

BIBLE VERSE & REFERENCE CARDS

LOVE	THE	LORD
YOUR	GOD	WITH
ALL	YOUR	HEART
AND	WITH	ALL
YOUR	SOUL	AND
WITH	ALL	YOUR
MIND.	MATTHEW	22:37

ACTION CARDS

Take an extra turn on your next go!	Take an extra turn on your next go!	Take an extra turn on your next go!
Miss a turn.	Miss a turn.	Miss a turn.
The next player gets an extra turn!	The next player gets an extra turn!	The next player gets an extra turn!
Mix up the cards on the table.	Mix up the cards on the table.	Mix up the cards on the table.
Take a sneak peek at the verse!	Take a sneak peek at the verse!	Take a sneak peek at the verse!

BLANK CARDS

Memory verse & reference

**LOVE THE LORD
YOUR GOD WITH ALL
YOUR HEART AND
WITH ALL YOUR
SOUL AND WITH ALL
YOUR MIND.**

MATTHEW 22:37

Memory Verse Line-up

"Love the Lord your God with all your heart and with all your soul and with all your mind."

Matthew 22:37

Number of players: 2+

Recommended age range: 7+

Aim of the Game

- To aid in memorising Matthew 22:37.
- To be the first player to line up (in sequence) the words and reference of your Bible verse: "Love the Lord your God with all your heart and with all your soul and with all your mind. Matthew 22:37".

Set-up

- Print out one set of all the verse, reference and action cards for each player, and cut them out individually. We strongly recommend printing on thin cards, as the words may show through the back of paper. Please note that it is important to be as accurate as possible when cutting the cards (we suggest using a guillotine)
- For durability we recommend laminating the cards. Please be careful of sharp corners if you do this – we recommend rounding them off.
- This game can be made easier (see variations below) to start with, as the children learn the verse, and gradually made more difficult.
- OPTION – you can print off the blank set of cards and write your own Bible verse and reference, and/or action cards. These may be added to the game for extra difficulty (so children are completing two or more verses simultaneously), or just used as a variation on the game provided.
- VARIATIONS
 - To make the game easier, allow children to collect cards in any order, so long as they do not take more than they need of each word and reference.
 - To make the game easier, keep the memory verse on display during the game, and take out the 'sneak peak' action cards.
 - To make the game easier, write numbers on the verse and reference cards in order (e.g. write '1' on 'LOVE', '2' on 'THE', '3' on 'LORD', etc.)

Rules

Take all of the cards and shuffle them. Lay them out individually, face-down on a table or the floor.

Before playing, let the players study the memory verse & reference page for one minute. After this, put the memory verse in a concealed place, to use only when allowed by the 'sneak peak' action cards.

Use a random method to decide who starts (for example, roll a die and the highest number goes first). Players then take turns to turn over a card, trying to line up the words of the memory verse in sequence. If the card turned over has a word or reference written on it, the player may keep it *only* if it is the next card needed in that player's memory verse, and then play passes on to the next person (the needed card on a player's first turn would be 'LOVE', on their last would be '22:37'). If the card is not required, it is turned back over in the same spot, and play passes onto the next person. If the card is an action card, the directions on the card must be followed, and then the card is put in a discard pile (if it is not possible to use an action card, perhaps because you have not collected any verse cards yet, the action card is discarded anyway).

The first player to collect all of their memory verse & reference cards in order must reveal the memory verse page, and everyone checks the accuracy of the player's cards. If correct, the player has won. If incorrect, the player returns all wrong cards to the table, from the last back to the first, until left with only correct cards and play resumes.

If a player mistakenly collects cards in the wrong order, there are three options.

- 1) Any other player who notices the mistake can call "mercy!" He/she then shows the mistaken player where the error is and what the correct version is, and both players check this advice against the memory verse page. If the advice was right, the helper earns an extra turn on his/her next go, and the mistaken player puts back all his/her cards from the last back to the first, until left with only correct cards. Play resumes.
- 2) A mistaken player notices his/her own mistake either through memory or after a 'sneak peak'. If the player notices on a 'sneak peak' the mistaken cards are returned from the last back to the first until left with only correct cards, and play resumes. If he/she simply realises the mistake alone, then he/she must check the memory verse page, return the mistaken cards, and play resumes as normal. If, when checking the memory verse page, he/she finds his/her cards were correct after all, then he/she must miss a turn as a penalty for looking at the memory verse page.
- 3) If no-one notices the mistake until the end (or no-one chooses to help), then the mistake will only be revealed at the close of the game. If the mistaken player believes he/she has won and the revelation of the verse proves them wrong, they must put back all mistaken cards from the last back to the first until left with only correct cards, and play continues until someone wins with the correct verse.

An example of play follows: Mark starts the game. On his first turn he turns over a card. That card reads 'GOD'. As this is not the word he needs, he turns it back over in the same spot, and play passes to Julie. It is Julie's first turn, and she turns over a card which reads 'LOVE'. She keeps this card as it is the one she needs. Play passes to Nadeem, and continues in this manner. Thus players build up their verse and reference in sequence, until one person completes their line-up, and so wins.