

Big Gulp Review Game

(Daniel 6)

Print out the lions, and glue them on heavy colored paper. Cut out each lion circle, making sure that they look identical. Write on the back of two “Gulp” and write on the back of the others 110, 100, 50, 200, 20, 180, 20, 50. Cover them on both sides with clear contact paper.

To play the game with your class, put the ten lions on a table (lion side up). Divide the children into two teams. Ask a review question. The child who raises his hand first and gives the correct answer gets to turn one lion over and receive the number of points on the back for his team. He may continue to choose lions until he either decides to stop, or he turns over a lion that says “gulp.” If he chooses a “gulp,” this means Daniel has been eaten and the student loses all his points that he collected in that one turn. He may stop at any time, however, before he chooses “gulp,” and take all his accumulated points for his turn (write this amount under his team’s score—these cannot be taken away). Turn the lions back over after each student plays. The team with the highest number of points at the end of the game is the winner.



