WHEEL OF CALL

by Susan E. Harper Caring Hands Ministries

WHEEL OF FAITH Directions

There are two ways this game can be played. One way is by using two overhead projectors. The second way is by using one overhead projector and a large wall space. Both ways are <u>loads</u> of fun!

TWO PROJECTORS

Directions:

- 1. Make an overhead of the wheel. Attach the spinner with "sticky-tac".
- 2. Make 2 separate overheads of the Wheel of Faith Game Board. While the class is playing on one Game Board, a class assistant can be preparing the other overhead for the next game.
- 3. Using an overhead projector pen, write in the game category in the appropriate blank and highlight the number of squares needed for the game.

ONE PROJECTOR AND WALL

Pre-Game Directions:

- 1. Make an overhead of the wheel. Attach the spinner with "sticky-tac".
- 2. Photocopy the alphabet sheets found at the end of this game onto cardstock. You should make at least 3 copies of all letters and 6 of more common letters such as A, E, M, S and T. These cards are used to form the words for each game round.
- 3. Photocopy the category cards on a different color card stock.
- 3. Cut 15 sheets of paper and cut them in half (8 $1/2 \times 5 \times 1/2$). Put these half sheets on the wall in three rows of ten. (See the Game Board sheet for an example.)
- 4. Before class, have the first category and game squares already on the wall.

Game Directions:

- 1. Pick one child to be the person to flip the letters on the phrase and one to keep team scores on a whiteboard or poster board.
- 2. Divide the class into two teams of the same grade level or same ability level.
- 3. Pick a category from this booklet you want to use for the first round.
- 4. Have the first contestant of Team A spin the wheel of **The Wheel of Faith**. If the contestant lands on a section with a point value or prize, let him pick a letter of the alphabet or number that could fit the phrase.
- 5. If the letter or number fits the phrase, the contestant earns the points for their team or the prize for self. If it does not fit the phrase, the first contestant on Team B spins the wheel.
- 6. At any point the contestant may guess what the phrase is. If he guesses correctly, he wins the points his team earned for that round. If he is not correct, it is the other team's turn.

Note: The game phrases are on three different difficulty levels ... Level 1 is easiest and Level 3 the most difficult. Pick a phrase from the appropriate difficulty level for your class.

Beatitudes

Level 1&2:

(the first line of each Beatitude)

Level 3:

(the entire Beatitude)

Blessed are the poor in spirit,

for theirs is the kingdom of heaven.

Blessed are those who mourn.

for they shall inherit the earth.

Blessed are those how hunger and thirst for righteousness,

for they will be filled.

Blessed are the merciful,

for they will be shown mercy.

Blessed are the pure in heart,

for they will see God.

Blessed are the peacemakers,

for they will be called sons of God.

Blessed are those who are persecuted because of righteousness,

for theirs is the kingdom of heaven.

Matthew 5:3-10

Body of Water

Level 1: Level 2:

Nile River
Red Sea
Dead Sea
Sea of Galilee
Jordan Sea
Persian Gulf

Level 3:

Adriatic Sea
Aegean Sea
Euphrates River
Gulf of Suez
Mediterranean Sea
Tyrrenian Sea

Book of the Bible

Level 1:

Genesis Matthew
Exodus Mark
Leviticus Luke
Numbers John
Deuteronomy Acts

Level 2 and 3:

Joshua Romans

Judges 1 (2) Corinthians

Ruth Galatians
1 (2) Samuel Ephesians
1 (2) Kings Philippians
1 (2) Chronicles Colossians

Ezra 1 (2) Thessalonians

Nehemiah 1 (2) Timothy

Esther Titus
Job Philemon
Psalms Hebrews
Proverbs James
Ecclesiastes 1 (2) Peter
Song of Solomon 1 (2) (3) John

Isaiah Jude

Jeremiah Revelation Lamentations

Ezekiel
Daniel
Hosea
Joel
Amos
Obadiah
Jonah
Micah
Habakkuk
Zephaniah
Haggai
Zechariah

Malachi

Event

Level 1:

Creation
The Flood

Joseph and Coat of Many Colors

Moses in the Basket
The Ten Commandments

David and Goliath

Jonah and the Great Fish

Birth of Jesus Visit of the Magi Zacchaeus in Tree The Last Supper Jesus on the Cross Paul's First Missionary

Journey

Level 2:

Tower of Babel

Jacob gets Isaac's Blessing Moses and the Burning Bush

Crossing the Red Sea Samuel Anoints Saul

Daniel and Den of Lions

Jesus with Temple Teachers

John Baptizes Jesus Jesus feeds 5000

Jesus with Little Children

The Resurrection

Paul and Silas in Prison

Level 3:

God's Covenant with Abraham

Sodom and Gomorrah

The Ten Plagues
The Passover

The Golden Calf

Fall of Jericho

Gideon Defeats the Medianites

Elijah Fed by Ravens

Water Changed to Wine Jesus Heals Lame Man

Jesus calms Storm

Transfiguration

Peter Denies Jesus

Road to Emmaus

Stoning of Stephen

Saul's Conversion

Husband and Wives

Level 1:

Level 2:

Adam and Eve Joseph and Mary Abraham and Sarah Isaac and Rebekah Zechariah and Elizabeth

Level 3:

Jacob and Rachel Samson and Delilah David and Bathsheba Ahab and Jezebel

Miracle

Level 1:

Old Testament

Wineskins Jeremiah 13:12-14

Vineyard Isaiah 5:1-7
Useless Vine Ezekiel 15:1-8
2 Fig Baskets Jeremiah 24:1-10

New Testament

Water to Wine
Calm Storm
Feed 5000
Heal Child

John 2:1-11
Matthew 8:22-27
Matthew 14:15-21
Matthew 17:14-20

Level 2:

Old Testament

Ewe Lamb 2 Samuel 12:1-4
Two Sons 2 Samuel 14:1-24
Cooking Pot Ezekiel 15:1-8
Rising Waters Ezekiel 47:1-12

New Testament

Heal Lame

Walk on Sea Matthew 14:22-33

Catch Fish Luke 5:1-11
Raise Lazarus John 11:1-45

Miracle

Level 3:

Old Testament

Flying Scroll Zechariah 5:1-4
Valley of Bones Ezekiel 37:1-14
Linen Belt Jeremiah 13:1-11
Oil Multiplied 2 Kings 4:1-7

New Testament

Cure Leprosy Matthew 8:1-4
Heal Invalid John 5:1-18
Give Sight Matthew 9:27-31
Raise Daughter Matthew 9:18-26

Parable

Level 1:

Prodigal Son (Luke 15:11-32) Good Samaritan (Luke 10:30-37) Lost Sheep (Matthew 18:12-14)

Talents (Matthew 25:14-30)

Wise and Foolish Builders (Matthew 7:24-27)

Level 2:

Wedding Feast (Matthew 22:1-4)
Mustard Seed (Matthew 13:31-32)

Sower and Seed (Matthew 13:1-23) Lost Coin (Luke 15:8-10) Rich Fool (Luke 12:16-21)

Level 3:

Fig Tree (Matthew 24:32-35)
New Wine (Matthew 9:16-17)
Ten Virgins (Matthew 25:1-13)
Lowest Seat (Luke 14:7-11)
Sheep and Goats (Matthew 25:31-46)

Person

Level 1:

Mary Joseph
Noah Jesus
Matthew Paul
Adam Eve
Cain Abel

David Zacchaeus Moses Jonah

Level 2:

Magi **Thomas** Martha Stephen Timothy Peter King Saul Judas Sarah Abraham Isaac Rebekah Aaron Joshua Daniel Benjamin Lot Gabriel Samuel Hannah Goliath Eli Mary Magdalene Anna

Level 3:

Pilot Jonathan John Lazarus Barnabas Luke Esther Naomi Silas Ruth Andrew Hagar Esau Jacob Rahab Mark Elijah Elisha Delilah Samson Miriam Nehemiah Nebuchadnezzar Abigail Gideon Jeremiah

Place

Level 1:

Antioch
Bethlehem
Egypt
Nazareth
Jerusalem
Jordan
Judea

Level 2:

Canaan Corinth Derbe Ephesus Lystra Philippi

Level 3:

Capernium
Mt. Sinai
Perea
Promise Land
Thessalonia
Troas

Wilderness

Siblings

Level 1:

Cain and Abel Moses, Aaron and Mariam

Level 2:

Jacob and Esau Mary, Martha and Lazarus James and John

Level 3:

Joseph and Benjamin Absalom and Solomon Peter and Andrew

Story

Level 1:

Old Testament

Daniel and Lions Den

David and Goliath

Jonah and Fish

Joseph Sold by His Brothers

Noah and Ark

New Testament

Birth of Jesus

Baptism of Jesus

Magi visit Mary and Jesus

Level 2:

Old Testament

Burning Bush

Creation

Sodom and Gomorrah

Wall of Jericho

Lot's Wife becomes Pillar of Salt

New Testament

Jesus at feet of the Temple Teachers

Jesus Picks Twelve Disciples

The Last Supper

Peter Denies Jesus

The Resurrection

Level 3:

Old Testament

Potter and Clay

Rahab and Spies

Staff to Snake

Three Men and Furnace

Water from Rock

New Testament

Jesus Raises Lazarus

Temptation of Jesus

Jesus Casts out the Money Changer

Jesus Before Pilot

Jesus Appears to Mary Magdalene

Ten Commandments

All Levels:

You shall have no other gods before me.

You shall not make for yourself an idol.

You shall not misuse the name of the Lord your God.

Remember the Sabbath.

Honor your father and your mother.

You shall not murder.

You shall not commit adultery.

You shall not steal.

You shall not give false testimony against your neighbor.

You shall not covet your neighbor's house ... wife (etc.)

(Genesis 20:3-17)

Things

Level 1:

Coat of Many Colors Cross
Lost Coin Noah's Ark
Large Fish Manger

Level 2:

Jacob and Esau 2 Fish and 5 Bread Moses' Staff Burning Bush Vineyard Fig Tree

Level 3:

Sycamore Tree Golden Lampstand

Wineskin Raven

Linen Belt Mustard Seed Ark of the Covenant Horn of Oil

Verses

Level 1:

Put on the full armor of God.

(Ephesians 6:11)

I stand at the door and knock.

(Revelation 3:20)

Trust in the Lord with all your heart.

(Proverbs 3:5)

The greatest of these is love.

(1 Corinthians 13:13)

Level 2:

I can do all things through Christ who strengthens me.

(Philippians 4:13)

In the beginning God created the heavens and the earth.

(Genesis 1:1)

In all things God works for the good of those who love Him.

(Romans 8:28)

For God so loved the world that He game His one and only son.

(John 3:16)

Level 3:

I can do all things through Christ who strengthens me.

(Philippians 4:13)

Put on the full armor of God so that you can take your stand.

(Ephesians 6:11)

Your Word is a lamp to my feet and a light to my path.

(Psalm 119:105)

If you love me, you will obey what I command.

(John 14:15)

Book of the Bible

Beatitudes

Body of Water

Events

Husbands and Wives

Miracle

Parable

Person

Place

Siblings

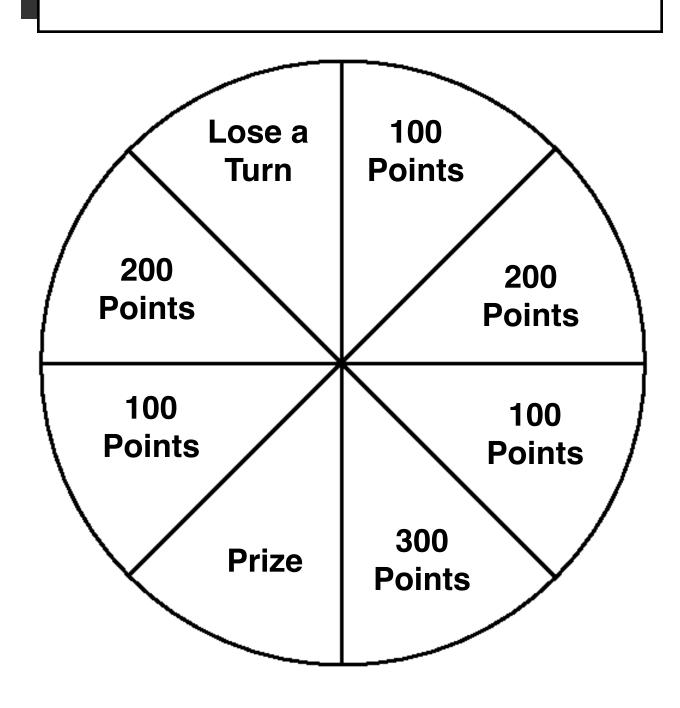
Story

Ten Commandments

Thing

Verse

WHEEL OF FAITH



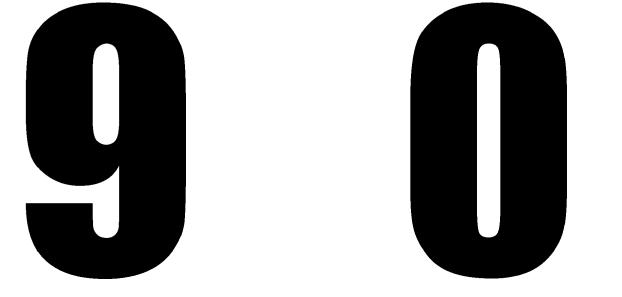
WHEEL OF FAITH GAME BOARD

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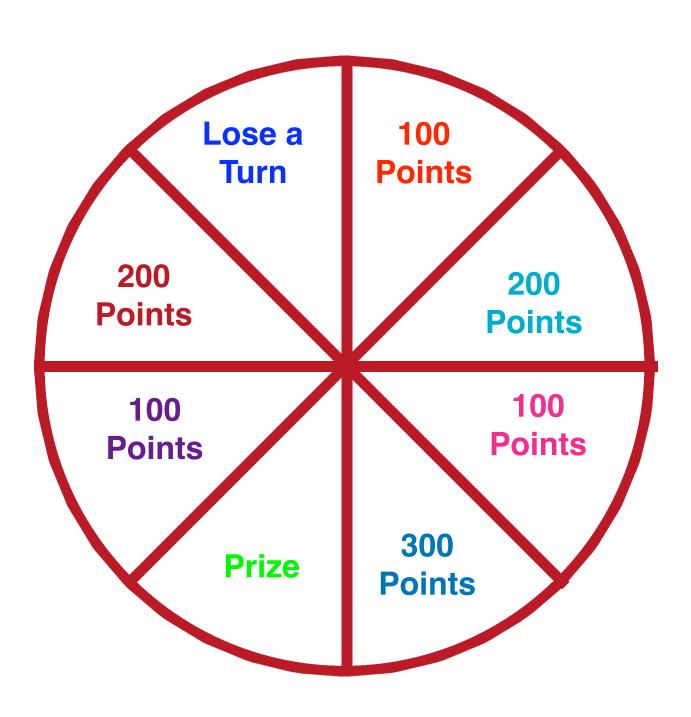




WHEEL OF FAITH GAME BOARD

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	CATEGORY:			
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WHEEL OF FAITH



OVERHEAD TRANSPARENCY MARKERS

Cut out the following markers to use as team markers for your games. If you are playing Bible Squares, you need five markers (one color) for each team.

