Books of the Bible Jeopardy

Overview:

The purpose of this game is to help learners become familiar with the books of the Bible, including the title, category, and basic content of each book. The game can be played at one time or over a series of weeks. It can also be leveled up or down based on learners' prior knowledge. Notes about leveling up/down are included in parenthesis below. [i]

Warm up:

A. Learners open Bibles to the content pages and the following information is elicited from them. (**Level up:** The information is elicited with Bibles closed.)
1. Number of books in the Bible
2. The two main categories
3. Number of books in the Old Testament
4. Number of books in the New Testament

B. Learners are shown a graphic that depicts sub-categories of books in the Bible.[ii] They take notes in their Bible, penciling in subcategories. (**Level up:** This information is elicited from learners before the graphic is shown.)

C. Learners are divided into teams of 3-5. Teams are set up, if possible, so that each has learners with some background knowledge of Bible books.

Game:

A. Round 1
1. This round focuses on books and information that learners are likely to have prior knowledge of and/or could easily guess. Teams choose from a word bank of Bible books as they respond to clues. A grid of what the round might look like is included on the next page.[iii] (**Level up:** No word bank is used; more categories or rows are added. **Level down:** Only two categories are used—Old and New Testament, for example; fewer overall clues appear in the grid; a preliminary round is played which focuses on the sub-categories of Bible books; teams play with Bibles open.)
2. Rather than competing to see who can answer first, teams take turns answering. If one team misses an answer, other teams have a chance to get it right.
3. When a team gives a correct answer, the clue is flipped over to show the answer on the back.
4. Each correct answer is worth 10 points.

B. Following Rounds
1. Over the following minutes or series of weeks, the grid slowly expands with each round. More clues are added to each category; more categories are also added. **Rather than the teacher adding clues, however, every round each team is assigned a book and writes a clue for that book.** When then playing the round, teams must choose clues they have not written. (Colored

paper could be used to distinguish between clues from different teams.) Teams choose from a word bank of Bible books as they respond to clues. (**Level up:** more than one clue/book per team is added each round; no word bank is used. **Level down:** The game focuses on no more than two or three categories at a time, dropping a category and adding a new each round.)

2. As learners grow more confident in their knowledge of the books, some clues/categories can be removed from the grid in order to make room for new.

	Old Testament				New Testament	
	Law	*History*	*Poetry*	*Prophets*	*Gospels*	*Letters*
1	Moses, the baby in a basket, grows up to lead Israel out of Egypt.	A queen risks her life to save the people of Israel.	A book full of wise sayings	Three followers of God are rescued from a fiery furnace and another from a lion's den.	One of two gospels that tell the story of Jesus' birth	In this letter, there is a whole chapter on love.
2	God creates the earth and the nation of Israel.	A boy hears God calling his name in the middle of the night (and thinks it's someone else) and then grows up to be a prophet who leads Israel.	A book full of worship songs	A prophet disobeys God and is swallowed by a large fish. (And then he obeys God!)	The shortest gospel	This is one of the letters NOT written by Paul.

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[i] Photo by Kinu Panda, CC BY-SA 4.0, via Wikimedia Commons.
[ii] An example graphic: https://bib.irr.org/understanding-different-parts-of-bible.
[iii] You can also use an online tool to build your game such as https://www.superteachertools.us/ or https://www.playfactile.com/.