

Scripture Man Instructions

Like it to Battleship. The kids put the symbols wherever they want on the board. After you ask the question you give them a set amount of time to write down the answer, then you pull a piece out of a bag (A1, C5, etc). If they got the question correct and they have a symbol in the spot you drew out of the bag, then they do what the symbol says. If they miss the question, they get nothing.

Basically:

Each student will get a game sheet. Give them a minute or less to fill out their grid with the little drawings you will find on the top right of the game card (scripture man, temptation man, etc) in the amounts that it says (ie 1 scripture man, 8 scripture snacks, etc.) There will be 10 blank squares and 15 squares with a drawing in them.

Cut up the table with the grid labels (A1, B1, C1, etc) and put them in a container/bag to pull from.

The basic format - you show the slide and they read and formulate their answer (or discuss if they are in groups). Each individual can share their answer with another person before the answer is revealed to the whole class, or you can have the groups write their answer(s) down and show them at the same time. (I've used mini-whiteboards in the past, you could use scrap paper/journals/the chalkboards if you have more than 1 - basically whatever works!)

After the answer is revealed, you pick a random "grid label" from the container and any person/team who got the answer right gets whatever points are in that place on the grid. (ie, if you pull E2, then the teams that got it right will go to box E2 on their grid, and if they drew a scripture snack (*) in that spot, they would get 5 points. If another team had the ● in that spot, they would lose ALL their points. And if yet another team got the answer right, but that box is empty, they would neither gain nor lose points. Finally, you will dispose of or set aside E2 and the teams who get it wrong will miss the chance to get any points from that box.

(The kids seem to love the random/chance element of the game because even if someone is far ahead, they could potentially lose all their points - which is what happened in our class today 😊) □ □

Then you just move on to the next slide and continue the process again until you run out of time or slides!

Just a note - on slides with multiple answers I pull multiple "grid labels" (ie. what 3 prophesies does Jacob share with the Nephites in 2 Nephi 6:8-9 - I pulled 3 grid labels and just called out - okay if you got (1) Jacob testifies that the Jews have been taken captive that square is B4; if you got the prophecy that Jews will be gathered back to Jerusalem that square is A2; and if you got the prophecy that Jesus Christ would come among them and be rejected/crucified that square is C4). This way students/groups may get 3/3 or 1/3 or 2/3 or 0...but hopefully they will get at least 1.