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(54) SPEAK UP & GET IT RIGHT!

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(57) ABSTRACT

A fill in the blank answer game is disclosed comprising sets of different color cards which represent each book of the Holy Bible, with a scripture quotation on each card from the books of Genesis to Revelation, taken from the Old and New Testaments of the King James Version of the Christian Bible. The cards serve as a teaching device for memorization of scripture quotations. Furthermore, as well as aiding religious

instruction the fill in the blank answer feature is educational in nature in that it aids in vocabulary development as the players are given hints in the form of synonyms, antonyms, rhyming words, and definitions, as clues to the missing words. Each book of the Bible is represented by a different group of colored cards. Each card has a first and second side. On the first side a scripture verse is displayed with missing key words to be filled in by the player/s. The missing words are the key words needed to complete the verse. Below the verse are hints given for each missing word written as: rhyming words, synonyms, antonyms, or definitions, with each one separated by a semicolon. On the second side are the answers separated by commas, for the fill in the blank spaces, along with the name of the book, chapter, and verse it is taken from in the Bible. In the method embodiment of the invention, a designated player reads the verse from a card, leaving out the words for the blank spaces. Another player responds by reciting the verse correctly filling in all missing/key words. To assist the responder, for each missing word a hint is given as a clue to what the word is, along with a 15 second wait time for each fill in the blank space. At any point the verse is read, answers may be proffered. When each word is correctly stated, the responder recites the verse correctly from memory and receives points for each word correctly filled in. A scoring method is based on the number of correct responses given. The responder or team with the most points wins the game.

<p>JOHN 1:23 <i>Answers: voice, crying straight</i></p>	<p>JOHN 1:1 <i>Answer: beginning.</i></p>
<p>JOHN 1:3 <i>Answer: made</i></p>	<p>JOHN 1:4 <i>Answer: life</i></p>
<p>JOHN 1:51 <i>Answers: ascending, descending</i></p>	

JOHN

1:23

Answers: voice, crying straight

JOHN

1:1

Answer: beginning.

JOHN

1:29

Answers: Lamb, world

FIG. 2

JOHN

1:3

Answer: made

JOHN

1:51

Answers: ascending, descending

JOHN

1:4

Answer: life

FIG. 1

In the ____ was the Word, and the Word was with God, and the Word was God.

Hints: initial, origin, the start of something.

He said, I am the ____ on one ____ in the wilderness, Make ____ the way of the Lord, as said the prophet Isaiah.

Hints: rhymes with choice; weeping, wailing; nor crooked.

All things were ____ by him; and without him was not anything ____ that was ____.

Hints: (all ans.) fashioned, formed.

The next day John seeth Jesus coming unto him, and saith, Behold the ____ of God, which taketh away the ____ of the ____

Hints: a young sheep; transgression; cradle of humanity.

FIG. 4

In him was ____; and the ____ was the light of men.

Hints: (both ans.) existence, being.

And he saith unto him, Verily, verily, I say unto you, Hereafter ye shall see heaven open, and the angels of God ____ and ____ upon the son of man.

Hints: in motion, moving upward; falling dropping.

FIG. 3

SPEAK UP & GET IT RIGHT!

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] The present invention relates generally to the field of card games, and more particularly to a learning enhancing card game designed to include religious instruction. There exist many card games both for a player to play individually and against others, as well as in groups and/or pairs. There also exist many games for enhancing learning, including board games and even board games incorporating cards. A unique feature of this card game consists of the fill in the blank answer spaces, which serve as a word game/tutorial, and more particularly to a learning enhanced card game of which the blank words aid in increasing word knowledge. More specifically, the present invention relates to a method of memorizing scripture verses from the Bible as hints are given to aide the player/s in remembering the correct word/s. The hints given for each fill in the blank missing word, serve as an educational tool for learning which increases vocabulary development, while at the same time ones knowledge of scripture memorization increases as well.

[0003] 2. Background

[0004] This invention is related to a game, and specifically an educational game utilizing cards. Question and answer games and tutorials are both entertaining and educational. Traditionally, these games involve selecting a person to read a question from a card to a group of people. Along with the question, often times a list of possible answers will be provided. In addition, there exist many card games, both for a player to play individually and against others, as well as in groups and/or pairs. There also exist many games for enhancing learning, including board games and even board games incorporating cards.

[0005] Board games and card games have always been popular and have often been used to teach various principles for educational and religious purposes. See U.S. Pat. Nos. 4,084,816, 4,109,918, 5,895,050, 1,323,713, 6,059,291, and 4,306,725.

[0006] Devices such as flash cards, or the like have been evolved employing a graphic presentation of desired information. These have long been employed as a teaching aid for various subjects. A variety of games involve a card having a coded answer. For example, some games use a card having a question with a corresponding coded indicia. A separate reference is used to decode the indicia and determine the correct answer or identity.

[0007] Other games use a card having a question and possible answers on the same or reverse side along with an answer key. On the other hand, although these games utilize learning techniques, none have utilized verses from the Holy Bible with a fill in the blank answer feature, with hints given that help to increase and expand ones vocabulary as well as memorizing the scripture verse. The fact remains that the fill in the blank answer feature, along with the hints given, make this card game unique and different from any previous card games.

[0008] Therefore, a need exists for a fill in the blank answer game that serves as an aide for expanded vocabulary

development, while at the same time memorization of scripture verses is being reinforced. The present invention fulfills this need among others.

SUMMARY OF THE PRESENT INVENTION

[0009] An object of the invention is to provide a method for increased vocabulary development, memorization of scripture verses, and at the same time provide an atmosphere of fun and entertainment.

[0010] A further object of the invention is to provide motivation for memorizing the book, chapter, and verse quotations from the King James Version of the Bible, et al.

[0011] Yet another object of the invention is to provide a challenge of ability among friends and family.

[0012] It is a further object of the game to provide improved teaching means permitting the players the opportunity to employ the cards without the aide of a teacher or another player, thus placing the recipient in a position to study and check for him/herself the propriety of any given answer by writing the responses him/herself without the aide of other players. Thus, the correctness of any answer is subject to checking by the answerer.

[0013] It is accordingly a primary object of this invention to provide improved educational means implementing the transmission of recall of scripture verses from memory in a fill in the blank answer format.

[0014] In accordance with a preferred embodiment of the invention, a fill in the blank answer card game comprises selected scripture verses written on each card taken from the King James Version of the Holy Bible. Each card has a front side and back side. A scripture quotation is written on the first side with hints directly below it, written in the form of synonyms, antonyms, rhyming words, or a definition. On the second side are the missing words that are the answers to the fill in the blanks on side one, separated by commas, along with the book, chapter, and verse they are taken from.

[0015] In a preferred method embodiment of the invention, a reader reads, to the responder, the verse displayed on the first side, leaving blank the key missing words. The reader gives a wait time of 15 seconds for each word missing, allowing the responder/s time to think of the correct word. When the blank words are correctly stated the responder/s recites the verse with all missing words. Flipping the card over to the answer side reveals the correct answers for the missing words and where the verse is found in the Bible.

[0016] Furthermore, the game may be played by an individual as well as with others. As the answers are on the second side of the card, a reader may read the fill in the blank side without learning the correct answer/s, or the identity of the correct answer/s. This allows the reader to use the cards as a study guide for memorization of scriptures, thus playing in a solitary or self-study manner.

BRIEF DESCRIPTION OF THE DRAWINGS

[0017] In the illustrated embodiment, no pictures are needed on the cards. The specific details of a preferred embodiment of the invention, and their mode of functioning will be made most manifest, and particularly pointed out in

clear, concise, and exact terms in conjunction with the accompanying illustrative drawings, wherein:

[0018] **FIG. 1** is a perspective view of side one, the answer side of each card. On the top of the card are the book, chapter, and verse number of the quotation. Below this are the answers separated by commas, to the missing words.

[0019] **FIG. 2** shows how commas separate the each answer.

[0020] **FIG. 3** is a perspective view of side 2 of each card. On the top of the card is the quotation written with key words missing. Below this are the hints given for each word. There may be 1, 2, or 3, hints given for a single word. A semicolon separates each new hint.

[0021] **FIG. 4** shows how semicolons separate each new hint.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0022] My invention relates to cards used as a teaching device for memorization of scripture quotations from the Christian Bible, of which the game is founded. It has a further objective of which is educational in nature in that the fill in the blank answer spaces aid in vocabulary development as new words are introduced through synonyms, antonyms, rhyming words, and definitions, all used as clues for the missing word/s.

CATEGORY: Adult/Family, Christian card game

[0023] COMPREHENSIVE OBJECTIVE: A comprehensive objective of the game is for the participants to become increasingly knowledgeable of selected scriptural quotations from Genesis to Revelation taken from the Christian Bible, by using word associations as they Speak Up! filling in the blank spaces for missing key words of scripture in a given amount of time.

[0024] MATERIALS NEEDED: The materials needed are the following: colored cards with Bible verses and answers (Each book of the Bible is represented by a different set of colors. Ex: All cards for the book of Matthew are blue, cards for the book of Mark are yellow . . . etc.), storage box, direction sheet, dry erase markers (for the Sturdy Mode), score pad, and a timer or stop watch.

NUMBER OF PLAYERS: The number of players consists of 2 or more players, teams, or solitary play (self study).

OBJECT OF THE GAME: The object of the game is to be the first player/team to get the highest score.

AGE/GRADE LEVEL: The age level is for ages 12-adult.

RULES OF THE GAME:

[0025] 1. Each card consists of 1 scripture verse from the Christian Bible. On one side is a selected verse of scripture, with hints given on the bottom as clues for the key words missing. These hints are given in the form of rhyming words, synonyms, antonyms, or definitions of the word. The hints given assist the players in remembering the correct word to use for the quoted verse of scripture.

[0026] 2. Each scripture verse is worth points decided upon by the players.

[0027] 3. A selected reader reads the verses leaving out the fill in the blanks to be spoken by the player/s. It may be read through once, by the reader (before setting the timer), to refresh the responders memory of the selected verse, then read again with the timer set for a 15 second wait time for each word, allowing the responder time to think of the correct answer/s.

[0028] 4. Players are allowed 15 seconds (after each hint), to correctly state each missing word after hints have been given. The responder must orally Speak Up filling in the blanks pertaining to the related verse, then recite the entire verse aloud correctly.

[0029] 5. For more than 2 persons playing, a non-playing person may be designated as the reader and scorekeeper of the correct answers given. This person will tally the scores for each person/team. In team play, the reader does not earn points and the reader may be rotated per turn. (In order to equalize abilities, in team play, younger or less versed players may be paired/grouped with those of greater biblical knowledge).

[0030] 6. A single player or group bases scoring on the number of correctly quoted words.

[0031] 7. The first person/team to score the most points is the winner.

[0032] 8. The total scored points ending the game can be predetermined by players before play begins, e.g., from (100) one hundred to (1,000) one thousand total scored points; whatever the players choose as a group.

OPTIONAL RULES: This is a very flexible game. The rules of the game may change to best fit the needs of the players. The game may also be played alone as a quiz, or for study purposes. One may write out the answers to the fill in the blanks and check the answers afterwards. As far as the scoring is concerned, players may choose the amount of points given for each correct word

STURDY MODE: The sturdy mode of the game permits one to laminate the cards and write the answers directly on the card in the spaces provided. To do this one will need a fine point, dry erase marker, that enables one to clean the cards with a soft cloth, so they may be used again. In this way one would not have to write out the verse or answers on a separate sheet of paper and when laminated the cards are not damaged or permanently marked on.

[0033] The game is played as follows:

[0034] To begin the game, one person is selected to be the reader the others are players or teams competing for points. The reader reads a selected verse of scripture from the cards leaving blank the fill in the blank spaces. The players must recite the verse correctly filling in all missing words as they appear on the card. If the players do not recall for memory what the missing words are, the reader reads the hints from the bottom of the card, one at a time, giving the player a wait time of 15 seconds for each hint, thus giving the player time to associate the hints with the correct missing word, while keeping the game pace. When a player fills in all missing words, the player then orally recites the quoted verse correctly. Using a scoring pad, points are given for each missing word correctly quoted based on the number of correct

responses given. The reader then moves on to the next player and the same thing is repeated using a new scripture quotation selected from the cards. At the end of the game the player/ team with the highest points wins the game.

[0035] Hereby, this invention has been disclosed as embodied in connection with a series of cards subject to ready manipulation. This card game has been described with regards to a particular embodiment in the form of a fill in the blank answer feature used as a teaching device for memorization of scripture quotations when at the same time the missing words are an aid in building vocabulary development.

[0036] The above disclosure has been given by way of illustration and elucidation and not by way of limitation, and it is desired to protect all embodiments of the herein disclosed inventive concept within the scope of the appended claims.

What is claimed is:

1. A Christian family card game for ages 12-adult.
2. A card game different and unique from any previous card games due to its fill in the blank answer feature.
3. A fill in the blank Bible memory card game featuring quotations from the Christian Bible (KJV), beginning with the Old Testament books—Genesis through Malachi, and the New Testament books—Matthew through Revelation, of which said title is *Speak Up, & Get It Right*.
4. Presently, the game has been written for the King James Version of the Holy Bible but does not exclude other versions such as: The New American Standard Bible, New International Version, New King James Version, The Amplified Bible, New American Bible, The African American Jubilee Edition, New Living Translation, et al.

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5. Each set of cards is a different color in that the colors represent the different books of the Bible.

6. Each card has a verse of scripture quotation on side one with key words missing to be filled in by the player/s. On the bottom of side one are hints given, for each fill in the blank space, in the form of synonyms, antonyms, rhyming words, and definitions, separated by semicolons.

7. On the second side of the cards are the answers, separated by commas. On top of the answers are the name of the book, chapter, and verse number of which the quote is found in the Holy Bible.

8. Each card serves as a teaching device for memorization of scripture quotations from the Christian Bible.

9. A method of memorizing scripture quotations by orally quoting the given scripture filling in the key missing words.

10. A teaching device for vocabulary development by relating to the missing words associated with given scriptures through the use of rhyming words, synonyms, antonyms, and written definitions.

11. A card game of which may be played in a self-study mode or with a group or team of players.

12. For game play, player/s must orally recite the given quotation correctly, thus, Speaking Up and filling in all the blank missing key words, using the hints given as clues, in order to receive points.

13. The winner of the game is the person/team that receives the most points.

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