

“Jibber Jabber – It’s a Miracle” Instructions

The Concept: Players will have to decipher word clues to find the miracles of Jesus.

Items Needed: Worksheet if using version without clues.

Instructions: If you’ve ever played Mad Gabs, you’ll understand how this game works. The questions are made up of words that look like nonsense, but when sounded out, give the answer. All of the questions are set as headlines from Jesus’ day, so they are in present tense (e.g. Jesus Walks on Water, Jesus Feeds the Five Thousand, etc). This is a pretty tough game. Some of the questions are a little difficult to work out. Because of this, we have created two versions of the game – one with clues and one without. The version with clues gives one word of the answer every 10 seconds, but doesn’t give the complete answer. Here are the differences between the two versions:

	<u>With Clues</u>	<u>Without Clues</u>
Players:	Teams	Individual / Pairs / Teams
Layout:	Answers after each question	Answers at the end
Worksheet:	No	Yes

To play the version with clues, split your group into teams. When the question comes up on the screen, each team will have to work out which miracle is in the headline and then be the first to provide the correct answer to the leader. It’s probably best to have someone on the team raise their hand or stand up to signal that they think they know the right answer. It might sound like someone is yelling out the right answer when they are still just reading the question. If they are having a hard time guessing the answer, one word of the answer will show up every 10 seconds. If someone gets the right answer and you want to skip by the clues, move the mouse to the “o” in the word SON at the top of the page. Click it to move directly to the answer screen.

To play the version without clues, you can split the group into teams, pairs or have them play by themselves. Pass out the worksheet and give them some time to work out each answer. The correct answers will come up at the end.

Regardless of which version you play, the instructions are kind of lengthy, so feel free to delete any of the instruction screens and just tell your group how to play.

Scoring: One point for each correct answer. There's a tiebreaker if any of the teams/pairs/individuals are tied after the last question. The tiebreaker is a tough one, so there are clues for it in both versions of the game.

Any questions or problems please email: service@pointmangames.com