

MEMORY VERSE CARD GAMES FOR GROUP TIME

Use the provided memory verse cards to play one of the following games. For most games, you will only need to print the first two pages of Memory Verse Card doc. The third page is a nine-card version for smaller groups and/or easier gameplay. The fourth page has extra word cards to make some of the games more challenging.

The number of card sets you need to prepare will vary, depending on which activities you choose, and how many students you have. We recommend printing these cards on heavy stock.

Flipper (Great for All Students)

Use one set of the provided Memory Verse Cards to review the verse. Place the cards on a table so that the verse is in the correct order. Read it together a few times. Choose a student to pick a card and flip it over. Say the verse together again. Keep flipping cards and reviewing the verse until the cards are all face down.

Scramble (Great for All Students)

Lay one set of cards on the table face-up, and say the verse together a few times. Then scramble the cards, and as a group, unscramble them to the correct order. Read the verse together.

Scramble Race (Great for All Students)

Review the memory verse a few times. Divide the students into teams, and give each team a set of scrambled cards. Race to see which team can unscramble the verse first.

What's Missing? (Great for All Students)

Lay the cards out in order and review the verse a few times. Have the students turn their backs so that they cannot see the cards. Remove one card and scoot the cards next to the missing one over to fill the gap. When you say “go” students will turn around and look at the cards. The first student to identify. Which card is missing wins that round.

In later rounds you can make the game more challenging by removing two or three cards instead of one.

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Verse Hunt (Recommended for Younger Students)

Hide cards from one set throughout the room. They shouldn't be too difficult to find. Time your students as a group to see how quickly they can find all of the cards and place them in order on a table or the floor.

Alternatively, print two different sets, each on a different color of paper. Divide the students into two teams, with each team searching for their designated color.

Memory (Recommended for Younger Students)

Mix up two sets of cards and lay them out face-down in a grid. Kids take turns turning over two cards to see if they match. If a student makes a match, they to keep the pair and go again. Continue until all matches have been found. At the end of the game, lay the cards out in the correct order and review the verse.

Speed Match (Recommended for Younger Students)

Print a copy of the first two memory verse card pages but do not cut them out. We recommend that you print this on paper that is a different color than your game card set.

Place these two pages side-by-side in front of a student and give them a mixed up set of memory verse cards. When you say "go" the student will lay each card down on top of its respective place on the pages. Let students play one at a time and time them to see who is the fastest.

Alternatively, you can print another copy of the sheets and have two students at a time play head-to-head to see who can place their cards first.

Another option is to print out a copy of the sheets for every student so that they can all play at once.

Slap Down (Recommended for Older Students)

Divide students into groups of four-to-eight kids. Give each group one set of cards for every two kids, with one additional set if a group has an odd number of players. Have each group mix all of their cards together and randomly deal all of them so that each player has the same number of cards. If there are extra cards, they can be set aside.

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Players may view their cards by fanning them in their hand, or setting them out in front. Of themselves face-up. Before the game begins, each student who has a card with the first word(s) of the verse will place that card in the middle of the table to start a pile.

On “go” players may begin to add cards to the piles in the order of the verse. A player may place a card on any pile. There are no turns. Instead, everyone races to correctly place cards on the piles. The second word of the verse goes on top of the first, the third on top of the second, and so on. The first player to get rid of all of their cards wins.

Trading Cards (Recommended for Older Students)

Make a set of cards for each student, or have students cut out their own sets of cards. Mix all of the cards from all of these sets together, and deal twenty cards to each student. When you say “go,” students may begin trading cards. They want to trade away unneeded duplicates to get cards that they don’t have. When a player thinks that they have all of the cards, they may begin to arrange the cards in order on a table or the floor. The first player to do so wins.

Get In Line (Recommended for Older Students)

Tape a memory verse card to each student’s back, without letting them know which word(s) they have. Instruct students to see if they can line themselves up in the correct order of the words in the verse.

If you want to make things more challenging, instruct students that they may not tell anyone what the card on their back says. Use the nine-card set for smaller groups or easier gameplay.

The Nine Card Set

The third page of the Memory Verse Cards doc has the verse printed across nine cards instead of twenty. You may want to use these cards for younger students, smaller groups, or to shorten the time it takes to play a game.

The Extra Word Cards

The fourth page of the Memory Verse Cards doc has eight words that are not in the verse. Playing Scramble, Verse Hunt, Memory, or Slap Down with these cards in the mix can make these games more challenging, and add some unexpected silliness. Students will need to remove cards that don’t belong.