre-jumps and gets the answer correct without help, the team gets 30 points (20 points if they ask for their team's help). If the quizzer jumps at the end of the question and answers correctly without help, the team receives 20 points (10 points if the team helps). If a question is missed, the other team gets to work together to steal a pre-jump question for 20 points and a finished question for 10 points. At the end of the first question, quizzers in Seat #2 get to jump. Continue until all quizzers get an attempt to jump.