

BIBLE GAMES

LEARN, PLAY & GROW IN GOD'S WORD

Bible Character Match

Ages 7-12 | 1-4 players or small teams | 15-25 minutes

YOUR MISSION

Match Bible people with story clues, then retell what happened.

Read, think, play - then explain what you discover.



GET READY

Bible, printed play pages, scissors with adult help, and a roomy table.

HOW TO PLAY

1. Lay the name or title cards face up. Shuffle the clue cards face down.
2. Draw a clue and read it. Choose its matching name or title.
3. Build the pair on the mat or table. Say what connects the two cards.
4. Check the leader key or Bible. Keep a correct pair; return an incorrect clue and try later.
5. Complete all pairs together, or score one point for each correct pair.

Print player pages 2-4 at 100% / actual size. Keep the leader key from page 5 aside. Use an adult reader for younger players.

BIBLE GAMES

LEARN, PLAY & GROW IN GOD'S WORD

Bible Character Match

PLAYER MAT | Keep this sheet whole

Use the spaces to build a set. Move checked sets beside the mat and reuse the spaces.

PERSON

STORY CLUE

+

PERSON

STORY CLUE

+

PERSON

STORY CLUE

+

BIBLE GAMES

LEARN, PLAY & GROW IN GOD'S WORD

Bible Character Match

PERSON | Cut on the outer dashed lines

PERSON

Noah

PERSON

Jonah

PERSON

David

PERSON

Ruth

PERSON

Paul

PERSON

Hannah

PERSON

Esther

PERSON

Moses

PERSON

Joseph

PERSON

Peter

PERSON

Daniel

PERSON

Zacchaeus

BIBLE GAMES

LEARN, PLAY & GROW IN GOD'S WORD

Bible Character Match

STORY CLUE | Cut on the outer dashed lines

STORY CLUE

Built the ark as God commanded.

STORY CLUE

Was protected in a den of lions.

STORY CLUE

Walked toward Jesus on the water, then needed His help.

STORY CLUE

Escaped Damascus when helpers lowered him in a basket.

STORY CLUE

Was swallowed by a great fish.

STORY CLUE

Faced Goliath with a sling and a stone.

STORY CLUE

Prayed for a son, then brought Samuel to serve the Lord.

STORY CLUE

Gleaned grain in the fields of Boaz.

STORY CLUE

Climbed a sycamore tree to see Jesus.

STORY CLUE

Risked speaking to the king to help save her people.

STORY CLUE

Explained Pharaoh's dreams of plenty and famine.

STORY CLUE

Led the Israelites out of Egypt.

BIBLE GAMES

LEARN, PLAY & GROW IN GOD'S WORD

Bible Character Match

LEADER KEY | Keep aside while players solve

Noah

Built the ark as God commanded. | Genesis 6:13-22

Joseph

Explained Pharaoh's dreams of plenty and famine. | Genesis 41:14-36

David

Faced Goliath with a sling and a stone. | 1 Samuel 17:40-50

Hannah

Prayed for a son, then brought Samuel to serve the Lord. | 1 Samuel 1:10-28

Zacchaeus

Climbed a sycamore tree to see Jesus. | Luke 19:1-10

Paul

Escaped Damascus when helpers lowered him in a basket. | Acts 9:23-25

Esther

Risked speaking to the king to help save her people. | Esther 4-5; 7

Moses

Led the Israelites out of Egypt. | Exodus 12:31-42

Daniel

Was protected in a den of lions. | Daniel 6:16-23

BIBLE GAMES

LEARN, PLAY & GROW IN GOD'S WORD

Bible Character Match

LEADER KEY | Continued

Ruth

Gleaned grain in the fields of Boaz. | Ruth 2:1-17

Jonah

Was swallowed by a great fish. | Jonah 1:17

Peter

Walked toward Jesus on the water, then needed His help. | Matthew 14:28-31

READ THE PASSAGE

See the Scripture references in the leader key

TEACHING NOTE

Read the passage in context. Accept an equivalent accurate response and help learners correct a mistaken match.

MAKE IT YOUR OWN

Starter: use two complete matching sets, or four individual sorting/question cards; read aloud and allow Bible help. Standard: use the complete set and explain each answer. Challenge: Tell one story in three sentences: problem, action, and what happened next.

TALK ABOUT IT

What can one character teach you about responding to God?