

Character Studies Games

(Question / Answer type games and not Memory Games)

The way we have been using Character Studies was to take turns reading it with one paragraph per person. There is a lot of text to cover. A lot of text. After reading all the text, we now have time to have some fun with our study. The greatest challenge is to come up with a different game for each lesson. Here are some of the games we have used in the past.

In almost all cases, the questions asked are accumulative. This means in week 27, there are 27 weeks of material in which to pull a question from.

Tic Tac Toe - Group Answers

After dividing the students into 2 different teams, you ask questions. If the team whose turn it is can answer the question correctly, they get to choose where to place the "X" or "O". 3 in a row wins. *(This may be played using a white board.)*

The teams choose a spokesman. The team may discuss and debate the answer before the spokesman answers.

If both teams fail to answer the question then no one gets to put up an "X" or "O". Give the answer and then go on to the next question.

Tic Tac Toe - Individual Answers

After dividing the students into 2 different teams, you ask questions. If the team whose turn it is can answer the question correctly, they get to choose where to place the "X" or "O". 3 in a row wins. *(This may be played using a white board.)*

Your choice if they students can answer as a team or if each member of the team must take their turn.

If everyone has failed to answer the question, then both teams lose 1 "X" and one "O" Give the answer and then go on to the next question.

Tic Tac Toe - Cut Throat

The Tic Tac Toe is made up of 3 lines by 3 lines instead of 2x2. 4 in a row wins. (*This may be played using a white board.*)

After dividing the students into 2 different teams, you ask questions. If the team whose turn it is can answer the question correctly, they get to choose where to place the "X" or "O".

The teams choose a spokesman. The team may discuss and debate the answer before the spokesman answers.

Every time there is a wrong answer, the opposing team gets to choose which "X" or "O" will be removed from the board. If both teams fail to answer the question then no one gets to put up an "X" or "O". Give the answer and then go on to the next question.

Tic Tac Toe - Stand Up

Make a giant tic tac toe game on the floor using whatever is handy. It needs to be big enough that the students can stand in it as they will represent their own "X" or "O". This game works well outside.

After dividing the students into 2 different teams, you ask questions. If the team whose turn it is can answer the question correctly, they get to choose who will stand where in the tic tac toe grid. 3 in a row wins.

The teams choose a spokesman. The team may discuss and debate the answer before the spokesman answers.

If both teams fail to answer the question then no one gets to have an "X" or "O". Give the answer and then go on to the next question.

Tic Tac Toe - Stand Up Elimination

Make a giant tic tac toe game on the floor using whatever is handy. It needs to be big enough that the students can stand in it as they will represent their own "X" or "O". This game works well outside.

After dividing the students into 2 different teams, you ask questions. If the team whose turn it is can answer the question correctly, they get to choose who will stand where in the tic tac toe grid. 3 in a row wins.

The teams choose a spokesman. The team members NOT CURRENTLY standing in the grid may discuss and debate the answer before the spokesman answers. (*It is a good idea not to put your best player onto the grid until you have to.*)

If both teams fail to answer the question then no one gets to have an "X" or "O". Give the answer and then go on to the next question.

Connect the Dots - Group Answers

On the white board, put up a grid of dots for the Connect the Dots game. To make things easier, you can substitute dots for an alphanumeric code such as a, b, c or 1, 2, 3. It doesn't hurt to leave a few dots out so the grid isn't solid. You can even apply some imagination and make it roughly resemble some design or character.

After dividing the students into 2 or more different teams, you ask questions. If the team whose turn it is can answer the question correctly, they get to choose which 2 adjoining dots to be connected with a line. If this is the 4th line of a box or square, the team puts their initial in it. The team with the most boxes at the end of the game wins.

If a line results in a square, then the team gets an additional free turn with a maximum of 3 free turns. After 3 free turns in a row, they must answer a bonus question correctly. If they fail, then their turn is ended. This can be very disruptive on one team making an error and the next team cleaning up with a long string of boxes.

The teams choose a spokesman. The team may discuss and debate the answer before the spokesman answers.

If both teams fail to answer the question then no one gets to connect a dot. Give the answer and then go on to the next question.

Connect the Dots - Strategy

On the white board, put up a grid of dots for the Connect the Dots game. To make things easier, you can substitute dots for an alphanumeric code such as a, b, c or 1, 2, 3. It doesn't hurt to leave a few dots out so the grid isn't solid. You can even apply some imagination and make it roughly resemble some design or character.

After dividing the students into 2 or more teams different teams, then team

members will assign roles for their team members. In the case where the teams are large, more than one person can be assigned to the same role.

Roles:

Grand Master - This person(s) decides where to draw the line. They get a pass on answering any questions (*The Grand Master is the ONLY person exempted from questions*).

HR - This person(s) decide who will answer what question. Game variation is if the HR person must choose the answering person BEFORE or AFTER the question is read.

Questioner - The Questioner reads the question for the other side. If there is more than 2 teams, then this rotates.

Picker - The picker gets to look at the questions in advance and CHOOSE which question the other team will attempt to answer. None of the answered questions are repeated until they have all be answered once.

If the team whose turn it is can answer the question correctly, the **Grand Master** gets to choose which 2 adjoining dots to be connected with a line. If this is the 4th line of a box or square, the team puts there initial in it. The team with the most boxes at the end of the game wins.

If a line results in a square, then the team gets an additional free turn with a maximum of 3 free turns. After 3 free turns in a row, they must answer a bonus question correctly. The Picker does not pick the bonus questions. If they fail, then their turn is ended.

If both teams fail to answer the question then no one gets to connect a dot. Give the answer and then go on to the next question.

Relay Scramble

Set up 2 teams.

Put all the questions and answers in a scattered pile. These strips of questions and answers will have to be prepared in advance. Each strip has either 1 question or 1 answer.

Set the starting line.

Set the course. If this is in doors, it is a good idea to have the students go over or under various pieces of furniture to slow them down, lest they make a new hole through some wall somewhere along the way. It is also an option to have them walk or crawl backwards for part of the course.

As in any relay race, the students will get to the "pile" and back again as quickly as

they can. Then the next person will go. However, there are some additional peculiar rules to consider.

The runner will return with one question and one answer. They will lay this question and answer out on the floor or ground behind the starting line so everyone can see it.

If the question and answer are NOT a correct match (*teacher is the judge*), then the next relay person takes the question and answer BACK with them as they go.

The next person on the Relay Team must wait for the question / answer to be judged as correct or incorrect before they race on.

The game is over when the "pile" is empty.

The winner has collected the greater number of question / answers.

Jenga

- I Jenga works well with adults. It works less well with younger people.
- I Everyone gets around the table to play. You might have unbuttered popcorn available also (*adults*).
- I Each person take a turn reading a paragraph from the Character Studies.
- I After their turn reading is complete, they may take turn moving one jenga piece.
- I Once all the text has been read, the game shifts.

The teacher asks a question of each person in turn. If they can answer the question correctly, they get to move the next piece. At this point, you begin to keep track of how many pieces have been moved by each player. When everything falls down, the player who did the damage must reduce their score by the number of players in the game. The highest score wins.

Note:

The reason the game can begin with distractions is because Jenga is simple when it starts out. About the same time the text has been read does Jenga start to get a little nerve racking. It generally works out pretty well.

Note:

Additional Jenga games can be played without any reading by just asking and answering questions.

Variation:

Play Jenga one time with just the Nature study and then a 2nd time with the Bible study.

Pecking Order

Line all the students in a row. They can either stand or sit.

Ask the 1st person in the line or on the right a question.

- I If they can give answer, all well and good. Go on to the next person to the left to ask a different question.
- I If they can not answer the question, the person goes to the end of the line. If everyone is sitting, they will have to shift seats. Ask the same question of the next person on the left.
- I Keep track mentally or however of who originally missed the question. If you go through the entire line with everyone missing the answer, then give them the answer and ask a new question. In this case, everyone will be in the same positions they were in when the original question was asked.

Continue moving through the line asking new questions until you decide to end the game. It might be advantageous to have set a specific time for the game to end as the winner (*1st seat on the right*).

Sergeant May I

This is very similar to "Simon Says". Everyone lines up against one wall facing the teacher.

The teacher makes a statement (*basically combining a question with its answer*).

- I If the statement is correct, the students stands at attention and solutes.
- I If the statement is not correct, the students stand at attention with their shoulders back and the hands clasped behind their back.

Its important for the student to stand at attention while you survey the situation. You can't keep track of a simple "Yes" or "No" and when the students see how their peers are voting, they'll change their mind on occasion -- unless they are stuck in attention.

- I If your statement was correct, and the student believed you, then you can ask them to stay where they are or move forward a step or 2.
- I If your statement was correct and the student did not believe you, then you

can ask them to stay where they are or move backward a step or 2 or go all the way back to the wall.

- I If your statement was **not correct** and the student believed you, , then you can ask them to stay where they are or move backward a step or 2 or go all the way back to the wall.
- I If your statement was **not correct** and the student did **not believe** you, then you can ask them to stay where they are or move forward a step or 2.

Note:

Some students like it when the teacher acts as a gruff sergeant growling at buck privates, walking around inspecting the troops, and challenging the buck privates for the audacity of questioning him. It just adds suspense and excitement to the game. Then, again, some can be intimidated. You'll have to gauge your class' temperament.

The winner is the 1st one across the room.

Note:

I'd recommend how to deal with those students who take 3 steps to get across the room while others need 50 steps, but I never quite worked that one out. An imperfect solution is when the big steppers find themselves at odds with the teacher and close to being alone -- its back to the wall with them.

Twister

This should be done with not only a teacher but a judge who will not be disputed. Set a designated time for the game to end.

Each student who is not on the Twister board is asked a question. If they get the question right, they get to join the Twister game.

Either spin, or fake spinning, the Twister board. *(If you are faking it, do not let anyone get behind you. If you MIGHT fake the spinning later, do not let anyone behind you from the very beginning as everyone's suspicion will be aroused when they are asked to move.)*

Note:

There is no spinning if there is someone NOT in the game and a question was not answered correctly. If there is no one out of the game, then spin until someone falls out. If there is one person out and they can't answer any questions correctly, then those in the game will just have to test their

straining muscles a little longer. If this goes long enough someone is going to topple from the game even without any spinning.

After the students have moved and those who are pushing or falling or fallen have gone back to the ranks of students waiting to play, the next student not on the board is asked a question.

Monopoly

Replace "Chance" with "Animal Character Questions".

Replace "Community Chest" with "Bible Character Questions".

Instead of purchasing property with money, they must answer a question correctly

The only way out of jail is to answer a question correctly.

Free Parking gives them one free pass on any question.

Want a house or Hotel? Houses cost one question answered correctly and hotels require 5 answered questions. If they answer a question WRONG when buying a hotel or house, then they lose one house.

Rent paid is with monopoly money, like normal.

Going past GO? Player's option. Answer a question correctly and get double or nothing. That is \$400 or \$0 instead of the automatic \$200.

Before rolling the dice is another player's option. Answer a question correctly and get to spin twice or lose their turn.

Double do not get any extra spins of the dice.

No property may be mortgaged. That would not be good stewardship. Property CAN be sold back to the bank only at half price.

Set a designated time for the game to end.

The highest wealth quotient wins.

Sorry

This game works for a small group of students. Sorry game rules with a few exceptions.

- I The student must answer a question correctly in order to get out of "START" or to enter the home stretch.
- I The question is read after the card is picked because the student did not know they were going to get a 1 or 2 or a 7. If they miss the question, however, the turn is lost. They may not move an alternate piece.
- I No game piece may move or through the home stretch without answering a question correctly.

- I If a piece is being sent back to start via a sorry card or because another piece landed on their square, they can turn the tables by answering a question correctly. The one doing the knocking "picks the question" (*so the teacher doesn't get in hot water for taking sides*) and does the reading.

Jeopardy

Use Post It Notes to write questions on the sticky side. On a bottom corner, write an alpha code such as "AA" or "BA".

The alpha code should help the teacher to find the question fast if they have cross checked things correctly in advance.

On the non-sticky side, write a BIG number.

Create some categories such as Bear, Weasel, Unnamed Prophet, etc.

Note:

You are not limited to the small number of categories as on the TV show.

With a little good fortune, the sticky notes should stick on a wall for an improvised Jeopardy game.

Divide the students into 2 or more teams.

Each team has a captain or spokesman.

Each person will take an unassisted opportunity to pick a category / question such as "Beaver for 100".

As a team, they can discuss the answer to the question.

The Spokesman will give the groups answer.

There is no going back and forth. Once the spokesman starts to give their answer, no one else may speak or else the spokesman's answer is considered NULL.

Each team will have a score keeper. They fully participate, along with keeping score.

The highest score wins, provided you can get a consensus amongst the score keepers.

Hang Man

This game works for a small group of students.

Use a White Board and perhaps different colors of markers.

Draw a gallows for each student.

Draw one sample person in a lower corner. This is to avoid adding details later or having a different # of body parts for different students. This also lets the students know exactly how close they are to getting hung. :)

Instead of picking letters, the teacher will be asking questions and expecting good answers from the students.

If the question is answered incorrectly, the student wins a body part. The first student to win all their body parts loses.

If the question is answered CORRECTLY, one body part may either be erased or a body part may be given to another player instead. If they have no body parts, then nothing happens and no one else is threatened either.

Note:

You can attempt to discourage any ganging up on other students but it is going to happen. The brightest will find themselves in a hard place soon enough. An unscrupulous teacher might vary some of the questions in order to level the playing field some what. Certainly this does not include you.