

# GAME TIME

## Module 6 Game

**Note:** Designed for middle school students and should be played AFTER completing the lesson on week 2.

### Instructions:

1. Divide students into teams of 3 to 6 and assign one leader per table.
2. Read each question and first table leader to raise their hand, is allowed to answer.
3. Each correct answer earns 1 points and Bonus Challenge earns 3 points.
4. Keep score on the board or ask a student to keep score.



### Round 1: Godly Wisdom (Fill in the blank):

1. The fear of the Lord is the beginning of \_\_\_\_\_.
2. If we lack wisdom, we should \_\_\_\_\_ God for it.
3. True wisdom comes from \_\_\_\_\_.
4. Godly wisdom helps us know what is \_\_\_\_\_ in God's eyes.

### Round 2: Discernment (Fill in the blank):

1. Discernment helps us tell the difference between \_\_\_\_\_ and error.
2. Mature believers train themselves to distinguish \_\_\_\_\_ from evil.
3. We should \_\_\_\_\_ the spirits to see if they are from God.
4. Discernment keeps us from being \_\_\_\_\_.

### Round 3: Understanding (Fill in the blank):

1. The Lord gives wisdom, knowledge, and \_\_\_\_\_.
2. We should ask God for \_\_\_\_\_ so we can follow His Word.
3. Jesus opened the disciples' minds so they could \_\_\_\_\_ the Scriptures.
4. Understanding helps us apply God's truth to our \_\_\_\_\_.



### Bonus Lightning Round (3 Points Each) Finish the statement:

1. Wisdom is knowing what to \_\_\_\_\_.
2. Discernment is knowing what is \_\_\_\_\_.
3. Understanding is knowing why it \_\_\_\_\_.

### Answer Key:

- wisdom
- ask
- God
- right
- truth
- good
- test
- deceived
- understanding
- understanding
- understand
- lives

**Bonus Answers:** do / true / matters

