



ARMING LATTER-DAY ZION'S ARMY WITH SCRIPTURE MASTERY KNOWLEDGE

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“Scripture mastery means being able to find certain basic scripture verses, to understand what they mean, and to apply them in daily life” (*Teaching the Gospel: A Handbook for CES Teachers and Leaders* [1994], 35).

“The words had been placed in memory in such a way that the Holy Ghost could take them deep into the heart. We are teachers whose charge is to place those words so that when the student chooses and pleads, the Holy Ghost can confirm them in the heart and the miracle can begin” (Henry B. Eyring, *We Must Raise Our Sights* [address to religious educators at a conference on the Book of Mormon, Brigham Young University, 14 Aug. 2001], 4).

When you look at the preceding two statements, it is evident that to achieve these goals we must have a plan of action. Just like Zion's Camp prepared the brethren for leadership that was to come, ours is the opportunity to prepare our students for the challenges and opportunities that await them. Most of our students learn in three ways: seeing, hearing, and hands-on. The most effective scripture mastery programs will combine all three of these kinds of activities to effectively reach every student. But more importantly, these kinds of activities can help each student master these verses so that when needed the Holy Ghost can bring them forth.

AUDIO LEARNING

Teach scripture mastery rhymes and repeat them in class to give students a quick memory-link based on sound.

Doctrine and Covenants Rhymes

This is my Beloved Son in Joseph Smith—History 1.
Search commandments everyone in section 1.
Revelation is great in section 8.
Prayer conquers Satan then in section 10.
Eternal life can be seen in section 14.
The worth of a soul is keen in section 18.
Christ's suffering is seen in section 19.
Sing spiritually alive in section 25.
Free agents don't wait in section 58.
Confess and forsake in section 58.
Sunday is divine in section 59.
Forgive more in section 64.
Tithe for sure in section 64.
Their testimony sticks in section 76.
Requires much of you in section 82.
He's bound when you do in section 82.
Priesthood oath opens the door in section 84.
Cease to sleep late in section 88.
Wisdom blessings are mine in section 89.
Be a chosen one in section 121.

There are three: knowledge, laws, and Deity in section 130.

Three heavens not one in section 131.

Dead gain heaven in section 137.

Other audio clues might include key words found on the Doctrine and Covenants folders offered by CES, the short phrases on the Doctrine and Covenants bookmark, or just reading the scripture verse.

HANDS-ON LEARNING

Daily and weekly scripture mastery activities can help students learn the scripture mastery verses. The pacing guide in the teacher resource manual outlines four lessons per week, leaving day five for activities like scripture mastery.

“Noncompetitive ways to encourage scripture mastery include focusing on cooperation by allowing students to assist one another” (*Teaching the Gospel: A Handbook*, 35). If you have a competitive class, you might want to adapt these activities for individuals or partners. If you have a class that has some strong scripture mastery students and some that are struggling, try placing some of each on teams so they can teach each other.

Remember, to a student, *boring* means *always the same*. Have the classroom look different when students walk in. Have a different kind of activity each week, and when the clues get too easy, switch to a different kind of clue to give them a challenge.

Begin using scripture pictures as clues and introduce all twenty-five at once. Add new kinds of clues as the students seem comfortable with the old ones. You can use key words, bookmark phrases, rhymes, doctrine applications, missionary applications, or personal applications. Discontinue picture clues and key words as the students become very familiar with them, or use them only for speed rounds.

Fruit Basket

Make six to eight *movement* cards, such as “Move three chairs to the right” or “Move one chair to the left.” Make one *fruit basket* card, which means everyone must switch chairs. Divide your class into two teams with the chairs facing each other. Give a scripture mastery clue. Have the teams race to find the scripture and stand when each member has found the correct scripture. The first team all standing gets ten points and then draws a movement card. The whole class does what the card says. This is a fun game because you really don't know what team you will be on when the game ends until the last movement card has been drawn and executed.

Beat the Clock

Make a set of index cards numbered from one to ten. Place them in reverse order. Give a scripture chase clue and then say “Go.” Wait a few seconds and remove card ten. Wait a few more

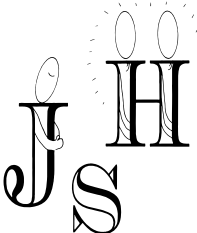
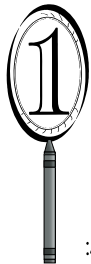
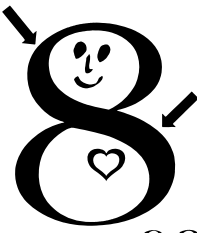
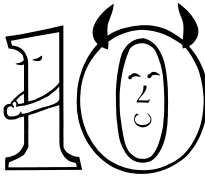
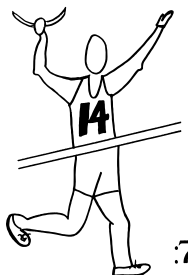



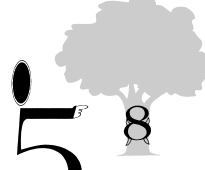
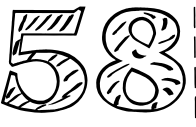
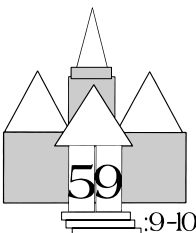
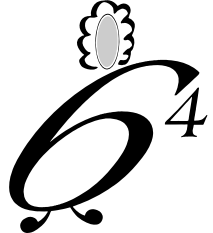
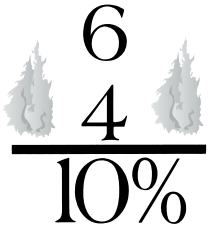
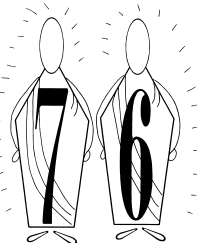



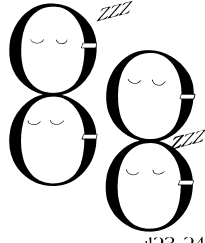
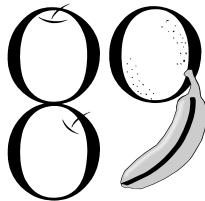
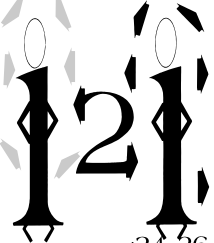
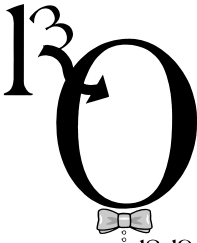


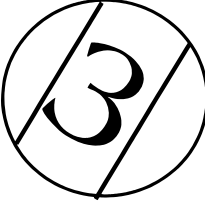

seconds and remove card nine, and so forth until all the students have found the scripture or card one is showing. As soon as each student finds the scripture, they look up to see what number is showing. The number is their score for that round. When you get to card one, every student who has not gotten the scripture gets one point. Repeat with all the scripture mastery scriptures. Then add up the points for a winner.

Mad Dash

Make three sets of scripture mastery cards with one reference per card—a set for each team. Divide the class into three

semicircle teams; place each team's cards on the floor next to them face up. Set up three chairs on the other side of the room. On each chair place a point amount of fifty, forty, or thirty. Give a scripture chase clue and have the students look to find the correct scripture card on the floor in front of them. The first team member to find the card grabs it and runs for the highest point chair. Play ends when all the chairs are filled. Award points to each team depending on which chair their team sat in.

VISUAL LEARNING

 :15-20	 :37-38	 :2-3	 :5	 :7
 :10, 15-16	 :16-19	 :15	 :26-27	 :42-43
 :9-10	 :9-11	 :23	 :22-24	 :3
 :10	 :33-39	 :23-24	 :18-21	 :34-36
 :18-19	 :20-21	 :22-23	 :1-4	 :7-10