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FOR  
TEENS

BIBLE EDITION

# READY-to-GO Game Shows



By Michael Theisen

5 Talents

# READY-TO-GO GAME SHOWS (THAT TEACH SERIOUS STUFF)

**Bible Edition**



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This book is dedicated to Christopher Clark McDermott—  
classmate, roommate, best friend, best man, godfather, “Uncle,”  
and superior game show host.  
*And that’s my final answer!*

*Special Thanks*

To Jackie and Mike Campbell, C. J. and Debbie Potter, and the young  
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# GAME SHOW LISTINGS

Introduction: Truth or Consequences . . . . .	9
Who Wants to Be a Bible Millionaire . . . . .	17
Faithful Feud . . . . .	39
Bible Jeopardy . . . . .	52
Holy Word Squares . . . . .	66
The Bible Is Right . . . . .	80
The Real Fortune . . . . .	93
Bible Baseball . . . . .	107
Scriptinary . . . . .	121





# INTRODUCTION: TRUTH OR CONSEQUENCES

Hi, we are your Ready-to-Go hosts, Abe and Sarah! We congratulate you on choosing the fun and popular game ideas in this book to help your youth increase their biblical knowledge. And what better way to show you how to use these games than by having you participate in a game yourself. As you answer the following questions, you will be given incredible insights into using this book to achieve maximum learning potential (MLP) with the young people you lead. All you need is 10 minutes of uninterrupted time, a highlighter (optional—and only if you are really into this), and a sense of humor (absolutely essential). So place yourself in a comfortable chair, turn off the phone, and let the game begin!

## **\$1,000 Question: A stitch in time saves what?**

- A. the whales
- B. seventy times seven times
- C. your pants from falling down
- D. you from repeating the same thing over and over and over again

*Best response. D*

Ever tried to teach someone something that you thought was really cool and they thought NOT? So what did you do? If you are like most of us, you said the same thing again and again, only *louder* so that they and the neighbors

could hear you. Sometimes it's not the subject matter that fails us; rather, it is the way we are presenting it.

You already know that first impressions count for a lot. By using formats similar to popular games that are already familiar to most young people, *Ready-to-Go Game Shows* creates an interactive and attention-grabbing environment that makes a great first impression. Once you have the young people's attention, half your job of teaching (usually the most difficult half) is already accomplished!

*Ready-to-Go Game Shows* was created so that all the shows can be done easily, with minimal setup and few required materials. They really are *ready-to-go*. All you need to do is add young people, mix, and bake with high energy, and you'll get a treat that is really something to talk about. Best of all, each show has been field-tested with both younger and older adolescents who are still alive to talk about it. If at any point you are not 100 percent satisfied with this book, then you can place it in a dark corner of your bookcase where it will make you appear to be an avid reader of interesting books with weird titles.

**\$10,000 Question: If you had to choose one item to take from your house before it burnt to the ground, which would you most likely select?**

- A. your CD collection
- B. your jewelry collection
- C. your computer
- D. your Ready-to-Go supply box (and this book)

*Best response. D*

Most of that other stuff can be replaced, but once you put together your game show supply box, you'll really believe it is the most valuable thing in the world (well, close to it anyway). After you gather the suggested items, doing any of the game shows described in this book

will be 78 percent easier, leaving a mere 22 percent of the work required to achieve 100 percent MLP.

Suggested items for your Ready-to-Go supply box are these:

- a box (This is always a good place to start.)
- markers
- blank paper
- pen or pencils
- a die (Two dice if you are feeling really lucky!)
- tape (masking and clear)
- two or more Bibles
- prizes (Prizes can be a collection of small items such as pencils—new or already chewed on—fast-food coupons and toys, inspirational bookmarks, leftover Halloween candy with the wrappers intact, new or slightly used toy cars, and so on.)

Once you have your box all put together, keep it away from open flames and in a clean, dry place. Be sure to write in big capital letters somewhere on the box, “MY BOX.” This will help deter others from thinking that it is “THEIR BOX,” thereby leaving you worry free and once again *ready-to-go*.

## **An Important Note About the Prize Thing**

Achieving MLP is easier if these game shows are more fun than competitive. Whether the game shows are considered pure fun or do-or-die competition is under the direct control of the game show host. So, you might want to make sure that everyone wins a prize or that prizes are given out at random and are all of similar cost. That might mean that absolutely no prizes are awarded to anyone unless they clean up the room when the session is done. Be prepared for arguments and possible hard feelings if you decide to make these game shows more competitive than cooperative.

## **\$100,000 Question: What happened on 31 September 1943 that changed the world?**

- A. the Pentateuch was built in Washington, D.C.
  - B. the historical books of the old Testament made the *Times* best-seller list
  - C. Matthew, Mark, Luke, and John first appeared on the *Ed Sullivan Show*
  - D. nothing much ever happens on 31 September
- Best response. D*

To make these game shows learning experiences, the leader must remember that the questions (and answers) serve as only the beginning of the learning experience. For example, in answering this question, some of you may have gone to the Internet to look up the date to see what *really* happened on 31 September 1943. Others may have already concluded that nothing happened because 31 September does not exist. If you had been playing this game show as part of a group, I would have instructed the group members to turn to their calendars to find the correct answer, leading the group to ask the obvious question, “Who hid 31 September and why?”

These game shows can be used to review biblical material already covered in your school or parish programs, to introduce new material, or to entertain an entire school when the special speaker does not show up for the scheduled assembly. Many of the game show questions offer *tidbits*, that is, little bits of tid (terrific information drops). The host can use the tidbits to help the young people to learn more about the question’s topic. These tidbits also help wow the assembled audience by making it appear that the host knows just about everything there is to know about the Scriptures—which is not a bad thing until you become a contestant yourself.

Another way to use the questions as a learning experience is to have the contestants, teams, or audience look up the scriptural citation that is supplied with many of the answers. This can lead to a brief

discussion about the person or event that the question refers to. Of course, the longer a particular discussion takes place without the benefit of food, humor, or a bad joke, the more chance you have of losing your audience's attention. Therefore the follow-up should be kept to a minimum unless the group is contained in a high-security area that is well guarded, giving them little or no chance of escape.

### **\$1,000,000 Question: Who was the greatest baby-sitter in the Bible?**

- A. Eve
- B. Sarah
- C. Larry the Cucumber
- D. David

*Best response.* D (David rocked Goliath to sleep.)

To create MLP, the host needs to be more than a baby-sitter. You will need to take the risk of going beyond the directions and questions in this book and make adaptations to fit the particular needs of your group. Please allow yourself maximum flexibility with each show so that it becomes your show. If you have fun *leading* it, then chances are the young people will have fun *learning* it. Here are five hot suggestions for adapting these game shows.

### **Start Where the Contestant Is**

Try rewording questions (and sometimes even answers) to make them either easier or more challenging for your audience as the need and knowledge level demands it. For example, if the contestant is asked to name the twelve Apostles, you could make it easier by having the contestant name four, six, or eight of the Apostles. Or you could make it harder by asking the contestant to name the twelve Apostles in 30, 45, or 60 seconds. To make it impossible, ask the contestant to name the social security numbers for the Apostles . . . in order from the lowest to the highest.

## Choose the Game that Fits Your Group

Some of the game shows are easier than others. Use the game shows that best match the knowledge level of the group you are working with. The easier game shows to play are

- Scripictionary
- The Real Fortune

The games that are of medium difficulty are

- Who Wants to Be a Bible Millionaire
- Faithful Feud
- Holy Word Squares

The game shows that are a bit more challenging are

- Bible Baseball
- The Bible is Right
- Bible Jeopardy

## Turn Young People into Scripture Scholars

After playing a particular game and getting a feel for the way the questions are worded, invite the young people to develop their own Bible questions and answers on index cards. Keep the questions in your coveted Ready-to-Go supply box and use them the next time you play the game. The more often you play the games, the better chance you have for achieving MLP.

## Bridge the Generation Gap

Use the game shows as a strategy for bringing parents and young people together for an intergenerational event. Pair up parents and young people so that they have to work together as contestants. It may inspire them to read the Bible more at home. Or it might just encourage them to watch reruns of television game shows to learn winning strategies for the next time they play.

**\$5,000,000 Question: If your best friend jumped into a swimming pool filled with a mixture of six-week-old sour milk and rotten eggs, would you do it too?**

- A. Yes; after all, it is my best friend.
- B. It would depend on what I had just eaten.
- C. It would depend on what my best friend had just eaten.
- D. No. (My mother always warned me this could happen.)

*Best response.* D (You are probably seeing the pattern now, right?)

That's right, some things you just have to say no to. In fact, you might as well start to practice saying it: "No!" Try it again: "NO!" You may at times even have to expand on your new word with a phrase such as "No, not now." Or try it in another language, like, "Nada" or "Nyet." Face it, once you start using *Ready-to-Go Game Shows*, you are going to have to tell the young people that there is much more to life than playing games all day long.

This may require you to train a replacement host or at least a cohost or two, who can take over the reins when you are feeling overwhelmed with your string of successful sessions using the game show approach. When you hit this "problem" (and you *will* hit this problem), why not empower a young person (or two or three) to take over for a while. Your protégés might even learn *more* by leading a show than by playing it. Then you will have gone from host extraordinaire to pure MLP genius!

## Our Sponsors

Questions and answers for the game shows in this book were created using the following resources:

Klein, Peter. *The Catholic Sourcebook*. Dubuque, IA: Brown-Roa, 2000.

Koch, Carl. *Teaching Manual for Written on Our Hearts: The Old Testament Story of God's Love*. Winona, MN: Saint Mary's Press, 1999.

McKenzie, John L. *Dictionary of the Bible*. New York: Simon and Schuster, 1965.



Singer-Towns, Brian, ed. *The Catholic Youth Bible*. Winona, MN: Saint Mary's Press, 2000.

Taylor, Mark D. *The Complete Book of Bible Literacy*. Wheaton, IL: Tyndale House, 1992.

Zanzig, Thomas. *Teaching Manual for Jesus of History, Christ of Faith*. Winona, MN: Saint Mary's Press, 1999.

## **A Final Word**

If you are still reading this introduction, then you have gone way too far. Please stop immediately and get started playing some games. After all, they are all set and *ready-to-go!*

# WHO WANTS TO BE A BIBLE MILLIONAIRE

IS THAT YOUR FINAL ANSWER?



## **Object of the Game**

This game is modeled after the popular game show *Who Wants to Be a Millionaire*. The entire group is invited to participate in a Fast Thinking preliminary round to decide who the lucky contestant will be to sit in the Sweatin' Shekels seat. The winner of the Fast Thinking round gets to try to answer five questions about the Scriptures in order to win up to one million shekels. Each final-round contestant is afforded one of three possible lifelines that can be used to help answer any one question.

## HOW THE GAME IS PLAYED

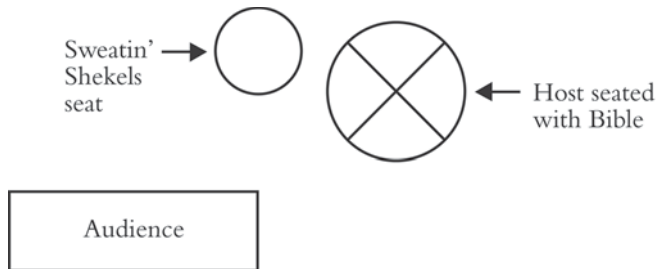
### Players Needed

- one host
- contestants (which can include the entire group or class)

### Supplies

- a slip of scrap paper or an index card and a pencil for everyone
- a Bible for everyone
- responses for the Fast Thinking questions written on newsprint or an overhead for all to see
- a watch or clock that counts the seconds
- prizes for winners by category (candy, books, religious jewelry, class passes, and so on)

### Room Setup



### Game Directions

1. The game show host gathers all the contestants around the table, and distributes a pencil and a slip of paper or an index card to all for the Fast Thinking question. The host instructs the contestants to write their name on their paper and the numbers 1 through 4 down the left side of the paper. Then the host tells the group that a question will be read, with four responses listed on the newsprint (or overhead). The contestants must write the responses down in the correct order as

indicated by the question. Only the letter corresponding to each answer needs to be written on the paper.

2. The host reads the Fast Thinking question from the Questions and Answers section that starts on page 21. As soon as the contestants write the letters in the order that they think is correct, they stack their papers beside the Bible on the table. After all the lists are placed next to the Bible, the host turns the pile over and begins checking the lists for accuracy. The first person whose list is correct gets to sit in the Sweatin' Shekels seat for the next series of questions. All the other contestants take a seat in the audience until the round is complete.

3. During the Sweatin' Shekels round, the host asks the player in the Sweatin' Shekels seat up to five questions from the Question and Answer section that starts on page 21, one at a time. The questions become increasingly difficult, and each has four possible answers. When the player is thinking through an answer, the host should ask him or her to do so out loud so that all can hear what's going on in the player's mind. Once the player has selected a final answer, the host asks the audience what they would answer and why. Then the host reveals the correct answer and the tidbit information that is provided.

4. Players can choose one lifeline from the three options listed below, which they may use to help them answer any one of the questions; in other words, they can use only one lifeline once. The host explains these options at the beginning of the game and determines their use during the game. For example, if a player asks for a 50/50, the host determines which two incorrect answers to remove. The lifeline options are these:

- 30-Second Search—The player is given the Bible and 30 seconds to look through it.
- 50/50—The host chooses two answers and deletes them, leaving the correct answer and one incorrect answer for the player to choose from.
- Poll the Audience—The audience uses a show of hands to indicate which answer they think is correct.

Remember, each player gets to use only *one* lifeline during his or her turn in the Sweatin' Shekels seat. As soon as a player misses a question,

the game is over for that player and a prize (if any) is awarded. A new round starts with the next Fast Thinking question. Everyone who has not already had a chance in the Sweatin' Shekels seat participates in the new round.

## Prizes

Try to secure donations of various prizes from area businesses that are frequented by young people (such as fast-food restaurants, record stores, amusement parks, bowling alleys, and dollar stores) or use various amounts of candy as prizes. Separate the prizes into five categories: 100-, 1,000-, 10,000-, 100,000- and 1,000,000-shekel prizes. For example, using a bag of miniature Tootsie Rolls as prizes, players get one Tootsie Roll if they answer the 100-shekel question correctly, three Tootsie Rolls if they make it to the 1,000-shekel question, and five Tootsie Rolls if they make it to the 10,000-shekel question.

## Variations on the Show

**Team play.** Another way to play this game is to divide the group into teams, and have each team develop five questions and possible answers (from easy to difficult) for the other team or teams and then take turns hosting a show for the group.

**PowerPoint presentation.** If you or someone in the group has access to PowerPoint and presentation equipment, use it to present the questions and answers with a professional look.

**Youth teaching younger children.** Have the group take the show on the road, hosting it for younger children's groups or classes, based on what that group or class is studying at the moment.

# BIBLE MILLIONAIRE—QUESTIONS AND ANSWERS

## Round One Questions

**Fast Thinking question.** Put the following books in the order they appear in the New Testament:

- A. Revelation
- B. Luke
- C. First Thessalonians
- D. Matthew

*Answer.* D, B, C, A

**100-shekel question.** Who defeated Goliath?

- A. Conan the Barbarian
- B. John the Baptist
- C. David
- D. an angry tax collector

*Answer.* C

*Tidbit.* David's defeat of Goliath led to the defeat of the Philistine army and made David a popular hero with the Israelite army.

**1,000-shekel question.** The word *Sabbath* means

- A. "peace"
- B. "Holy One"
- C. "a day of rest"
- D. "What's up?"

*Answer.* C

*Tidbit.* The Sabbath (honored by Christians on Sunday and by Jews from sundown Friday to sundown Saturday) is to be set aside for rest and prayer.

**10,000-shekel question.** The first Gospel to be written was the Gospel of

- A. Matthew
- B. Mark
- C. Luke
- D. John

*Answer.* B

*Tidbit.* Mark's Gospel was written between A.D. 65 and 70 by a Gentile Christian, possibly a disciple of Peter's. Mark's audience were non-Jewish Christians who were experiencing persecution because of their belief in Jesus. The Gospel's image of Jesus is of a person who places his complete trust in God and accepts suffering as the cost for following God's will.

**100,000-shekel question.** This twin was later renamed Israel.

- A. Joseph
- B. Cain
- C. Jacob
- D. Esau

*Answer.* C

*Tidbit.* Jacob, the younger twin brother of Esau, tricked his way into stealing Esau's birthright (Genesis 25:29–34) as well as his father's blessing (Genesis, chapter 27). Jacob later married Leah and Rachel, who gave birth to twelve sons who became known as the twelve tribes of Israel.

**1,000,000-shekel question.** The official Roman charge against Jesus was that he had

- A. committed blasphemy
- B. claimed to be a king
- C. incited a revolt among the Jews
- D. opposed payment of taxes to the Temple

*Answer.* C

*Tidbit.* In Luke 23:1–5, the Jewish leaders bring Jesus to Pilate and accuse Jesus of stirring up the people against paying taxes to the emperor. The Jewish leaders do this because they believe that Jesus was blaspheming God by claiming to be divine and therefore want him to be killed. But the Jews cannot sentence a man to death; only the Roman governor can, which is why the Jewish leaders make up the charge that Jesus is inciting a revolt.

## Round Two Questions

**Fast Thinking question.** List these famous women in the order in which they appear in the Bible.

- A. Mary Magdalene
- B. Eve
- C. Sarah
- D. Mary, mother of Jesus

*Answer.* B, C, D, A

**100-shekel question.** Who visited Mary with the news that she would bear God's Son, Jesus?

- A. Sarah
- B. the angel Gabriel
- C. the Avon lady
- D. a census taker

*Answer.* B

*Tidbit.* Mary was visited by the angel Gabriel, as told in Luke 1:26–38.

**1,000-shekel question.** What did Delilah do to Samson to take away his strength?

- A. talked him into fighting an army
- B. blinded him
- C. made him clean the house
- D. cut his hair

*Answer.* D

*Tidbit.* Delilah tricked Samson into telling her the secret of his strength, then cut his hair while he was sleeping so that the Philistines could capture him. The Philistines blinded him and forced him into slavery. During a Philistine celebration, Samson asked God for one final burst of strength, with which he pushed down two pillars, causing the house to collapse, killing himself and his enemies.

**10,000-shekel question.** This was the last Gospel to be written.

- A. Matthew
- B. Luke
- C. John
- D. Revelation

*Answer.* C

*Tidbit.* John's Gospel was written between A.D. 90 and 100 by a member of a Christian community that was founded by the Beloved Disciple. It was written to Christians who were being persecuted by the Romans and thrown out of the Jewish synagogues by the Jews. John's Gospel is quite different from the other three—Matthew, Mark, and Luke—in that it uses a lot of symbolic and poetic language to create a noble, powerful, and divine image of Jesus.



**100,000-shekel question.** What city was considered King David's place of origin?

- A. Jerusalem
- B. Hebron
- C. Bethlehem
- D. Nazareth

*Answer.* C

*Tidbit.* David, Israel's greatest king, came from the small town of Bethlehem, the same town in which Jesus was born. Sharing a common birthplace connects the greatest king of the Old Testament with Jesus, the new head of the Reign of God.

**1,000,000-shekel question.** What is the name of Moses' sister?

- A. Deborah
- B. Zipporah
- C. Miriam
- D. Leah

*Answer.* C

*Tidbit.* Immediately after crossing the Red Sea and escaping Pharaoh's grasp, Miriam and Moses sang a canticle rejoicing in their victory over the mighty Egyptians (Exodus 15:1–20). Many consider it to be perhaps the oldest writing in the Bible.

### Round Three Questions

**Fast Thinking question.** Place these commandments in the order in which they appear in the Ten Commandments:

- A. Honor your father and mother.
- B. You shall not steal.
- C. I am the Lord your God . . . you shall have no other gods before me.
- D. Remember the Sabbath day and keep it holy.

*Answer.* C, D, A, B

**100-shekel question.** The Gospels tell the story of what?

- A. the life, death, and Resurrection of Jesus
- B. the patriarchs
- C. how the West was won
- D. why the chicken crossed the road

*Answer.* A

*Tidbit.* The Gospels—Matthew, Mark, Luke, and John—were written between A.D. 65 and 100 to tell future generations the story of Jesus.

**1,000-shekel question.** Jesus used these kinds of stories to help people understand what the Reign of God was like.

- A. bedtime stories
- B. campfire stories
- C. parables
- D. skits

*Answer.* C

*Tidbit.* Parables are stories about familiar situations with an unexpected twist (such as the joyful and forgiving father in the parable of the prodigal son or the Samaritan as the hero in the parable of the good Samaritan). These twists allowed people to grasp the radical and inclusive nature of God and God's Reign.

**10,000-shekel question.** Which king was responsible for building the Jerusalem Temple?

- A. Saul
- B. David
- C. Solomon
- D. Rehoboam

*Answer.* C

*Tidbit.* Solomon, known as the Wise King, designed the Jerusalem Temple after Canaanite models. Completion of the Temple required high taxes and forced labor. The Temple was destroyed in 587 B.C., during the Babylonian invasion.

**100,000-shekel question.** The term *Passover* is rooted in which event?

- A. the Last Supper
- B. the final plague
- C. the Babylonian Exile
- D. the Transfiguration

*Answer.* B

*Tidbit.* The Passover celebrates the angel of death's passing over all houses marked with lamb's blood during the tenth and final plague brought on Pharaoh and Egypt. The final plague caused Pharaoh to let the Hebrew slaves, led by Moses, go free.