

Seven C's Mix and Match

Materials

- ☐ Seven C's of History cards (following pages)
- ☐ Timer
- ☐ Masking tape
- ☐ Beanbags

Instructions

Choose one (or more) of the game options below to review the Seven C's of History.

Card Mix-up: Print on card stock and cut out one set of cards for each team. Divide the class into teams of 2–4 students. When you say “Go,” have teams compete to see who can put the cards into the proper order first. Have the teams stand or raise their hands when they finish. Allow the winning team to read the cards. You may choose to time the students and see if they can improve each round.

Relay Matchup: Print on card stock and cut out four sets of cards. Shuffle the cards and place them facedown in a grid on the floor. Divide the class into two teams. Use tape to mark a start line across the room from the cards and have teams line up behind it. When you say “Go,” the first students in line will run to the cards and each flip over two different cards, looking to match the first C—Creation. If they do not get a match, they will flip the cards back over and race to tag the next teammate in line, who will run to the grid and flip over two cards, trying to get a match. Teams must collect matching cards in order, so Creation must be matched before they can move to Corruption, and Corruption before Catastrophe, etc. When students find a match, they will set those cards face up on their team's side of the grid then run back to tag the next person. The first team to get all seven C's matched on their side of the grid and return to the start wins.

Beanbag Toss: Print on card stock and cut out two (or more) sets of cards. Place the cards facedown in a grid on the floor. Use tape to mark a line several feet from the cards. Have students line up behind the line and take turns tossing a beanbag onto the cards. Students will flip over the card the beanbag landed on, trying to find the first C—Creation. If it isn't the correct C, flip the card back over. Once Creation is found and flipped over, students will toss to find the next C, Corruption, until they get all seven C's flipped over in order. You may time the students and repeat the game, aiming for a faster time. For a large class, you may set up more than one grid or turn it into a relay with two teams tossing and racing to get their set of seven cards first.

Suggested Discussion

Today we learned how the Seven C's give us the history of the Bible from Creation to the Consummation. The C's in the Old Testament are important. They help us understand why Christ came to earth and died on the cross, as the New Testament says. God promised a Savior in Genesis, and he was faithful to send Jesus to die for our sins and conquer Satan.



CREATION

Everything was created by the power of God's Word.



CORRUPTION

Sin entered God's very good creation.



CATASTROPHE

A global flood brought judgment on the wicked world.



CONFUSION

God judged sin by confusing the common language.



CHRIST

**The Creator and Son of God
came to earth as a man.**



CROSS

**Jesus was crucified on
the cross, the perfect
sacrifice for sin.**



CONSUMMATION

**God promises a new
heaven and a new earth
for all believers.**