

BIBLE SMACK CHALLENGE!

Reflection: "Ignorance of Scripture is ignorance of Christ!"
-St. Jerome: a Doctor and Father of the Church.

And so, knowledge of Scripture is knowledge of Christ,
and all HT must strive to know Christ so as to love and bring others to Christ.

To help us be aware of our lack of knowledge, to keep us humbly seeking, we must be reminded that there is always more to learn. Discovering someone takes more than a lifetime, and discovering Jesus Christ will take eternity. Start today – erase ignorance and replace it with intimacy.

GAME:

The goal of this game is to help us grow familiar with Sacred Scripture.
"Ignorance of Scripture is ignorance of Christ." -St. Jerome

MATERIALS:

- Scripture Cards
- Timer/Stopwatch
- Players, Teams
- Referee (to make reasonable judgments during disputes in the game, and to fairly clarify what cards are referring to)

STEPS:

0. "Before we play... let us pray..." Offer a small prayer as a group to ask the Holy Spirit to guide the game, to help keep us encouraged and to help us lift each other - not put each other down. Ask that we compete with integrity, dignity and respect for one another.

1. Scripture cards are divided into New and Old Testaments. From there they are divided into Characters and Events.

2. Up to four teams may participate. Each team receives one stack of cards.

3. Each team takes a turn, and each team member takes a turn. Three options are available per draw:

A - Charades (acting it out without noise, sound effects, writing, drawing, speech, etc. [like a mime])

B - Pictionary (drawing only - either visibly or invisibly tracing)

C - Vietnamese Taboo (describing in Vietnamese without using any English, and also without directly translating the topic word into a Vietnamese equivalent: "Jesus" as "Giesu")

4. Once the team member draws a card from the stack, they must choose one of the options (A, B, or C) and cannot choose another option until their next draw. They may ask one team member to help with the task of their draw.

5. Each team member's round gets one minute to perform. Their team must guess correctly what their card says in order to earn the point. If the team answers correctly, the player may draw another card until their minute is up. They may skip only once per turn. Time limit may be adjusted as needed.

6. To encourage the use of Vietnamese, Option C (Viet Taboo) may be given more time to perform, or unlimited time, or bonus points.

7. Modify the directions to whatever you see fit and helpful. Also, additional custom Scripture cards can be made to supplement or replace overly familiar cards.

8. WARNING: this game is in-depth and not light on knowledge of Sacred Scripture. Repeated persistence, practice, playing and praying will help overall familiarity with the Bible. Many topics will be unfamiliar, but that should only inspire us to follow The Word more often. Attempt at your own risk!