



REVIEW QUESTIONS

1. Why did Bartimaeus sit by the roadside and beg for money? (*He was blind and couldn't find work.*)
2. What kind of darkness do we live in? (*The darkness of sin.*)
3. What were some of the miracles Bartimaeus may have heard about? (*Answers may vary; turning the water to wine; healing the nobleman's son; healing others.*)
4. Why were the people of Jericho excited? (*Jesus had come.*)
5. What did Bartimaeus yell out as Jesus was walking by? (*"Jesus, Son of David, have mercy on me!"*)
6. What is mercy? (*Showing kindness; not giving the punishment deserved.*)
7. If you have believed on Jesus as your Savior, what special way did God show you mercy? (*By not giving me the punishment for sin.*)
8. What question did Jesus ask when Bartimaeus called out to Him? (*"What do you want me to do for you?"*)
9. How did Jesus heal Bartimaeus? (*He said "receive your sight;" He spoke and Bartimaeus was healed.*)
10. What did the people do when they saw Jesus heal Bartimaeus? (*They praised God.*)
11. If you have believed on Jesus as Savior, what are some things you can praise God for? (*Answers will vary.*)
12. What happens when you believe on Jesus as Savior? (*I am forgiven of my sin; I am no longer separated from God.*)



PRESCHOOL REVIEW QUESTIONS

1. What problem did Bartimaeus have? (*He was blind.*)
2. What problem do you and I have that separates us from God? (*Sin.*)
3. What did Bartimaeus ask Jesus to do for him? (*To heal him; to make him see.*)
4. What happened on the third day after Jesus died? (*He came back to life!*)

Review Game "I Spy Points"

Choose a "mystery object" (an object in the room) and tell the children what color it is. When a child correctly answers a question, award 1,000 points to his team and let the child guess the mystery object. If he guesses correctly, award his team an extra 1,000 points then choose another mystery object and continue playing.

Preschool Review Game "I Spy Colors"

When a child correctly answers a question, allow that child to share his favorite color. Everyone must try to point at something of that color. If there is nothing of that color in the club location, the teacher can say the name of an animal or food that is that color and the children can pretend to make a noise like that animal or eat that food. If possible, repeat so all children have a chance to answer a question and play the game.