

# PUNCH-OUT!

Scripture Mastery Game  
A Variation of "Contact"

## Supplies:

3"x5" cards, 1 per student

Set of Numbered colored cards (document follows)

Set of Numbered table tags (same document) \*\*Enough for students in class

Students' Individual Scriptures, and bookmarks if you decide to allow them

Teacher's set of Scripture Mastery Cards

Single-Hole Punch

Timer (I use the clock feature on my phone)

## Preparation:

Print the numbers twice, once on plain paper, and once on colored cardstock. You'll need a number for each student, so if you have more than 16, you'll need to extend this document into more, or create your own. Cut the sheets apart into individual numbers. Set up the classroom so that students will be facing each other in teams of two. At each seat, tape a paper number down to the table/desk.

Students select a colored number card to determine where they sit and who their teammate is. Students also write their own name on their 3"x5" card. (I used a colored 3"x5" card for clarity with them.) If you have an odd number of kids, a team of 3 is formed at the end.

## Rules:

- ⇒ Each round begins with all students' scriptures closed.
- ⇒ Once hearing the key word or clue, they race to find the scripture.
- ⇒ Once finding the scripture, they touch the actual scripture mastery verse with their finger and raise the scriptures high in the air, while calling out, "Contact!" Both teammates must have the reference before saying, "Contact".
- ⇒ Students may help their teammate (across the table) locate the scripture.

Start the timer (set for 4-5 minutes) and start giving clues. When they hold up their scriptures, verify that BOTH members of the winning team are correct. If they both are correct, each of their index cards receives one punch. If one is not correct, move on to the second place team – if they are correct, punch their cards instead. Then move on to calling out the next key word(s) for another scripture mastery verse. Continue until the four/five minutes are up and the timer rings.

At the time limit, students select a new colored number card, and find a new seat and therefore a new teammate, and the rounds begin again. At the end, the student with the most punches wins – you could use a prize or let it be just the satisfaction of winning.

## INSPIRED ADDITION:

Since it's easiest for me to see the verses if they're *marked*, halfway through today's game, I had all students leave their books open after each round. If they had the verse marked, I gave bonus punches to those students. It was an easy way for them to rack up points, and encouraged them all to mark their verses.

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