

saint mary's press

# ***GAME ON!***

***Catholic  
Connections***

# **GAME ON!** **Games for** **Catholic Connections**

## **Directions for**



The publishing team included Michael Theisen, game developer; Brian Singer-Towns, development editor; Maura Thompson Hagarty, reviewer; prepress and manufacturing coordinated by the production departments of Saint Mary's Press. The questions and answers in this card deck are based on *The Catholic Connections Handbook for Middle Schoolers* (Winona, MN: Saint Mary's Press, 2009).

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**GAME ON!** card games provide a great way to help young people (and even adults) learn about the Catholic faith. The questions on these cards will help them become familiar with the words, phrases, and terminology that are part of the rich teachings of the Church. Each of the fifty cards contains questions for the six topics covered in the Catholic Connections program. Each question is preceded by one of these icons, which indicates the category it is from:

- GRF** God, Revelation, and Faith
- JC** Jesus the Christ
- HS** The Holy Spirit and the Church
- SP** Sacraments and Prayer
- CM** Christian Morality and Justice
- EU** The Eucharist

Each question has a key word or phrase (in bold) that serves as the center of learning for that question, allowing the leader to help focus the learning moment so the young people will be better prepared to articulate their faith to others.

## **Want More GAME ON! Games?** **Do You Have One to Share?**

Go to the Web address [www.smp.org/eSource/CatholicConnections](http://www.smp.org/eSource/CatholicConnections) to find additional **GAME ON!** games to play. Or share your **GAME ON!** ideas with others by using the form found on the Web site.

## Baseball

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1. Set up the room as a baseball diamond, using desks or chairs for the three bases and home plate. Divide the large group into two opposing teams and make one the home team (asks questions first) and the other the visiting team (answers questions first).
2. The team at bat assigns team members to a lineup so that everyone has a chance to answer a question. The team in the field allows its members to take turns being the “pitcher”—the person who asks the “batter” a question.
3. The person “at bat” stands behind home plate, and the pitcher asks the batter a question from one of the cards. Correct answers are awarded a base hit. The batter goes to first base, and any other players on bases move to the next base. An incorrect response is treated as an out. Only the batter may answer the question. If someone else offers an answer or a hint, it is counted as an automatic out and the next batter is up. After three outs, the teams change places.  
\* Star Cards: For these cards, correct answers are treated as doubles (all base runners move ahead two bases).
4. Runs and innings are scored according to the regular rules of baseball. The leader or an assigned scorekeeper keeps track of the outs and total runs for each inning. End when time is up or when you have finished nine innings.

## Dodgeball

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1. Divide the group into two teams and ask them to face each other. Distribute an equal number of cards to each person (extra cards can be held by the leader if needed later).
2. Choose someone to “throw” first. That person asks someone on the opposite team a question from his or her card. If the opponent answers correctly, he or she stays in; incorrectly, he or she is out and sits down. If another teammate attempts to help answer the question, both are out.
3. If a question is answered incorrectly, it may then be answered by anyone from the opposing team who is out, beginning with the person who has been sitting out the longest. If the question is answered correctly, that person gets to re-enter the game.  
\* Star Cards: For these cards, if someone standing answers correctly, that person gets to invite one person from her or his team who is sitting to re-enter the game. If someone sitting answers correctly, that person gets to bring one additional person back into the game with her or him.
4. The game continues until time is up or until all the players on one team are out (sitting). The team with members still standing or with the most people still in play when time is called is the winner.

## Identity

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This game takes approximately 25 minutes and is played over three rounds.

### Round 1

1. Divide the large group into small teams of up to eight players each. Divide the deck of cards evenly among the teams and ask the teams to place the cards facedown and to not look at them.
2. Invite someone from each team to be the first clue giver. The person to his or her right will serve as the timekeeper. Clue givers pick cards from their piles and have 5 minutes to get the other people on their teams to guess as many of the key words or phrases on the cards as possible (key words and phrases are in bold). The clue givers may use other words or phrases in their

clues, but they may not use any form of the key word or phrase. The clue givers cannot skip key words or phrases until 15 seconds of offering clues has passed.

3. After 5 minutes each team counts up the number of key words and phrases guessed correctly and tallies the score.

\* Star Cards: For these cards, correct answers score two points each.

### *Round 2*

1. Shuffle only the cards that were correctly answered in round 1 and place them facedown. Have each team select a new clue giver and timekeeper.
2. Using the cards from round 1, each team has 3 minutes to guess as many key words or phrases as possible. However, this time the clue giver is allowed to use only two words as clues for each card. After two clues are given, the clue giver must remain quiet until all the key words or phrases on that card are correctly guessed or until 15 seconds have passed, whichever comes first.
3. After 3 minutes each team counts up the number of key words and phrases guessed correctly, tallies the score, and then adds it to the score from round 1.

\* Star Cards: For these cards, correct answers score two points each.

### *Round 3*

1. Shuffle only the cards that were correctly answered in round 1 and place them facedown. Have each team select a new clue giver and timekeeper.
2. Each team has 3 minutes to guess as many words as possible, but this time the clue givers cannot speak at all; they must act out the clues!
3. After 3 minutes each team counts up the number of key words and phrases guessed correctly, tallies the score, and adds it to the scores from rounds 1 and 2 to determine the team's total score for the game.

\* Star Cards: For these cards, correct answers score two points each.

## *Jeopardy*

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1. Write the six *GAME ON!* category names at the top of the board. Under each category write the numbers 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000 in a column. Divide the group into four teams (A, B, C, D). Each person on each team must take a turn as the answer person for the team.
2. Each team takes its turn by having the answer person for that round choose a category. The leader reads the question from the card for that category. If the person answers correctly, the team is awarded the number of points that is in play (begin with lowest amount) and that amount is crossed off the board. If the answer is incorrect or if someone other than the answer person answers, the points are subtracted from the team's total.  
\* Star Cards: For these cards, the value of points in play doubles.
3. If the person does not answer within 10 seconds, the leader offers the other teams a chance to "steal" the points. Starting with the team to the right, each team has a chance to answer the question and win the points in play. The teams can pass, but if a team chooses to answer and does so incorrectly, the team loses the number of points the question is worth.
4. No matter which team ends up answering a "steal," it is the team to the original team's right that goes next. No team loses a turn when a question goes up for a "steal."
5. The game continues until all the points on the game board have been crossed off or until time is up. The team with the most points is the winner.

## ***Six Hot Tips for Getting the Most Out of GAME ON! Games***

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### **1. Focus on Learning: It's Not About Winners or Losers**

The object of *GAME ON!* is not to see who knows the most or which team is the best. It is to help teens learn the key words, phrases, and terms that are central to Catholic identity. Use the next five Hot Tips to be sure the focus is, first and foremost, celebrating the Catholic faith, not performing a victory dance!

### **2. Involve the Young People: We Learn Best What We Teach**

You probably learned this already (or you would not be reading this as the leader), but participant involvement in leading *GAME ON!* games will be good news to the young people in your group. As soon as possible, invite the participants to take turns leading their group in the different games described here or in making up a brand new game. Even better, invite parents to a *GAME ON!* session the young people have prepared for them. The more you engage the participants in taking a lead role, the sooner they will begin to own, and then pass on, the faith they are learning about.

### **3. Limit the Time—It Increases Participation**

The young people will be having so much fun with the *GAME ON!* cards that you may be tempted to use them all the time. Sorry, but that's just bad gamesmanship! The card games serve to introduce and review material, but real faith formation is not just a head game. You must spend time engaging the young people's hearts (beliefs) and hands (practices) as well. Limit your *GAME ON!* time to 15–20 minutes, and you will leave the participants wanting more!

### **4. Break the Rules: Keep Everyone in Play**

You will notice that many *GAME ON!* games keep the participants in play as much as possible. It's hard to actively learn if you are sitting out of a game. Hopefully you'll run out of time before you run out of players. If not, create a new rule that allows everyone to get back in the game (after all, you are the leader!).

### **5. Use the Blank Cards**

Each *GAME ON!* card deck contains two blank cards at the end (numbers 49 and 50) that can be used to create additional questions and answers that either the leader or the participants find important. The blank cards can also be used as "wild cards" to spice up any of the games listed.

### **6. Seize the Moment: Turn Every Question into a Learning Moment**

Right or wrong, an answer to a question is always a first step into learning. Ask the participants to share what else they may know about the key word or phrase listed in bold in each question. Don't rush the young people to answer; turn thinking time into moments of learning for the whole group. Almost every question has a page number that refers to a page in *The Catholic Connections Handbook for Middle Schoolers* (Winona, MN: Saint Mary's Press, 2009) where the answer can be found. Use this information to learn more about the particular word, phrase, or belief that is being reviewed. Even incorrect answers can, and should, be used as learning moments by finding out what the group knows about the incorrect answer. Your motto should be: "It's all good!"

But enough about this. Let's get your ***GAME ON!***

**GRF**

In what two ways is **Revelation** communicated to the whole world? (p. 18)

*Through the Scriptures and Tradition*

**JC**

The stories about the life, message, death, and Resurrection of Jesus Christ can be found in which books of the Bible? (p. 86)

*The Gospels (Matthew, Mark, Luke, and John)*

**HS**

Breath or wind is an image used to describe which Person of the Trinity? (p. 166)

*The Holy Spirit*

**SP**

Mass and other public, official prayers of the Church are called what? (p. 242)

*Liturgies (a communal, public, official prayer of the Church)*

**CM**

The gift from God that allows us to choose what we do and is the basis for our moral responsibility is known as what? (p. 371)

*Free will*

**EU**

What sacrament gives us the right and the duty to participate fully, consciously, and actively in liturgical celebrations? (pp. 274–275)

*Our Baptism (from Constitution on the Sacred Liturgy)*

**GRF**

What are the two major parts of the Sacred Scriptures? (p. 19)

*Old Testament (46 books) and New Testament (27 books)—73 books total*

**JC**

Which three Gospels are also referred to as the synoptic Gospels (meaning “seen together”)? (p. 89)

*Matthew, Mark, and Luke*

**HS**

Which feast celebrates the descent of the Holy Spirit on the disciples? (p. 171)

*The Feast of Pentecost (occurring 50 days after Easter)*

**SP**

The word **catholic** means what? (p. 250)

*Universal*

**CM**

What is the sin called that wounds all humans and makes us open to choosing wrong and evil options? (pp. 371–372)

*Original Sin*

**EU**

Who **presides** over the celebration of Mass? (p. 273)

*The priest or bishop (also called the celebrant)*

**GRF**

What do we call the fact that the Holy Spirit guided the Bible's authors to record without error what God wants us to know for our salvation? (p. 20)

*(Biblical) Inspiration*

**JC**

What is the mystery of the **Incarnation**? (p. 97)

*The truth that Jesus Christ is both fully God and fully man (human and divine)*

**HS**

Which divine Person is primarily responsible for guiding and strengthening the Church: (a) God the Father, (b) the Holy Spirit, or (c) the great Oz? (p. 172)

*(b) the Holy Spirit*

**SP**

Name the **Seven Sacraments** of the Catholic Church. (pp. 255, 515)

*Baptism, the Eucharist, Confirmation, Penance and Reconciliation, Anointing of the Sick, Matrimony, and Holy Orders*

**CM**

The fact that everyone is equipped at birth with an understanding of what is good is called \_\_\_\_\_ . (p. 374)

*Natural law*

**EU**

Which of these terms describes remembering and retelling the story of our faith: (a) anamnesis, (b) annulment, or (c) amnesia? (p. 267)

*(a) anamnesis*



**GRF**

What does the word *gospel* mean? (p. 20)

*Good news*

**JC**

Which of these terms describes Jesus' role as the "go between" for humans and God: (a) medium, (b) motivator, or (c) mediator? (p. 104)

*(c) mediator*

**HS**

Why is the Holy Spirit referred to as an **Advocate**? (p. 173)

*Because the Spirit is a helper and supporter for our faith*

**SP**

What is a **sacrament**? (pp. 249, 256)

*Something with visible characteristics that helps us see the reality of Christ's presence and encounter his saving power, called grace*

**CM**

What promises for true happiness did Jesus give us in the Sermon on the Mount? (p. 372)

*The Beatitudes*

**EU**

What two major parts (also called liturgies) make up the Mass? (pp. 279, 290)

*Liturgy of the Word and Liturgy of the Eucharist*

**GRF**

Name the four Gospels found in the New Testament. (p. 86)

*Matthew, Mark, Luke, and John*

**JC**

What does the term Christ mean? (p. 102)

*Messiah, or anointed one*

**HS**

Which Bible book tells about the work of the Holy Spirit in the life of the early Church? (pp. 186–187)

*Acts of the Apostles*

**SP**

Who is referred to as the original sacrament? (p. 257)

*Jesus Christ, because he is the most basic way we encounter God*

**CM**

What special name do we call the habits we develop to help us consistently do the right thing? (p. 377)

*Virtues*

**EU**

Why is Sunday the most important day to celebrate the Eucharist? (p. 275)

*Because Jesus rose from the dead on Sunday (Easter)*

**GRF**

The central content of the Catholic faith and the way that content has been handed down through the centuries is called what? (pp. 21–22)

*Tradition or Sacred Tradition*

**JC**

According to the Nicene Creed (which we say at Mass), how was Jesus conceived? (p. 109)

*“By the power of the Holy Spirit and born of the Virgin Mary”*

**HS**

What did Jesus mean when he told his Apostles their mission was to evangelize? (p. 189)

*That they were to share and spread the Good News of Jesus Christ with others*

**SP**

What is God’s gift of complete and unlimited love for us called: (a) grace, (b) hope, or (c) faith? (p. 260)

*(a) grace*

**CM**

True or False: Some choices are always wrong, no matter what good might come of them. (p. 382)

*True. Moral evil isn’t justified even if some good results.*

**EU**

Sacred signs or objects that prepare us for receiving grace and for celebrating the sacraments are called what? (p. 265)

*Sacramentals*

**GRF**

What special word do we use to describe what God has made known about himself and his plan for humanity? (p. 18)

*Revelation*

**JC**

What do we call the men who were closest to Jesus and served as the chief witnesses of his public life? (p. 86)

*The Apostles*

**HS**

In what Scripture story does the Holy Spirit first appear? (p. 167)

*The Creation story in Genesis ("a wind from God swept over the face of the waters" [Genesis 1:2])*

**SP**

The mystery we celebrate in liturgy—the death, Resurrection, and Ascension of Jesus Christ—is referred to as the \_\_\_\_\_. (p. 243)

*Paschal Mystery*

**CM**

The first three of the **Ten Commandments** refer to our relationship with whom? (p. 390)

*God*

**EU**

What are the essential physical signs of the Eucharist: (a) music and singing, (b) bread and wine, or (c) pizza and soda? (p. 276)

*(b) bread and wine*

**GRF**

What name did God use when he first revealed himself to Moses on Mount Horeb through the burning bush? (p. 25)

*I AM (Yahweh, in Hebrew)*

**JC**

Why are there four Gospels: (a) God is afraid we will forget, (b) written in different languages, or (c) written for different readers? (p. 90)

*(c) written for different readers*

**HS**

True or False: The Holy Spirit appears only after Jesus is raised from the dead. (p. 170)

*False. Jesus and the Holy Spirit's mission are one, and Jesus refers to the Spirit at work in and through him.*

**SP**

Which is true of **symbols**: (a) are visible signs that make clear the invisible, or (b) are invisible signs that make clear the visible? (p. 246)

*(a) are visible signs that make clear the invisible*

**CM**

God's law obligates us to do good and avoid what? (p. 371)

*Evil (or sin)*

**EU**

Which of these is not found in the **Liturgy of the Word**: (a) Scripture readings, (b) offertory, (c) homily, or (d) the Creed? (p. 279)

*(b) offertory (it is part of the Liturgy of the Eucharist)*

**GRF**

A truth so big that no human being can completely know or understand it is called a: (a) mystery, (b) solemnity, or (c) encyclical? (p. 31)  
*(a) mystery*

**JC**

Name one of the Gospels that was written primarily for Gentiles (non-Jews). (p. 90)  
*Gospel of Mark or Gospel of Luke*

**HS**

Which of these is not a traditional symbol for the Holy Spirit: (a) water, (b) bread, (c) light, or (d) fire? (p. 167)  
*(b) bread (which is a symbol of the Eucharist)*

**SP**

Why is **Sunday** the most important day in the Christian calendar? (pp. 251–252, 275)  
*Because Jesus rose from the dead on Sunday (The Lord's Day)*

**CM**

The God-given voice that helps us use reason to judge whether an act is right or wrong is called \_\_\_\_\_. (p. 380)  
*Conscience*

**EU**

What joyful refrain is usually sung before the Gospel is proclaimed? (p. 283)  
*Alleluia or Gospel acclamation*

**GRF**

Jesus sometimes called God the Father "Abba."  
What does Abba mean? (p. 28)

*Father (in Aramaic)*

**JC**

Which Gospel is the shortest and appears second in the New Testament? (p. 91)

*Gospel of Mark*

**HS**

At which sacrament do we first receive the gift of the life of the Holy Spirit? (p. 174)

*Baptism*

**SP**

Which liturgical season does the Christmas season follow? (pp. 252, 515)

*The season of Advent (the beginning of the liturgical year)*

**CM**

Our final destination, where we will see God and live forever as his children, is called the Kingdom of \_\_\_\_\_ . (p. 372)

*Heaven*

**EU**

What are the prayers called that are said after the Creed is recited? (p. 286)

*Prayers of the Faithful or General Intercessions*