

19 BIBLE LESSON REVIEW GAMES

THE Mega-List of AMAZING Bible Lesson Review Games for 3rd and 4th Graders!



Scroll

Down to Preview some of the Games!

Save tons of time AND help your kids have a blast with these lesson review games.

You Will Get:

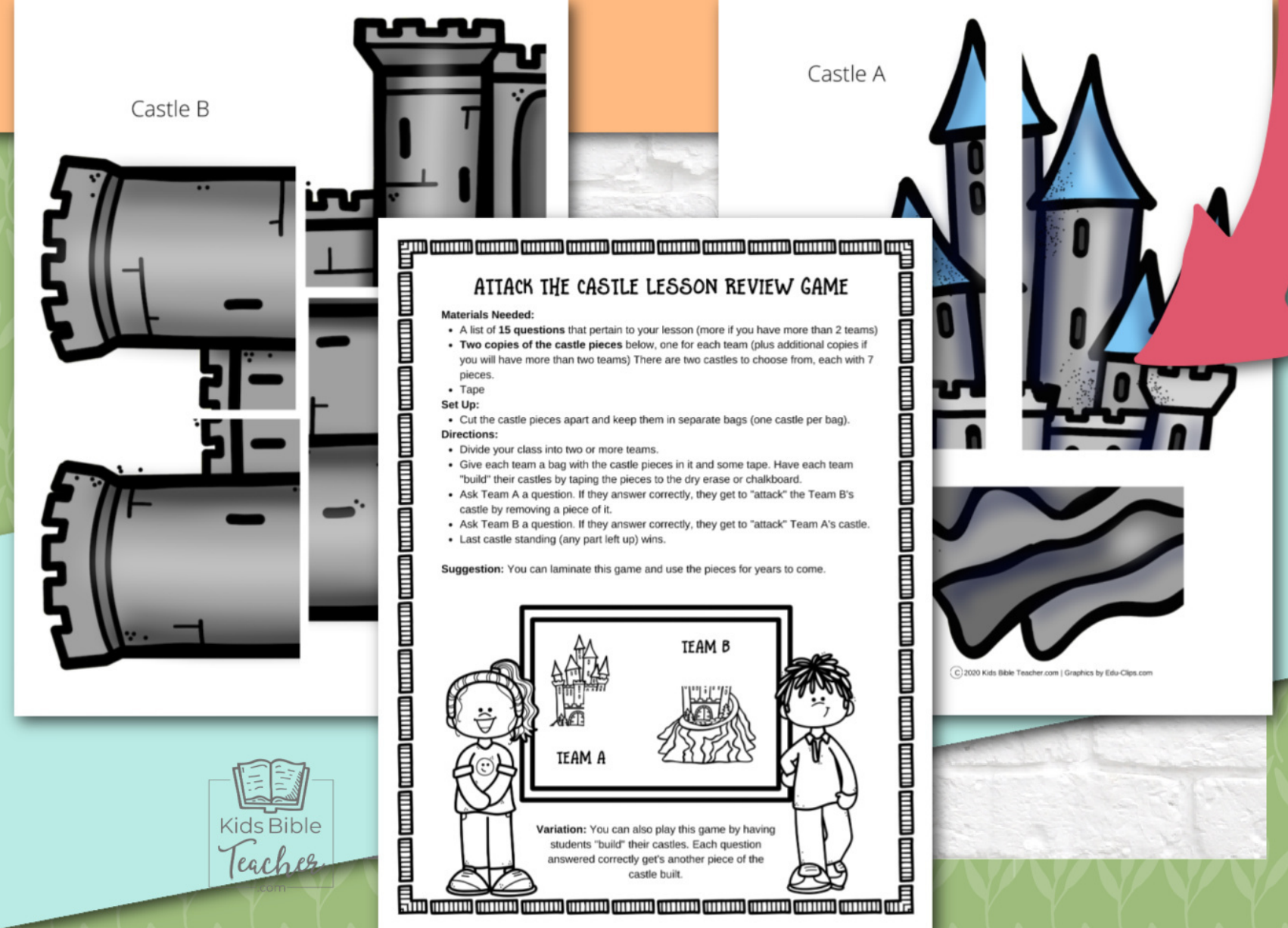
19 AMAZING Bible Lesson Review Games chosen specifically for 3rd and 4th Graders

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.

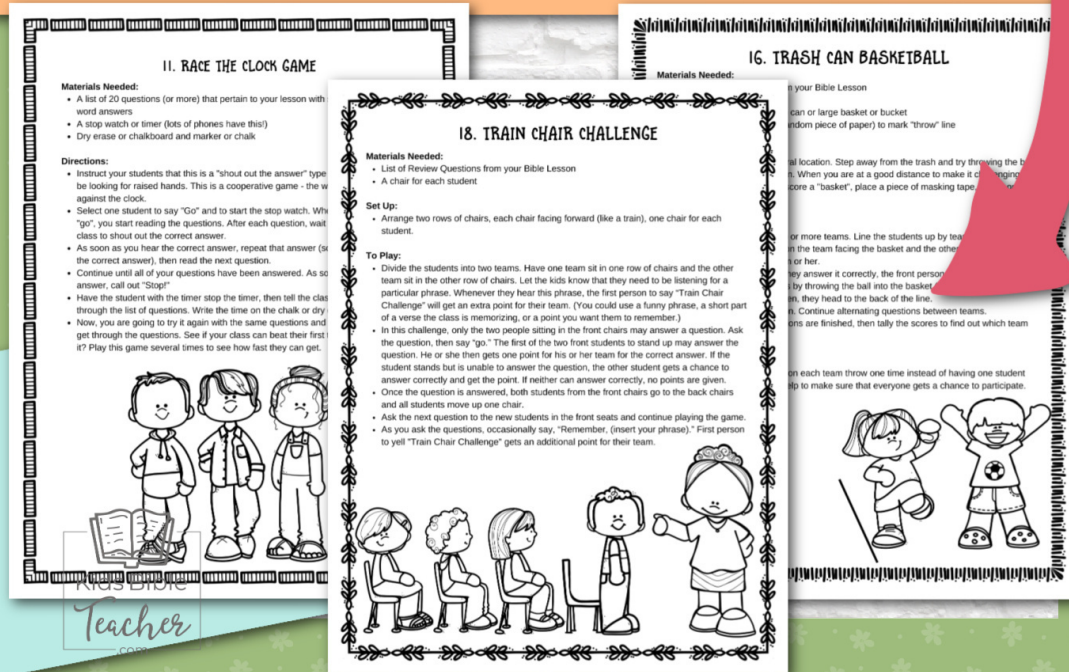
#4

ATTACK THE CASTLE GAME



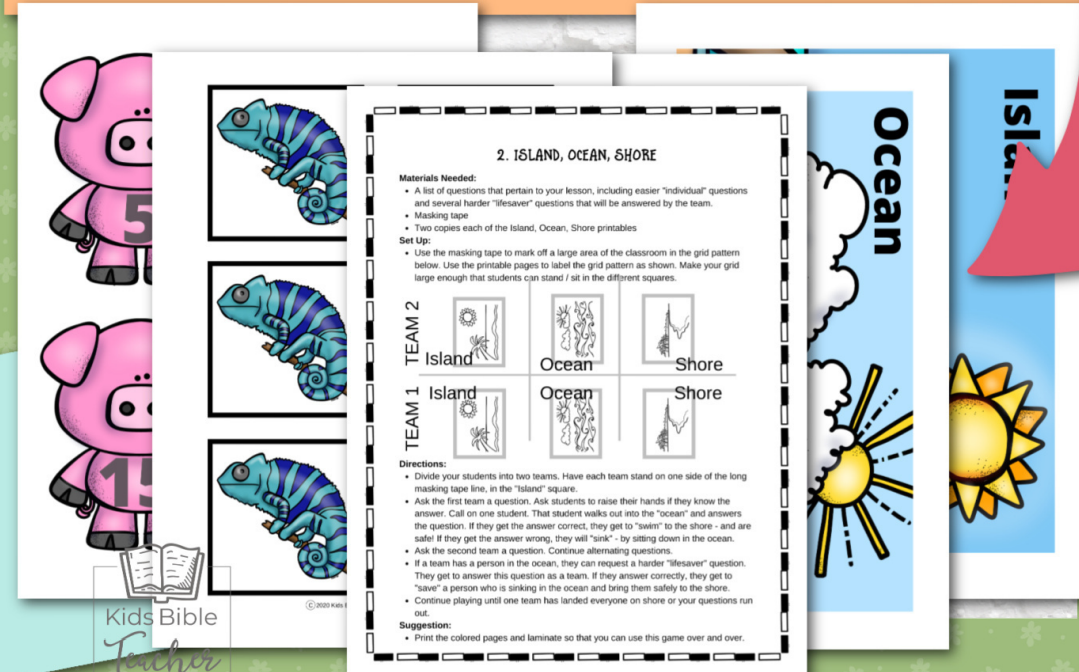
Need an INSTANT GAME?

Short on Time? Try #11 - Race the Clock, #16 Trash Can Basketball, or #18 Train Chair Challenge



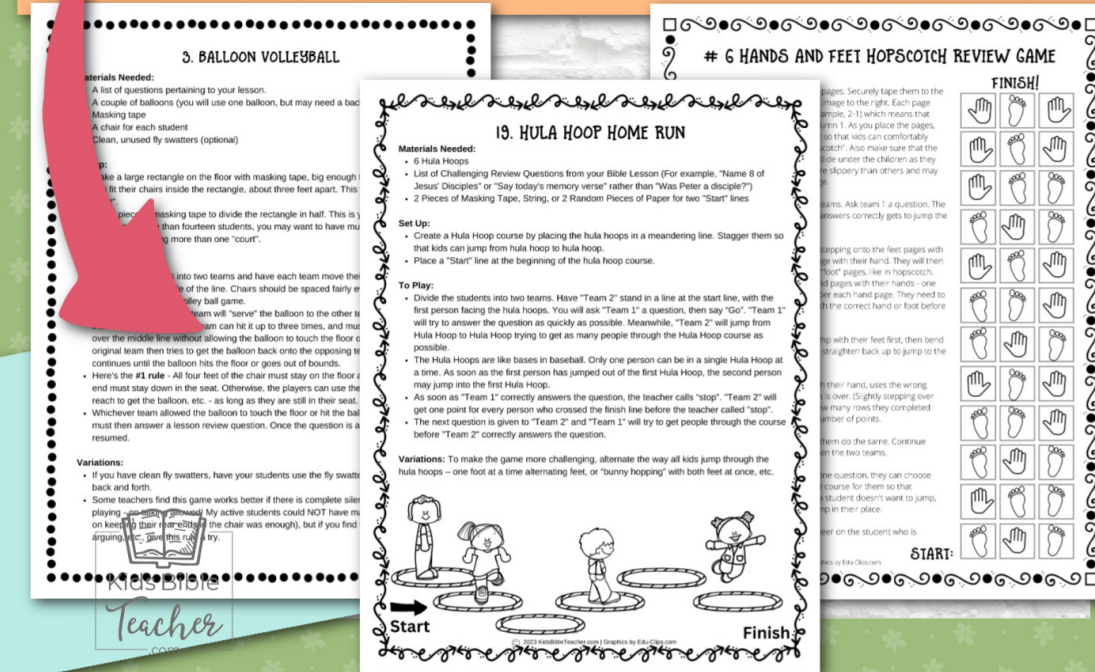
Want to GET PREPARED?

Print & prep these games to use over and over again: #1 Stinky Pigs, #2 Island, Ocean, Shore, #4 Attack the Castle, #14 Rainforest Connect 4



Need an ACTIVE GAME?

Kids Got the Wiggles? Try #3 - Balloon Volleyball, #6 Hands & Feet Hopscotch, or #19 Hula Hoop Home Run



Game suggestions will help you get started immediately.

These Games are Great For:

Sunday School Lessons

Christian School Bible Lessons

Classroom Activities

Bible Club Games

Children's Church Programs

Anywhere Kids are Learning about the Bible!



© 2020 Kids Bible Teacher.com | Graphics by EduClips.com

Print a Preview Copy for FREE!

Still not sure if the 19 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.



19 BIBLE LESSON REVIEW GAMES

THE Mega-List of AMAZING Bible Lesson Review Games for **3rd and 4th Graders!**



#2 - ISLAND, OCEAN, SHORE LESSON REVIEW GAME

Materials Needed:

- A list of questions that pertain to your lesson, including lots of easier "individual" questions and a few harder "lifesaver" questions that will be answered by the team.
- Masking tape
- Two copies of the Island, Ocean, Shore printables (You can choose to print in full color or black and white outline.)

Set Up:

- Use the masking tape to mark off a large area of the classroom in the grid pattern below. Use the printable pages to label the grid pattern as shown.



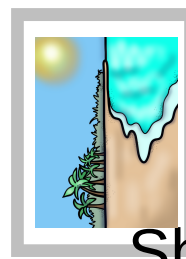
TEAM 2



Island



Ocean



Shore



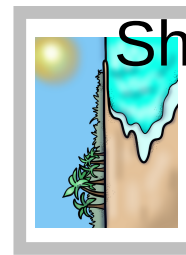
TEAM 1



Island



Ocean



Shore



Directions:

- Divide your students into two teams. Have each team stand on one side of the long masking tape line, in the "Island" area.
- Ask the first team a question. Ask students to raise their hands if they know the answer. Call on one student. That student walks out into the "ocean" and answers the question. If they get the answer correct, they get to "swim" to the shore - and are safe! If they get the answer wrong, they will "sink" - by sitting down in the ocean.
- Ask the second team a question. Continue alternating questions.
- If a team has a person in the ocean, BEFORE the teacher asks them an "individual" question, they can request a harder "lifesaver" question. They get to answer this question as a team. If they answer correctly, they get to "save" one person who is sinking in the ocean and bring them safely to the shore. No one moves from the island on this turn.
- Continue playing until one team has landed everyone on shore or your questions run out. The team with the most people on shore wins.

Suggestion:

- Print the colored pages and laminate so that you can use this game over and over.

Island



4. ATTACK THE CASTLE GAME

Materials Needed:

- A list of 15 questions that pertain to your lesson (more if you have more than 2 teams)
- Two copies of the castle pieces below, one for each team (plus additional copies if you will have more than two teams) There are two castles to choose from, each with 7 pieces.
- Tape

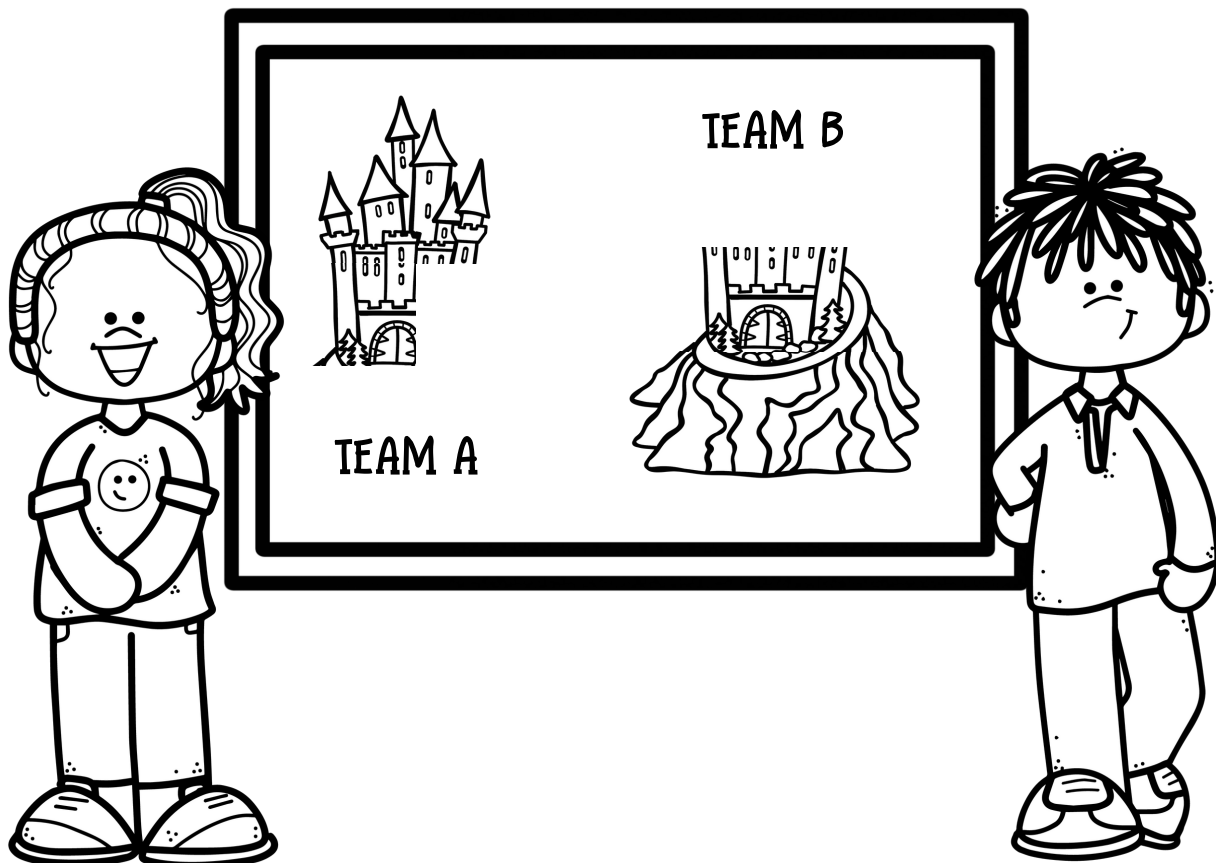
Set Up:

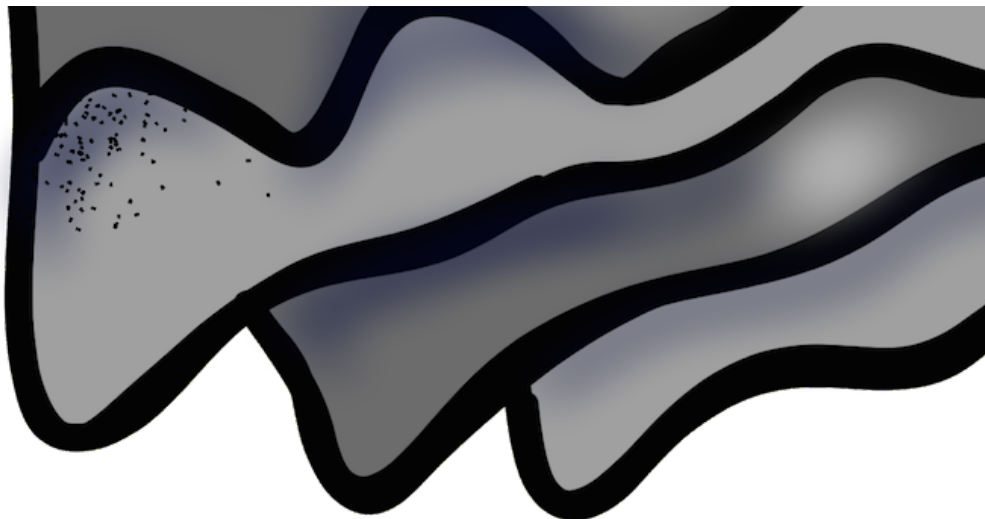
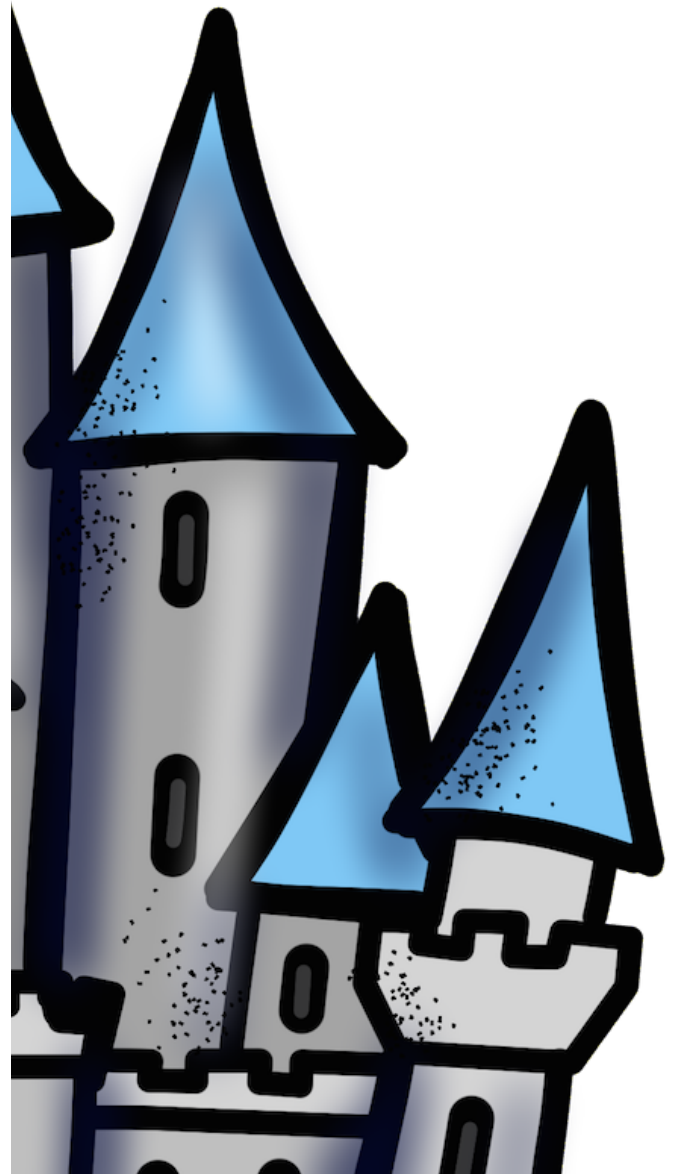
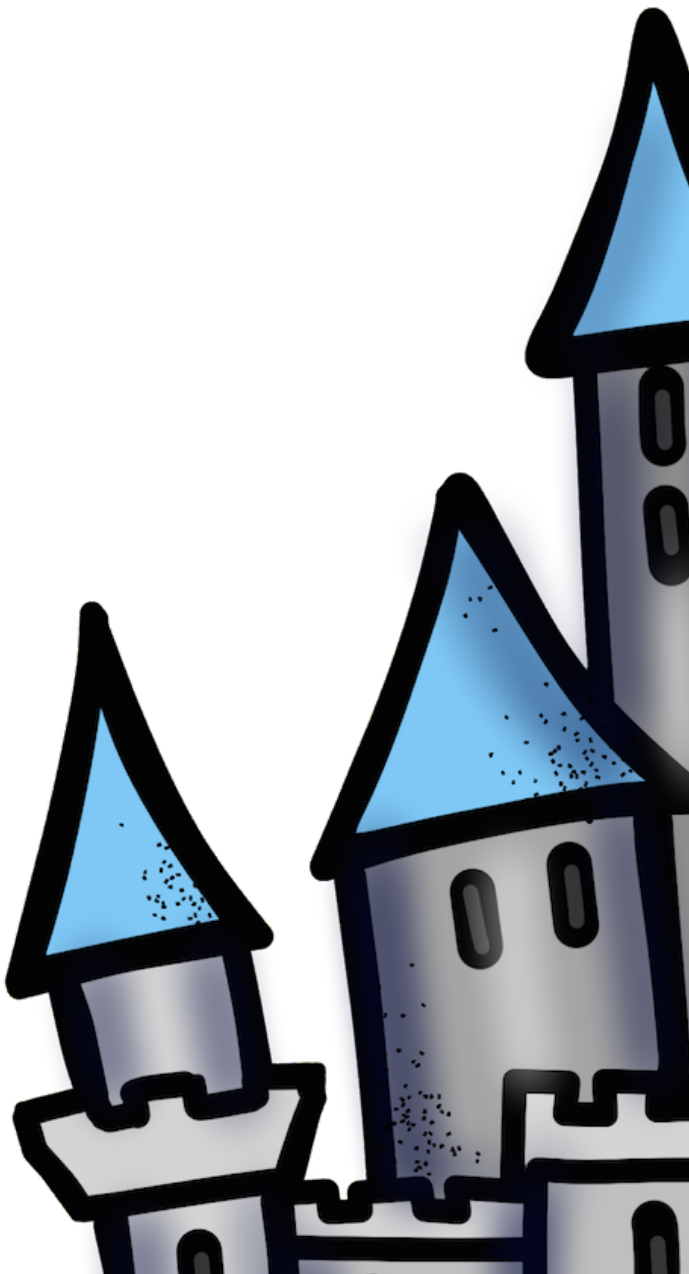
- Cut the castle pieces apart and keep them in separate bags (one castle per bag).

Directions:

- Divide your class into two or more teams.
- Give each team a bag with the castle pieces in it and some tape. Have each team "build" their castles by taping the pieces to the dry erase or chalkboard.
- Ask the first team a question. If they answer correctly, they get to remove a piece of their opponents' castle.
- Ask the second team a question. If they answer correctly, they get to attack the first team's castle.
- Last castle standing (any part left up) wins.

Suggestion: This is another game that is great to print, cut, and laminate for future use.





6 HANDS AND FEET HOPSCOTCH REVIEW GAME

Print the Hands and Feet Template pages. Securely tape them to the floor in three rows, as shown in the image to the right. Each page also includes small numbers (for example, 2-1) which means that page should be placed in row 2, column 1. As you place the pages, make sure that they are spaced out so that kids can comfortably jump from page to page as in "hopscotch". Also make sure that the pages are not slippery and will not slide under the children as they jump on them. Some floors are more slippery than others and may require additional tape on each page.

Divide your class into two or more teams. Ask team 1 a question. The student who raises their hand and answers correctly gets to jump the hopscotch course.

Have the student start at one end, stepping onto the feet pages with their feet and touching the hand page with their hand. They will then jump to the next row, touching the "foot" pages, like in hopscotch. They will also need to touch the hand pages with their hands - one foot per each foot page, one hand per each hand page. They need to touch all three pages in that row with the correct hand or foot before jumping to the next row.

It's perfectly fine for a student to jump with their feet first, then bend over to touch the hand paper, then straighten back up to jump to the next row.

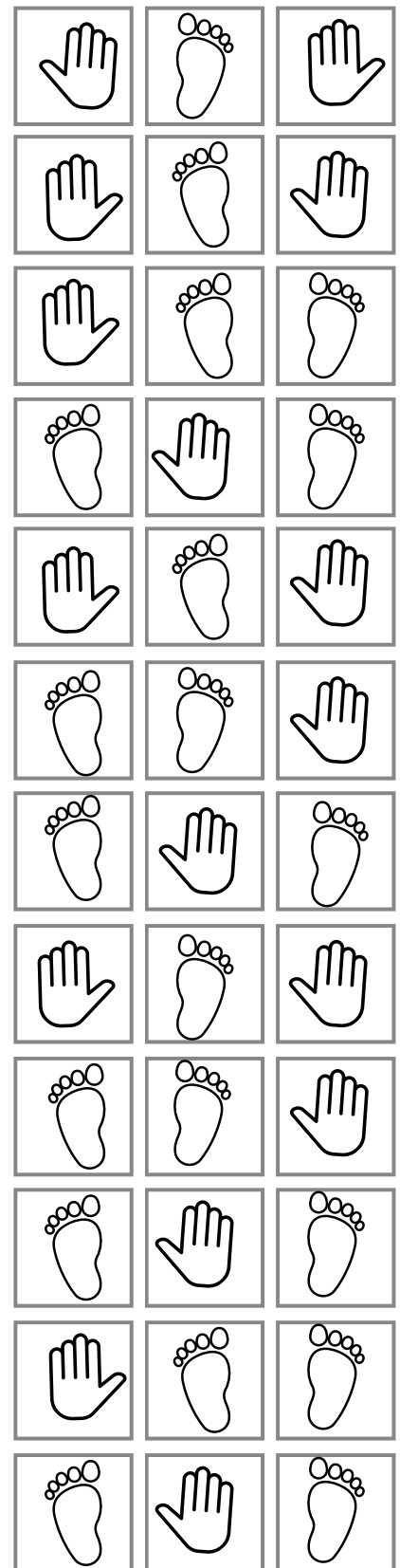
If a student touches a foot page with their hand, uses the wrong hand or foot, or falls over, their turn is over. (Slightly stepping over the page edge is allowed.) Count how many rows they completed correctly and give their team that number of points.

Ask a question of team 2 and have them do the same. Continue asking questions, alternating between the two teams.

If one student answers more than one question, they can choose someone on their team to jump the course for them so that everyone gets a chance to jump. If a student doesn't want to jump, they can choose a team mate to jump in their place.

Have the students on each team cheer on the student who is jumping!

FINISH!



START:



1-1