

DISCOVER 4 YOURSELF GAMES



5 W'S AND AN H

Things you need:

- A game board. I use a project board from a school supply store. To set up your board you need to make 5 category labels WHO, WHAT, WHEN/HOW, WHERE and WHY and place them on your board. (See diagram below)
- You need five index cards for each category labeled with 100, 200, 300, 400, and 500 points. After labeling your cards with point values, you can laminate your cards to make them last longer and then place a small piece of Velcro on the blank side of the card.
- Put the other part of your Velcro on your game board, five pieces under each category and stick your points on your board.
- You also need to make a question sheet using questions from the book you are studying. Label each question in each category, 100 points for the easiest question, next 200 points, 300 points, 400 points, and 500 points for the hardest question. See the example on back.

TO PLAY THE 5 W's AND AN H:

- This game is played like "Jeopardy". Divide your class into two teams.
- The team to go second always gets the last question.
- A kid on the team that goes first raises their hand and tells you what category and what point value they want to try and answer a question. As an example a child may say I want "Why" for 500 points. Then you need to read the question on your sheet under the "Why" category for 500 points. If the question is answered correctly then that child has 500 points recorded for his/her team and it's the next team's turn. If the child gives the wrong answer then other team may try and answer it correctly for the 500 points and then it is their turn to pick a category and a question.
- Alternate with the two teams until you run out of questions or time is up. Make sure that the team who went second gets the last question. Whoever has the most points wins the game.

WHO	WHAT	WHERE	WHY	WHEN/HOW
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

Sample Questions from John 11

WHO

- 100: John 11:1 WHO was sick and died? Lazarus
- 200: John 11:1 WHO were Lazarus' sisters? Mary and Martha
- 300: John 11:48 WHO were the Pharisees afraid might take their nation? The Romans
- 400: John 11:49 WHO prophesies about Jesus' death? The High Priest (Caiaphas)
- 500: John 11:16 WHICH disciple said, "Let us go also that we may die with Him"? Thomas

WHAT

- 100: John 11:38 WHAT type of tomb was Lazarus buried? A cave
- 200: John 11:53 WHAT did the Pharisees want to do to Jesus? Kill Him
- 300: John 11:25 WHAT did Jesus call himself, I am.....? The resurrection and the life
- 400: John 11:44 WHAT was Lazarus wearing when he was resurrected? Wrappings of cloth
- 500: John 11:26 & 40 WHAT does Jesus promise to those who believe in Him? They shall never die. See the glory of God.

WHERE:

- 100: John 11:1 WHERE did Lazarus, Mary and Martha live? Bethany
- 200: John 11:18 WHERE was the city that was two miles from Bethany? Jerusalem
- 300: John 11:50 During the Passover, WHERE were the people who were wondering if Jesus would come? The Temple
- 400: John 11:31 WHERE did the Jews think Mary was going when she went to meet Jesus? The Tomb
- 500: John 11:54 WHERE did Jesus go away to? To the country near the wilderness- Ephraim

WHY:

- 100: John 11:31 WHY were the Jews at Mary and Martha's house? Consoling, comforting them
- 200: John 11:39 WHY did Martha say there would be a stench in the tomb? Lazarus had been dead 4 days
- 300: John 11:9 WHY does someone who walks in the day not stumble? He sees the light
- 400: John 11:4 WHY did Lazarus' sickness not end in death? It was to be used for the Glory of God so that the Son of God may be glorified.
- 500: John 11:22 WHY did Martha say that her brother would not have died if Jesus had been there? You ask of God, God will give you.

WHEN/HOW:

- 100: John 11:6 WHEN Jesus heard that Lazarus was sick, HOW long did he stay where He was? 2 days
- 200: John 11:43 HOW did Jesus heal Lazarus? He called, "Lazarus come forth."
- 300: John 11:17 WHEN Jesus came to the tomb, HOW long had Lazarus been dead? 4 days
- 400: John 11:33 HOW did Jesus feel when Mary fell at His feet crying? Moved in spirit and troubled
- 500: John 11:53 WHEN did they begin planning to kill Jesus? From that day on

TO PLAY THE MATCHING GAME

You need at least ten questions from the lesson you are studying.

Type the answers on a sheet of paper. Make two sets of answers and cut the answers into individual strips and place each set of answers in an envelope.

Divide your class into two teams. If there is room in your class have the two teams line up opposite each other in the middle of the room. If there is not room just pick two kids at a time one from each team to come up and stand in front of you in the middle of the room. The first two kids stand in front of you back to back. On each side of the room you have taken the answers out of each envelope and mixed them up and placed them in two piles on the floor.

You ask a question and tap the two kids in front of you and say "Go". They have to run from you to their side of the room and look for the correct answer to the question you just asked in their pile. If they bring you an incorrect answer, tell them wrong, try again and they race back again to find the correct answer. The first one to race back to you and bring you the correct answer gets 100 points for their team. You continue to do this until you have answered all your questions and the team with the most points wins.

TO PLAY M&M DRAW

You will need a big bag of M&M's. Empty them inside a non-see through container. Place the M&M's point values on the white board for all the kids to see.

Brown: 100 points

Red: 200 points

Yellow: 300 points

Orange: 400 points

Green: 500 points

Blue: 600 points

Divide the kids into two teams and ask a question from the lesson or book you are studying. If the kid from the first team answers the question correctly he or she gets to come to the front of the room, close their eyes and pick an M&M from the container. Once they have chosen a color, they get to eat the M&M and you record the points they won on the board for their team. If they miss the question then the other team gets to steal the question and draw the M&M, then it is that team's turn to answer a question. The team with the most points wins

ZONK:

Things you need:

- A game board. I use a project board from a school supply store. To set up your board you need to make 60 labels to put on your board. I label mine A1, A2, A3, A4, A5, B1, B2, etc... (See Diagram on back)
- Make 60 cards labeled with a variety of points from 100,200,300,400, and 500 points, along with 10 Zonk cards. You can use index cards, I use the neon colored ones and after I label them I laminate them to make them last longer. I place a small piece of Velcro on the side the point values are labeled.
- Then I put the other part of the Velcro on my game board under each label (A1, A2, etc...) A different alternative to Velcro is to buy library pockets from a school supply store and instead of labeling your board, glue the pockets on the board and label them.
- Mix up your point values cards and attach them to the Velcro on the board with the blank side of the card showing or place them inside the library pockets.

TO PLAY ZONK:

- Divide your class into two teams. I let the kids pick a number 1-10 to see who will go last because in this game going last has an advantage.
- The first team is asked a 5 W and an H question from their study and if they answer correctly, the child who answers the question for their team gets to go to the Zonk board and choose a card off the board. Such as choosing the card A4. You lift off the A4 card and show the child what is on the back of their card. If the card has a point value on the back, then you ask them if they want to go or stay. If they choose to stay then you record the amount of points on their card under their team. If they have drawn a "Zonk" they don't get any points and their turn is over. It is the next team's turn. If they have drawn a card with a point value and they want to continue to go, then they choose another card from the board. You add the two cards point values and ask them if they would like to go again or stay. I give the kids three chances to go then it is the next team's turn. If they go all three times and they do not draw a "Zonk" after their third try you record their total amount of points on their team's score. If at any time they draw a "Zonk" on their turn they lose all points accumulated on the cards for that turn and it's the next team's turn. They do not lose any previous points that have already been recorded for their team, only the points drawn on that round. After their turn is complete either by drawing a "Zonk", stopping, or using all three turns, it is the next team's turn to answer a question.
- If a team misses a answer to a question, then the other team can steal the question by providing the correct answer and then have a turn at the Zonk board. After the team who stole the question has completed their turn at the Zonk board, it is then that team's regular turn to answer a question. You alternate with each team unless a team steals another team's question.
- When you have only two questions left to ask or you know that time is running out, then I tell the teams this will be your last question and if you answer it correctly then you can have as many turns at the Zonk board as long as you do not draw a "Zonk". This is where team strategy comes in, deciding how many times to keep going. If a team that is behind happens to go last, then they don't have anything to lose by continuing to choose cards off the Zonk board until they pass the

other team in points. A team can come behind and win the game if they are able to draw enough points with drawing a “Zonk” that is why it is best to go last and why you alternate who goes last.

- The team with the most points wins the game.

A1	B1	C1	D1	E1	F1
<input type="text"/>					

A2	B2	C2	D2	E2	F2
<input type="text"/>					

A3	B3	C3	D3	E3	F3
<input type="text"/>					

Double Zonk!

- This is a variation on the regular Zonk game. Double Zonk is played the same way as regular Zonk except the object of Double Zonk is to draw the “Zonk” card which will double the points that have already been drawn.
- Such as, after answering a question if a kid draws 100 points on the first draw, 400 points on the second turn, and then a “Zonk” on the third turn that kid’s team will have 1000 points ($100+400=500\text{points} \times 2=1000\text{ points}$) and it will be the next team’s turn.
- If they draw a “Zonk” on the first try it is worth 1000 points and it’s the next team’s turn.
- Just like the regular Zonk game once a kid draws a “Zonk” whether it is on the first, second, or third try it ends their turn and is the next team’s turn.
- Kids love this play this way as a change. It’s really funny to watch them go from moaning over a “Zonk” to going crazy from drawing one.