

# ADVENTURES ON PROMISE ISLAND™

## Memory Game

### How to Set Up and Play the Basic Game

1. Using colored masking tape, make a grid on the floor. For each group of 20–30 kids, make your grid 5 squares wide by 8 squares long (40 squares).
2. Using penny candy (the kind that can be bought in bulk and that comes in individually wrapped pieces in a variety of flavors and types), randomly place one piece of candy in each square. Make sure that each piece of candy has a matching piece somewhere on the grid.
3. Place a foam or paper cup upside down over each piece of candy.
4. Have kids sit in a large circle around the grid. Let each kid take a turn lifting two cups to see if the candies underneath are identical.
5. If the candies match, he gets to keep them and the next kid takes his turn. (Be sure to remove those cups from the grid.) If the candies do not match, he replaces the cups, and waits until his turn comes again.
5. The game ends when all of the candy is gone or everyone has had the same amount of turns.

### Ways to Make the Game More Challenging

1. Instead of using candy, print out small versions of the Bible-story pictures that can be found on the *PreSchool* or *Elementary Teaching Resources* CDs (020901212 or 020901412).
2. Have each kid point to both cards he will be turning over *before* he turns one over.
3. Have each kid answer a question about the day's Bible story or the promise for the day for taking a turn. He may only complete his turn if he answers correctly.
4. Have him say the Bible Memory for the day—he must be close to quoting it before he gets a turn.
5. Have him say the Bible Memory from the previous session.
6. Set a time limit, say 10 seconds, per turn.
7. Use different patterns to create your grid—try hopscotch, circle, diamond, or triangle patterns. Just make sure you have an even number of sections!