

Memory Games

There are two kinds of Memory Games. One kind helps with learning the memory verse. The second kind is competitive in nature so, once learned, the memory verse will perhaps never be forgotten.

Concerning the competitive games, we have found that as long as we have at least 2 people who can learn the verses quickly plus at least 2 competitive people, then they will pull the rest of them along. The competitive games do not work well with one "star".

In almost all cases, if the students are having trouble with their memory verses, you could give them the verse and ask them to tell you which chapter and verse it is. You could even mix this up, sometimes asking for the memory verse and sometimes expecting chapter and verse.

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 chapter and verse.

- I If they can give recite the memory verse, all well and good. Go on to the next person to the left to ask a different chapter and verse.
- I If they can not answer the chapter and verse, the person goes to the end of the line. If everyone is sitting, they will have to shift seats. Ask the same chapter and verse of the next person on the left.
- I Keep track mentally or however of who originally missed the memory verse. 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 memory verse was called for.

Continue moving through the line asking new for different memory verses until you decide to end the game. It is alright to recycle memory verses. It might be advantageous to have set a specific time for the game to end. The winner is in the 1st seat on the right.

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

The teacher recites a memory verse either correctly, outlandishly in error, or with a subtle mistake.

- I If the memory verse is correct, the students stand at attention and salute.
- I If the memory verse is not correct, the students stand at attention with their shoulders back and the hands clasped behind their back.

It's 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 memory verse 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 memory verse 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 memory verse 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 memory verse 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:

Most 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 to not announce if you were correct or in error right away. 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 -- it's back to the wall with them.

Twister

Not only does this require a teacher, but a number of sponsors. The sponsors can be youths.

Set a designated time for the game to end.

The sponsors space themselves out so students reciting memory verses will not distract each other. We'll call where these sponsor are at "memory stations". Each student has a chart with all their memory verses and a check off list.

Each student who is not on the Twister board must go to a memory station and recite a memory verse. It must either be a memory verse they have not had checked off (*or least about of checks*) on their memory chart.

If there are not enough sponsors, then their might be a line at some of the memory stations. A queue is not bad as long as it keeps moving.

If the student is unable to receipt a memory verse, then the sponsor should help them learn the memory verse. Once they have been able to recite the memory verse, the sponsor will add a check mark.

The student, with a check mark on the memory verse check off list, can now go to the twister board and play. The spinner will take the memory verse check off list and circle the check mark.

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.*)

The student plays Twister until they have touched down or fallen.

When the student is out, they retrieve their Memory verse check off list and go to an available memory station to get another question mark.

Variation:

You could actually replace Twister with any action game which will be short lived and route the children back to a Memory Station.

Hop Scotch

Using masking tape, set up 2 or more hop scotch grids, side by side.

On a white board or poster, make a mirror copy of the Hop Scotch grid. In each grid, put a word from the memory verse. Counting chapter and verse, there should be the same number of grids as there are words from the memory verse, unless you combine a few such as "and the" and other small phrases.

Set the white board up in front of the hop scotch grid so anyone standing or hoping through the hop scotch grid can look up and find the next word.

Note:

The standard way for doing Hop Scotch is to put the words or phrases on the floor. This encourages reading and not memorizing. When the student is challenged to hop without hitting any lines (*looking down*) and saying the word or phrase (*look up*), then they will start memorizing the word, then looking down, hoping, and saying the word or phrase from memory. Eventually, they will look up less and less often.

Slowly at first, the students will hop through the hop scotch grid, saying the appropriate word or phrase as they step into each grid. If they say the word before or after they hop, or if they say the wrong word or phrase, then they must step out and return to the end of the line.

Students who are not currently jumping through the grid will be the judges.

Once things are starting to get down pat, then some races can be started.

You can do some single elimination, double elimination, jumping backwards (*either facing the wrong way or saying the verse backwards*).

Scramble - Simple

Cut up the memory verse into words or phrases and let the students assemble the verse back together.

Scramble - Simple Adversary

Cut up more than one copy of the memory verse into words or phrases and let the students compete by putting the verse back together at separate tables. This works good for 2 or more groups.

Scramble - Triple

Cut up several memory verses into words or phrases put all the pieces together. Let the students assemble the different verses back together.

Note:

More than 3 memory verses can go overboard.
Also, this does not make good competition.

Scramble - Puzzle

Cut up the memory verse without regard to words or phrases.

Let the students assemble the verse back together. In this case, it will be more a puzzle.

Note:

You may take care to not cut up any letters, or you may make it a point to cut up letters. Both create a variation.

Scramble - Pick Up

Cut up the memory verse into words or phrases. Spread them around the floor so they cover some area and are all face down.

Variations on how to proceed:

1. A student can sit down on the floor and, turning the words or phrases over one at a time, assemble the memory verse.
2. Same as #1, except the words turned over must be in order. If they are not in order, then the word must be turned back face down. Thus, they need to know what the next word is.

Scramble - Relay

Cut up two copies of the memory verse into words or phrases. Spread them around the floor so they cover some area and are all face down. *(If the words and phrases are taped or glued to blocks, then there is no need to turn them upside down. In this case, be sure and include a number of blanks for them to turn over.)*

The students are divided into 2 teams.

If this is done indoors, an obstacle course is set up with the goal of slowing the students down so no one will be running into any walls. Crawling under chairs is one way of slowing them down. *(Did you tell the parents a week in advance so the girls would not be wearing dresses?)*

One student at a time will run to the scrambled words and phrases. They must retrieve the next word or phrase needed for their memory verse.

Upon returning, the word is laid out on the floor in its proper place.

If the teacher agrees this WAS the correct word...

1. then the entire team recites what of the verse has been laid out.
2. and then next relay contestant then takes off to get another word or

phrase.

If the teacher notices this is NOT the correct next word...

1. The next student must take the word / phrase back and get the correct one

The first team to have retrieved their entire verse wins.

Variation:

When using 1 verse, then each copy should be a different color.

When using 2 different verses, then make sure their are the same number of cut up pieces.

Jeopardy

Use Post It Notes to write questions on the sticky side. The questions shall work as hints to the correct verse. Make an attempt not to use a question which can be answered by more than one verse. Key words can also be used.

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.

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 "Spirit for 100".

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

The Spokesman will give the groups memory verse.

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.

Recruit

Pick 2 captains. These captains must know the memory verse.

The captains will each be assigned a corner of the room. This is home base. This is where they start and this is where the people they recruit will end up.

At start, the captains will immediately go to another student and ask them to repeat the memory verse.

- I If the student cannot, then the captain must teach the student the memory verse.
- I The captain should not go onto someone else because they found their recruit did not know the verse.
- I Once the student has learned the verse and can repeat it to the captain, then they have been recruited.
The captain then goes to another student.

The recruit now must do a number of exercises before going to their captain's corner. The purpose is to give them something to do and a way to expend some energy. Here are some ideas.

- I Crawl across the room.
- I Crawl across the room backwards.
- I Write their name on the white board.
- I Baby step across the room.
- I Hop across the room.
- I Crawl under some chairs.
- I Go through some hoops which are tight and hard to get through.

When all the students have been recruited, the Captain with the most recruits, wins.

Variations:

This can be run with 1 to 3 verses.

If you are using 3 verses, then there is another variation.

The students may have to recite all three verses or they may recite just one verse (*their choice*).

Recruit - Ribbon

Pick 2 captains. These captains must know the memory verse.

Give the 2 captains a number of ribbons. There should be as many ribbons for each captain as there are students. Only someone with a ribbon to give away can recruit other students.

The captains will each be assigned a corner of the room. This is home base. This is where they start and this is where the people they recruit will end up.

At start, the captains will immediately go to another student and ask them to repeat the memory verse.

- I If the student cannot, then the captain must teach the student the memory verse.
- I The captain should not go onto someone else because they found their recruit did not know the verse.
- I Once the student has learned the verse and can repeat it to the captain, then they have been recruited.

The captain will give their new recruit one or more ribbons.
The captain will then proceed to another student.

The recruit with more than one ribbon will do just as the captain has done and move to recruit another student.

Note:

Neither the captain nor the recruit can be without a ribbon. If they only have one ribbon left, then they cannot recruit anyone. If the captain or recruit only have one ribbon, then they must retire to their captain's corner.

Strategy:

The obvious strategy is to get to the students who know the verse the best, first. Beyond that, we now have ribbons to divvy up. If the captain only passed out one at a time, then none of the recruits will be able to help get other recruits. If the captain gives away too many ribbons, then they will find themselves on the sidelines hoping their recruits can do the job for them.

Variations:

This can be run with 1 to 3 verses.

If you are using 3 verses, then there is another variation.

The students may have to recite all three verses
or they may recite just one verse (*their choice*).

Sergeant Major

The Sergeant Major game is a long range contest aimed to make motivate the students

to learn as much as possible?

Assemble a list of memory verses, from very simple to long passages (*like an entire chapter*).

Associate each memory verse or memory passage with a military rank. Following are a list of the Marine ranks, in ascending order. All may be used or some lesser recognizable ones may be dropped.

1. Private First Class
2. Lance Corporal
3. Corporal
4. Sergeant
5. Staff Sergeant
6. Gunnery Sergeant
7. Master Sgt, First Sgt
8. Sergeant Major
9. Master Gunnery Sergeant
10. Sergeant Major of the Marine Corps
11. Warrant Officer 1
12. Chief Warrant Officer 2
13. Chief Warrant Officer 3
14. Chief Warrant Officer 4
15. Chief Warrant Officer
16. Second Lieutenant
17. First Lieutenant
18. Captain
19. Major
20. Lieutenant Colonel
21. Colonel
22. Brigadier General
23. Major General
24. Lieutenant General
25. General
26. Commandant of the Marine Corps

A memory station should be set up so during the class, the students may go to the memory station and demonstrate how many memory verses they have memorized. As they complete their memory verses or passages, they are promoted there on the spot.

How you wish to promote the students is up to your imagination. Ribbons?

Medals? Something to wear? Something posted on the wall? The simplest way is to create a grid with the names down the left side and columns going to the right would be the rankings. As they get promoted, the appropriate stars can be stuck to the chart.

Aside from promotions, there is something very special which should be awarded to the Generals. What can be a greater reward for younger students than Chucky Cheese? Rewards such as being introduced to the Church or recognition aren't very good motivation because it is out there, in the future sometime. Recognition will make a student happy they did something (*past*), but it will not motivate them to work hard when the recognition is weeks and weeks somewhere in the future. Using recognition as a reward will not serve as motivation more than a day or so before it falls off their radar.

Erase Blanks

Write the verse on the white board.

Go around the room, giving each student an opportunity to erase one word.

After the word is erased, everyone should say the verse, including the missing word(s). They can answer as a group or one at a time.

They should know the verse by the time it is erased.

Speedy

Using a stop watch, have the students recite the memory verse as fast as they can. The fastest wins.

Note:

This will excite some students and some will be reluctant.

Those who are excited will want a rematch. How many? Until they win.

Backwards

Have the students recite the memory verse backwards. It can be done. In their head they will have to recite the memory verse and stop where they left off and say that word out loud. If they struggled to remember the memory verse before, by the time they have said it backwards, it will be burned into their mind pretty solid.

Musical Chairs

The students will be walking around the chairs waiting for the memory verse to be recited. The teacher will begin by turning their back and reciting the memory verse. When the memory verse is over, the students will sit down.

The odd person who was not able to find a chair must now come forward and recite the memory verse. They will do this facing away from the other students while the teacher keeps an eye on the students. If a student sits too soon, in anticipation, then they are "out".

The student reciting the memory verse will not be quite as predictable as one might think. Some will struggle and they will recite the verse unevenly. The ornery students will also tend to rush the last phrase. :)

If the student cannot remember the memory verse, then it is time to teach them. A memory station may be set up so the game can continue. Those who have not gotten through the memory station should not be able to play.