

# Book of Mormon Out of Thin Air INSTRUCTIONS

This is a fun and versatile scripture mastery game.

(The name “Out of Thin Air” comes from the fact that students have to rely upon their memories to play. No scriptures or reference pages are usually allowed.)

Here is one way to play “Out of Thin Air:”

- Prior to class, print one copy of the “Out of Thin Air” game sheet (next page) for each student team.
- Make sure each student has a pencil or pen.
- Divide students into two or more teams -- depending on class size. (Teams can be as small as two students.)
- Give the game sheet to one student on each team.
- When you give the okay to begin, the student with the game sheet writes a Book of Mormon scripture mastery reference or keywords for one of the scripture mastery scriptures.
- After writing either a scripture mastery reference or keywords, the student passes the game sheet to the next student on their team.
- The next student then adds either a new scripture mastery reference or keywords (in any open cell on the game sheet), but they may not change any entries made by other team members.
- Scripture mastery references and keywords do not have to be in any specific order, but scripture mastery references and keywords on the same line should both pertain to the same scripture.
- A game ends when: (1) the first team fills their sheet and yells “Stop,” or (2) students can no longer remember new scripture mastery references or keywords.
- Points may be scored as follows:
  - 1 point for each correct scripture mastery reference
  - 1 point for each correct scripture mastery keywords
  - 1 point for each correct scripture mastery reference and keyword combination
- You can be as strict, or lenient, on scoring as you desire.
- You can shuffle team members and play again.

Scripture Mastery Reference	Scripture Mastery Keywords
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