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# Games web catalog

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Title 1	Title 2	Author	Publisher	Media	Summary
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## **1000 BIBLE QUESTIONS IN RHYMES, PUZZLES, QUIZZES**

### **AND GAMES**

Honors, Mildred Olive

Baker Book House

BOOK

A multiform quiz and puzzle book for use at home, at a youth meeting, or Sunday School classroom.

## **77 GAMES FOR READING GROUPS**

Metzner, Seymour

Fearon Publishers

BOOK

The games meet specific educational objectives and provide psychological rewards as well. Group games are identified as Primary or Primary/Intermediate or Intermediate, based on assumed reading levels. They may be played by individual pupils or in teams of two or three.

## **BIBLE DISCOVERY: GAMES FOR PRIMARIES & JUNIORS**

Palmer, Peggy

Rainbow Publishers

BOOK

Contains over 50 games and ideas for Sunday School teachers.

## **BIBLE PUZZLE BOOK**

Myller, Rolf

Harper & Row

BOOK

50 puzzles based on Bible sayings, people, places, and events.

## **BIBLE QUIZ BOOK**

Burrage, Barbara

Morehouse-Barlow

BOOK

39 quizzes and puzzles for use in the church school on a variety of Bible topics.

## **BIBLE STORY MATCH GAME**

Chang, Suzanne

Suzanne Chang

KIT

The Bible Story Match Game comes with 64 cards (2 for each picture). Excellent for Sunday School, Vacation Bible School, Daycare Centers and individual Bible study.

## **BIG BOOK OF BIBLE GAMES**

### **200 FUN GAMES FOR BIBLE LEARNING**

Weir, Christy, ed.

Gospel Light

BOOK

This book has 200 Bible learning games with reproducible instructions and easy to follow illustrations with a "smart" Table of Contents to help you find the kind of game you need. The games are for children Grades 1-6 with Bible story review games, Scripture memory Games, and life application games.

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## **FUN AND EASY GAMES**

### **89 WAYS TO MAKE ALL KIDS WINNERS**

Kershner, Jan, ed.

Group

BOOK

A book about positive play leading everyone to play and to be cooperative. With the 89 games, you will see children cooperate instead of compete-so everyone finishes a winner. The games can be played in your gym, in your classroom, outside on the lawn, and as you travel to build up friendship welcoming anyone in your group.

## **GAMES AND GADGETS FOR THE CHURCH SCHOOL**

Skinner, Donna

Concordia

BOOK

A collection of games, puzzles and other activities that educate children about the Bible while entertaining them. Preparations and playing instructions are listed for each game or activity, including simple art supplies that may be required.

## **GAMES STUDENTS LIKE TO PLAY**

Benson, John William

Fearon Publishers

BOOK

Games for introducing and reviewing a lesson. For students of all ages.

## **GUIDE FOR RECREATION LEADERS**

Bannerman, Glenn and Robert Fakkema

John Knox Press

BOOK

Part One: Practical introduction and approach to the philosophy of recreation and play theory. Part Two: Filled with tried and true activities for a variety of ages and groups, including handicapped. Wide assortment of games and stunts for use outdoors and in mixers, square dances, musical activities, mental teasers, toy and handicraft instructions, dramatics, party-starters, and puppet shows.

## **GUIDE FOR RECREATION LEADERS, REVISED & EXPANDED**

Bannerman, Glenn Q., and Robert E. Fakkema

Bridge Resources

BOOK

This guidebook is arranged in two sections--Part I includes a brief philosophy of recreation and plan, and some aids for the recreation leader. Part 2 includes instructions for a wide variety of activities, which are listed under various recreational categories.

## **HUMONGOUS BOOK OF GAMES**

### **FOR CHILDREN'S MINISTRY**

Hansen, Cindy S.

Group Publishing, 2002

BOOK

A resource of games for preschool, lower and upper elementary children. Games that are a powerful tool for making a point.

## **INSPIRATION PLEASE! TRIVIA QUIZ BOOK**

<b>Title 1</b>	<b>Title 2</b>	<b>Author</b>	<b>Publisher</b>	<b>Media</b>	<b>Summary</b>
		Epstein, Donald K. and Linda Hanick, editors	William Morrow and Company, Inc., 1997	BOOK	Inspiration, Please!, television's first religious game show began in 1995. This book has questions, brain teasers, and their answers on a broad variety of topics from the Bible to boxing and from mythology to music. Thirty quizzes can be played alone or in a group and can provide an exciting learning experience about different religions.

### **INSTANT GAMES FOR CHILDREN'S MINISTRY**

Lingo, Susan L. Copy 2.	Group Publishing, Inc., 1995	BOOK
Lingo, Susan L. Inexpensive, everyday items are the basis for the 101 games included in this resource. Games come complete with instructions, rules, and quick and easy explanations.	Group Publishing, Inc.	BOOK

### **LET'S PLAY: GROUP GAMES FOR PRESCHOOLERS**

More than 140 all-new easy-to-play, easy-to-lead, everyone-wins games that teach preschoolers, while introducing them to Bible characters and stories. Activities, games and songs are identified as to energy and noise levels.	Group Publishing, Inc.	BOOK
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### **MORE NEW GAMES!**

Fluegelman, Andrew Playful Ideas From The New Games Foundation. This is a different approach to play that stresses fun, not competition.	Doubleday	BOOK
Fluegelman, Andrew Copy 2	Doubleday	BOOK

### **NEW GAMES BOOK**

Fluegelman, Andrew, editor The book focuses on games in which aggression fades into laughter--"new" games. Sixty games are described for two to 200 players and are illustrated by 250 photos.	Doubleday	BOOK
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### **PRIME TIME TOGETHER...WITH KIDS: CREATIVE IDEAS, ACTIVITIES, GAMES AND PROJECTS**

Erickson, Donna One hundred easy-to-do projects and activities arranged according to the four seasons of the year plus a special section on year-round activities. Designed to strengthen a child's positive self-image.	Augsburg Fortress	BOOK
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### **UPROOTED GAME**

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Presbyterian Disaster Assistance, GAC, PC GAME

This game illustrates some of the hardships and dangers refugees face daily in their search for safety.

## WORD GAMES

Grant, Niels, Jr.

Fearon Publishers

BOOK

Add a letter, drop a letter, backward words, double meanings, hidden words (categories and opposites)--all these and more are included in the word games presented in this small book. The games each progress from simple to complex to enable all players to experience success.