

# NEW TESTAMENT PACK

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Hi there!

In 2016 people from Wellington studying New Testament as part of a Diploma in Anglican Studies from St John's College were asked to get creative about ways to teach 9-11 year olds the books and authors, audiences and themes, and genres of the New Testament.

Included here is the work of seven of those people whose ideas we thought would in fact offer a great Intergenerational Resource for Churches to use to help their people get familiar with the New Testament.

Below is information about these resources and how you could use them.

1. So maybe you have some in your faith community who are good at rhythm and rap or who could be if given the chance? Anna Reeve has written a **New Testament Rap** about the books of the New Testament. You could: get a soloist or a group to perform it; OR teach verses of it over time to young ones who could then perform it together at a special event; OR you could assign segments to small groups within a service or community event to practice and create some actions and then present – in order! – to each other. You could even provide each group with one or two random props found in the kitchen, dress-up cupboard, garage, percussion instruments box, etc for them to imaginatively add into their presentation.
2. Samantha Ives has designed **Two Team Games** to help people remember their New Testament books and get them in order, and to learn the genres of the New Testament. Teams race against each other and against the clock. In “Peg the Books” teams peg the New Testament Clothes on a line in the correct order. For this you will need pegs, printed out clothes with each of the NT books written on them (you can find these in this resource pack), and a string or rope per team that can take the pegs. Ping Pong Balls in the Bucket asks teams to throw books of the New Testament written onto ping pong balls correctly into one of four labelled genre buckets – gospels, history, letters or apocalyptic. (A set of ping pong balls and buckets per team.)
3. Fiona Thompson and June Gennard have collated questions from all the books for an **Intergenerational Quiz**. June's was the idea to group questions according to genre. Along with the question cards there is a dice in this resource pack for you to make up. Teams throw the dice and answer a question according to which category it lands on: Gospels, History, Letters, Apocalyptic, or Trivia. If the dice lands on All Play the team throwing gets to choose which Category but all teams compete in that round to give the answer first.
4. Scottie Reeve has designed a **Crossword** if you are looking for a quieter activity. The answer sheet is also provided.
5. Heather Schollum has created a **Board Game** to introduce or reinforce learning. The printable board, cards and instructions can be found in this resource pack.
6. Rowan Miller has put together **Trading Cards**. The idea is that teachers could give out the cards as prizes (perhaps a couple at a time) and young ones would build up the collection and start to trade and arrange the cards in order. In the process they'd be picking up something of how the New Testament fits together, what happens in each book, and so on. Games could be created using the details on the cards, or weave around any of the other activities in this resource pack.

Thanks also to Samantha Ives for the **Information Sheet** summing up the books, authors, audiences, themes and genres, for you to check if you are not sure.

We hope you enjoy learning about the New Testament!

Rosemary Dewerse

*Teacher of the New Testament course*