


SCRIPTURE MAN


Randomly fill in all squares using the following characters in the quantities indicated. (One character in each square)


	A	B	C	D	E
1					
2					
3					
4					
5					

 Scripture Man (1)
= 100 points

 Temptation Man (1)
= Lose 25 points

 Scripture Woman (1)
= 100 points

 Stars (3)
= 20 points each

 Bomb (1)
= Lose All Points

 Scripture Snacks (18)
= 5 points each

Points

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____
21. _____
22. _____
23. _____
24. _____
25. _____


TOTAL POINTS: _____

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TOTAL POINTS: _____

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Teacher Instructions.

Preparation and set up. Make copies of the Scripture Man blanks, cut in half (2 per page are provided) and give one blank to each student. Have the students randomly fill in all squares using the characters shown in the quantities indicated in (). (One character in each square). Each student will also need a set of scriptures.

Playing the game. Shuffle a deck of scripture mastery cards, or drop them in a hat or box and mix them up. Draw a scripture mastery card and read a key phrase or other clue from the scripture to the students. Give the students a set amount of time (e.g. 15 seconds) to look up the scripture in their set of scriptures then hold up their scriptures when they have found it. Tell them when time is up, then chose a random square for that scripture (e.g. C2, B4, etc.). The teacher should also have a scripture man blank to check off which boxes have been used. The students who found the scripture get the points related to the character that was in their corresponding box, and they write the point total on line 1. Those who did not find the scripture do not gain or lose any points, and that square will be unused by them. The teacher draws another card, repeats the process and the students keep a running total on the points lines. You cannot lose more points than you have (no negative scores). For example, if you have 15 points and hit Temptation Man (lose 25 points) then your score is 0. The student with the most points at the end wins.

Even if students do not know all the scripture mastery scriptures, it is still a fun game and good review. If they have missed a scripture, they will hope it was for a box into which they placed the Bomb or Temptation Man. Even if they find all the scriptures, how early in the game they hit the Bomb and Temptation Man will determine their final score.