BIBLE LESSON REVIEW GAMES

The SUPER FUN List of Bible Lesson Review Games for Preschool and Kindergarten!



Save tons of time AND help your kids laugh and learn with these lesson review games.

Down to Preview some of the **Games!**

You Will Get:

14 SUPER FUN Bible Lesson Review Games chosen specifically for Preschoolers and Kindergartners

Every game comes with complete printable instructions and any printable cards or pages that are needed to play.

Each game can be played with ANY Bible lesson that you are teaching simply add your own review questions.



SMART MONKEY GAME

Yes!

69

is right.

The Smart Monkey

Materials Neede

- A list of questions that pertain to your lesson, with a mixture of right answers and wrong answers. This could also be played with true and false statements.
- One copy of the "Rhino" page for the teacher
- One copy of the "Yes" and "No" Smart Monkey pages for each student or for each team. See notes below.

Printing Tip

- There are two ways to play this game. If you choose to play this game with teams, print the LARGE Smart Monkey "Yes" and Smart Monkey "No" pages, one "Yes" and one "No" page for each team. If you choose to play this game with individual students, print one of the SMALL square "Yes" and "No" Smart Monkey pages for each student playing. Either way, you can choose to print the game in full color or black and white outline.
- If you use the SMALL Smart Monkey cards, they are perfect to cut out and tape or glue to a
 popsicle stick. Your kids could have two sticks, one with a "Yes" monkey and one with a "No"
 monkey (best for younger children) or one stick with a "Yes" monkey on one side and a "No"
 monkey on the other side (best for older kids who won't get confused when deciding which
 one to face front.) When you are finished playing, gather the cards on sticks and save for
 another time.

How to Play

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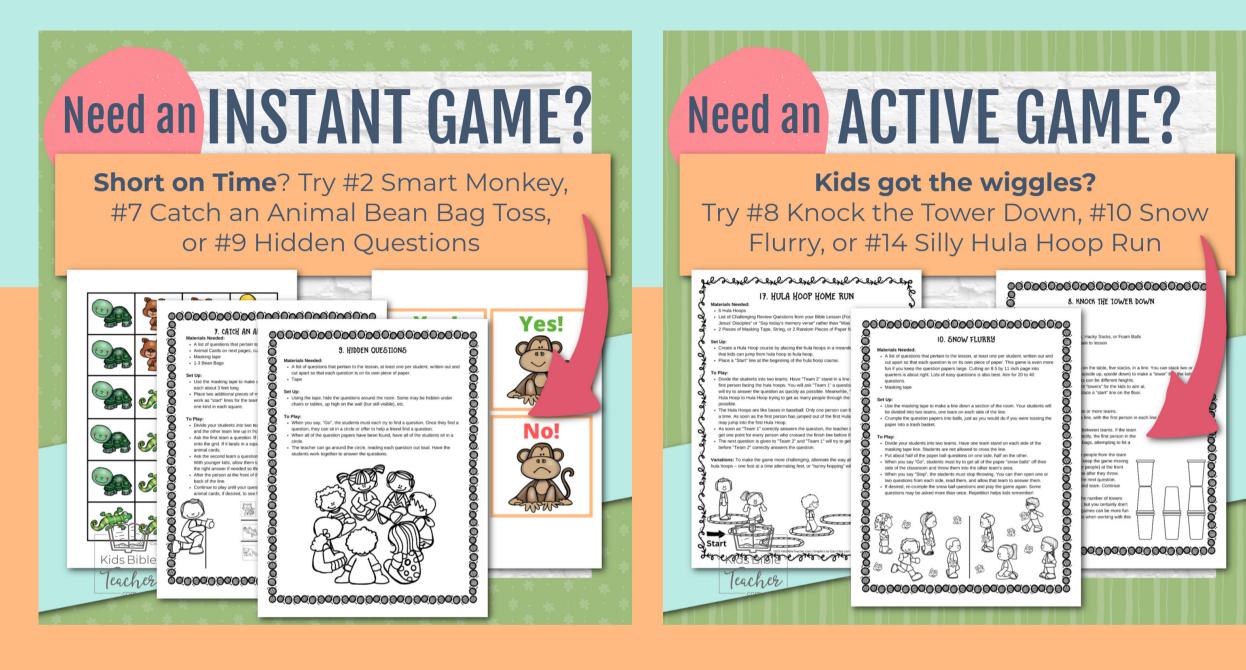
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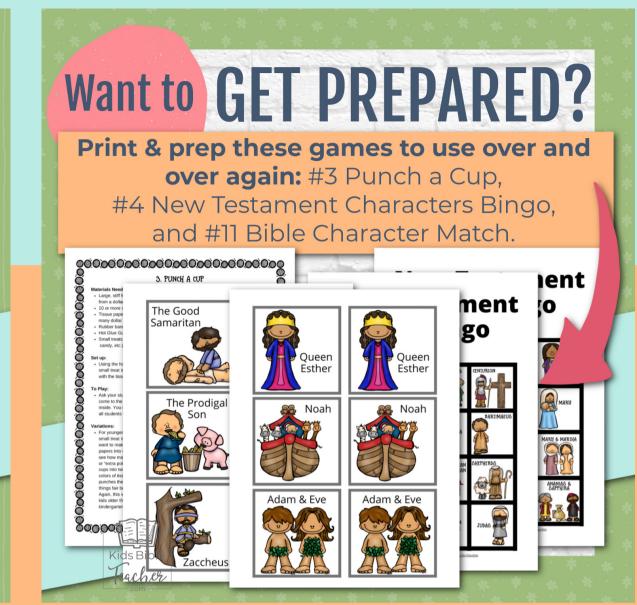
- Give each of your students a "Yes" and a "No" Smart Monkey page or card. If you are having
 your students play as a team, then each team needs one "Yes" and one "No" page.
- Read a question. Then, tell your students that the rhino says the answer is..." ". Sometime: the "Rhino" will answer correctly, but sometimes he gets it wrong.
- Have your students hold up a "Yes" or a "No" Smart Monkey gage is the Smart Monkey smiling, happy, and agreeing with the Rhino's answer, or does the Smart Monkey think the Philos net the answer yerong and its forwaring?
- Rhino got the answer wrong and is frowning? This game also works great with the Rhino making "True" and "False" statements. If the statement is "True", the Smart Monkey says "Yes!". If the statement is "False", the Smart Monkey says "Nol"

This is another game that is great to laminate, so that you can use the Smart Monkey pages again and again.

- If you have students that can't read, show them that the monkey is smiling when the answer is right and frowning when the answer is wrong.
- For more Lesson Review Games, visit KidsBibleTeacher.com!



Game suggestions will help you get started immediately.



These Games are Great For:

Sunday School Lessons

Christian School Bible Lessons

n to the lesson, at least one per student, written out and I is on its own piece of paper. This game is even more

Ders large. Cutting an 8.5 by 11 inch page into asy questions is also best. Aim for 20 to 40

down a section of the room. Your students will

just as you would do if you were tossing the

^{one team stand on each side of the}

l of the paper "snow balls" off their

wing. You can then open one or

^{ty the} game again. Some

helps kids remember

^{,ne} side, half on the other.

Classroom Activities

Bible Club Games

Children's Church Programs

Anywhere Kids are Learning about the Bible!

Print a Preview Copy for FREE!

Still not sure if the 14 Bible Lesson Review Games are perfect for your kids? Print a preview copy of some of the games and see for yourself!

Download, then print the pages below.





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II. BIBLE CHARACTER MATCH

Materials Needed:

- Match Cards below, printed on thick paper or cardstock, and cut into individual squares
- Masking Tape
- Dark colored 3 inch by 3 inch sticky notes, if desired

Set Up:

- Mix the Match Cards up.
- Use masking tape to tape the cards to a chalkboard, dry erase board, bulletin board, or wall, blank side out. Alternatively, You may tape the cards up, picture side out, and cover them with dark colored 3 inch by 3 inch sticky notes.

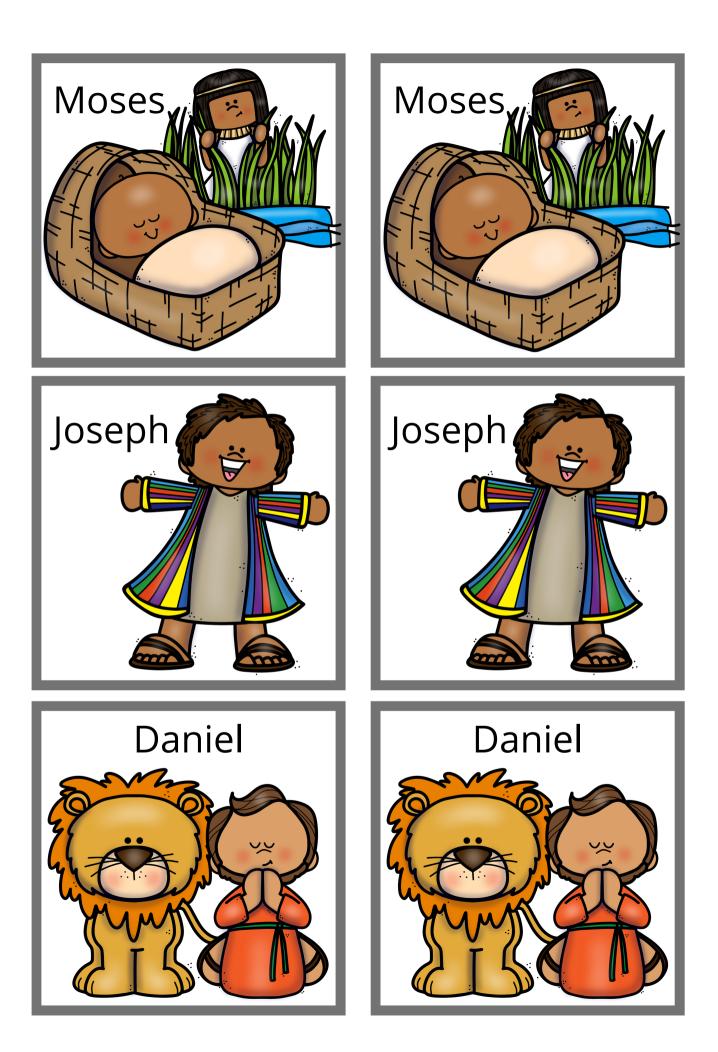
To Play:

- Have students come forward one at a time and choose two match cards. Turn the cards around.
- If the cards match, the student gets a point. You may remove the matching cards from the board or leave them up, picture now to the front. If you are using sticky notes, remove the sticky notes so the pictures are visible. If you have only a few students, allow the student to continue playing until he gets a match wrong. Then his turn is over.

- If the cards do not match, display the pictures for a short time so the students can see where they are, then turn them back over or replace the sticky notes. Have that student sit back down.
- Call up another student and continue playing until all the matches are found.

Suggestion:

- This is another great game to laminate so that you can use it over and over again.
- This game can also be played in smaller groups around a table, with the cards laying face down on the table, as regular match is played. If you have a large class, you might choose to print multiple copies of this game and keep each copy in a separate bag. Then, divide your students and have them play at different "stations" at the same time.
- If you have a very large class and limited room, you may choose to have your students play on "teams", with each team trying to find a match and helping each other out. Play would alternate between the two teams rather than between individual players.



4. NEW TESTAMENT BIBLE BINGO Materials Needed: • One "Bingo" card per child (see pages below) Buttons, Coins, Paper Clips or bits of paper to use as markers. Below are paper markers to print, copy, and cut out, if desired. (But, honestly, from one teacher to another - buttons, coins, or paper clips might be easier.) Large character cards cut out on the black lines. To Play: • Give each child one "Bingo" card and some markers. Mix the character cards Draw one character card from the pile and call out the name. Then show your students the picture on the character card to help them locate the character on their bingo card. • If a student has the character on their bingo page, have them cover it with a marker. • First person to cover four in a row (horizontally, vertically, or diagonally) wins. • Have the kids exchange or draw different Bingo cards and play again, if desired. Suggestion: • Laminate the Bingo card pages and the character cards. This will allow you to use this game for many years to come. • Are you studying characters in the Old Testament? You can find the Old Testament Bible Bingo game at Kids-Bible-Teacher.com.

New Testament Bible Bingo Card #28



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2. THE SMART MONKEY

Materials Needed:

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- One copy of the "Rhino" page for the teacher
- One copy of the "Yes" and "No" Smart Monkey pages for each student or for each team. See notes below.

Printing Tips:

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- If you use the SMALL Smart Monkey cards, they are perfect to cut out and tape or glue to a popsicle stick. Your kids could have two sticks, one with a "Yes" monkey and one with a "No" monkey (best for younger children) or one stick with a "Yes" monkey on one side and a "No" monkey on the other side (best for older kids who won't get confused when deciding which one to face front.) When you are finished playing, gather the cards on sticks and save for another time.

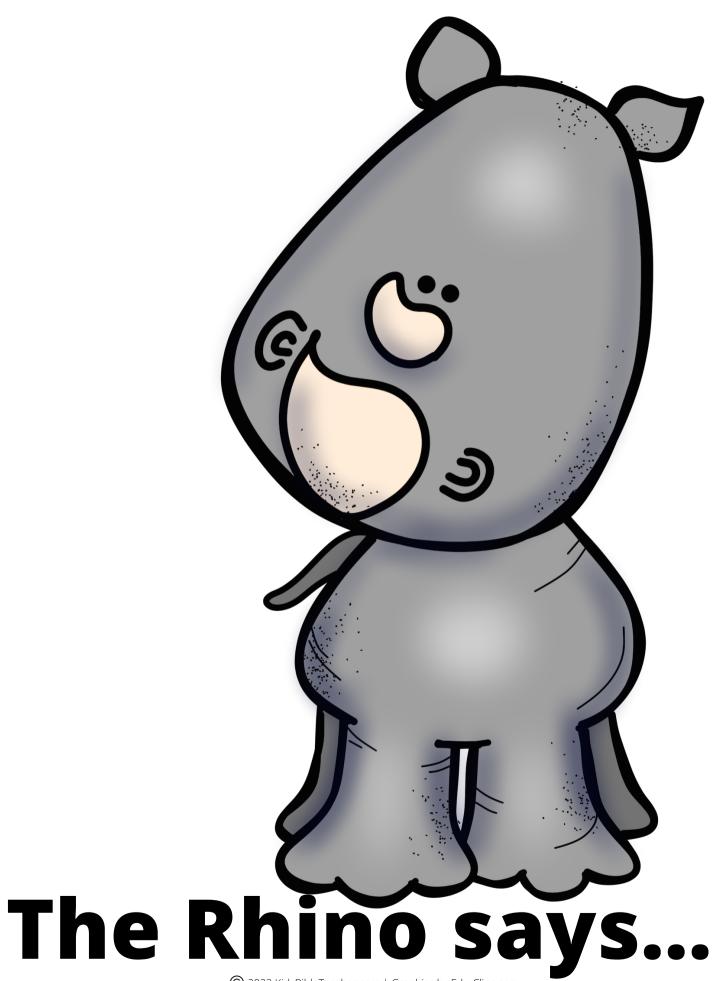
How to Play:

- Give each of your students a "Yes" and a "No" Smart Monkey page or card. If you are having your students play as a team, then each team needs one "Yes" and one "No" page.
- Read a question. Then, tell your students that the rhino says the answer is..." ". Sometimes the "Rhino" will answer correctly, but sometimes he gets it wrong.
- Have your students hold up a "Yes" or a "No" Smart Monkey page is the Smart Monkey smiling, happy, and agreeing with the Rhino's answer, or does the Smart Monkey think the Rhino got the answer wrong and is frowning?
- This game also works great with the Rhino making "True" and "False" statements. If the statement is "True", the Smart Monkey says "Yes!". If the statement is "False", the Smart Monkey says "No!"

This is another game that is great to laminate, so that you can use the Smart Monkey pages again and again.

If you have students that can't read, show them that the monkey is smiling when the answer is right and frowning when the answer is wrong.

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