

“Huck’in Lucky!”

Divide the class into two teams. For each round, a team will need a Hucker (thrower) and a Shucker (rebounder). Team One will start by yelling out a Scripture Mastery clue to the other team. As soon as the clue is given the Hucker from team one throws “Lucky” (the name of the stuffed animal) into the basket or garbage can across the room. If he misses it is rebounded by the Shucker and the Hucker moves up to the next line to throw. Meanwhile each member of team two is trying to find the scripture mastery and then place their scriptures on their head. As soon as the Hucker from team one gets “Lucky” in to the basket or can, the teacher yells “Stop” and team two must stop looking. Team one will get a point for every person on team two that has not found the reference yet. Then team one and two switch rolls and team two sends up a Hucker and Shucker. Have a different Hucker and Shucker each round. Team with the most points wins.

