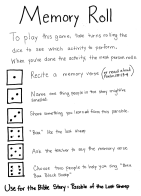
Memory Roll (Dice Game)


Memory Roll

To play this game, take turns rolling the dice to see which activity to perform. When you're done the activity the next person rolls.

Recite a memory verse (group/individual)

Name one thing people in the story might've smelled

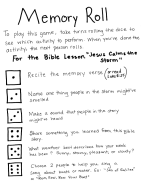
Share something you learned from this parable.

"Baa" like the lost sheep

Ask the teacher to say the memory verse.

Choose two people to help you sing "Baa Baa Black Sheep"

Use for the Bible Story: "Parable of the Lost Sheep"


Memory Roll

To play this game, take turns rolling the dice, to see which activity to perform. When you're done the activity the next person rolls.

For the Bible Lesson "Jesus Calms the Storm."

Recite the memory verse (group/individual)

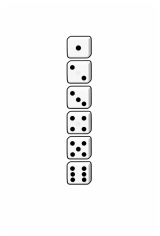
Name one thing people in the story might've smelled

Make a sound that people in the story might've heard

Share something you learned from this bible story.

What another best activities from your week has been? (funny, amazing, pleasant, or scary)

Choose 2 people to help you sing a song about water or water (ex. "Sea of Galilee" or "Rain, Rain, Go Away")



Actions are assigned to the numbers 1 through 6. A die is rolled, and the child performs the action corresponding to the number. This can be adapted to any story.

Supplies:

- One six-sided die

Preparation:

- Before the session begins, think of six actions or activities that will help the children reflect on or remember the Bible story you are teaching. Refer to the list below for suggestions if needed. Assign each of those actions to a number from one to six. For example, for the Parable of the Lost Sheep lesson, you might assign the following:
  - Roll a 1. Recite one of the memory verses.
  - Roll a 2. Name one thing people in this story might have smelled.
  - Roll a 3. Say something you have learned from this parable.
  - Roll a 4. Choose two people to help you sing “Baa Baa Black Sheep.”
  - Roll a 5. “Baa” like the lost sheep.
  - Roll a 6. Ask the teacher to say the memory verse.
- If you wish, you can create a game sheet by drawing an illustration of the dice or using the printed illustration.

How to Play:

Children take turns rolling the die. After each roll, the child follows the instruction that matches the number rolled. Naturally, some actions will be repeated a number of times.

Adaptations:

You can make up your own actions that are specific to a particular lesson or use any of the general suggestions below.

Another idea is to ask the children to come up with actions for the game.

- Name a person in the story.
- Find the story in the Bible.
- Name the book of the Bible where the story is found.

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- Say something one of the characters might have said.
- Name something that might have smelled in the story.
- Name a character in the story that you would have enjoyed meeting.
- Say something you have learned from the story.
- Make a sound that goes with the story.
- Make up a poem that goes with the story.
- Make up a song that goes with the story.
- Finish this sentence: “If I had been there, I would have…”
- Recite the memory verse.

Memory Roll Game for Parable of the Lost Sheep Story

Memory Roll Game for Jesus Calms the Story

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