

# Telephone

Have the children sit in a circle on the floor. The teacher begins the game by whispering a sentence to one of the students. This sentence is taken from the lesson of the day. For example, to reinforce the promise of the Savior, the sentence could be, "God promised Adam and Eve that he would send a Savior." The child, after receiving the message, whispers it to the child next to him. The message continues around the circle in this way until the last person receives it. The last person then stands and repeats it for the entire class. If any child has difficulty understanding the message that is whispered to him, he may say "Operator," which means that he needs to have the message repeated to him again before he can pass it to the next person.

# Bible Baseball

1. Set up bases around the room.
2. Choose teams.
3. Ask a question of a student on one of the teams. If he gets the answer, the student goes to first base and the next student is up for a question. If he misses the answer, that student is out. In this case, the next teammate must answer the same question. If three students on the same team cannot answer the question or if three questions are missed, their team is out and the other team is up.
4. Points are received for "home runs" that is, when a student has passed through all three bases and reached home base.

# Tic-Tac-Toe

1. Draw Tic-Tac-Toe grid on the chalkboard.
2. Choose sides. "X" goes first.
3. Ask a student on the first team a question. If he answers it correctly, his team chooses where to put the "X". If he answers incorrectly, the other team has a chance to answer the question. If the "O" team answers, they can choose where to put the "O", and then they get their turn, that is, one student is asked a question. If they answer incorrectly, they merely get their normal turn.
4. The team that has three "X's" or three "O's" in a row wins the round. Losers start the next round.