

General Tips for Doctrinal Mastery Activities

- **TIP #1:** Before you can play any games or activities with the Doctrinal Mastery verses, your students will need to get a working knowledge of the Key Words and References. To get that brief working knowledge, try using the mnemonics shared previously. See the instructions for using the mnemonics effectively to teach these. Then start out with games like SlapJack, DM Pyramid, SWAT, and DM Ball. Throughout the year, you will spend time getting to know each Doctrinal Mastery in greater depth.
- **TIP #2:** Although each book of scripture has 24 Doctrinal Masteries, most teachers tend focus on the 12 that go with that particular semester. The activities are mostly aimed in that direction, but you can modify to your needs.
- **TIP #3:** A whole class period to play a game is usually too long for the students, and especially you the teacher. I usually do a Doctrinal Mastery lesson for half the class, and an activity or game, like the ones in this document, for the second half.
- **TIP #4:** Switch Clues. Often we give the key scripture phrase and they turn to the reference. Here are some alternatives to add variety, and to really help them understand the verses:
 - Give a scenario instead of keywords like, "As a missionary, you are trying to share with an investigator that it is worth it to pay tithing." And the students turn to Malachi 3:8-10.
 - Say a single word that gives the whole idea. Say the word, "Fasting" for Isaiah 58:6-7
 - Show a picture of the mnemonic as a clue.
 - Start reading the entire Doctrinal Mastery verse from the beginning as a clue.
- **TIP #5:** When chasing, after you say some key words, "The blessings of paying Tithing" then wait a moment and then give a clue from the mnemonic, "Remember you can mail your tithing mail-guy (Malachi) to the members of the bishopric (3)..."
- **TIP #6:** At the beginning of the semester, they may need to use a bookmark with the References and Key Scripture Phrases. But slowly you will want to ween them off of using the bookmarks. Since S&I is not currently making bookmarks, I have made some that you can use, that I will pass along.



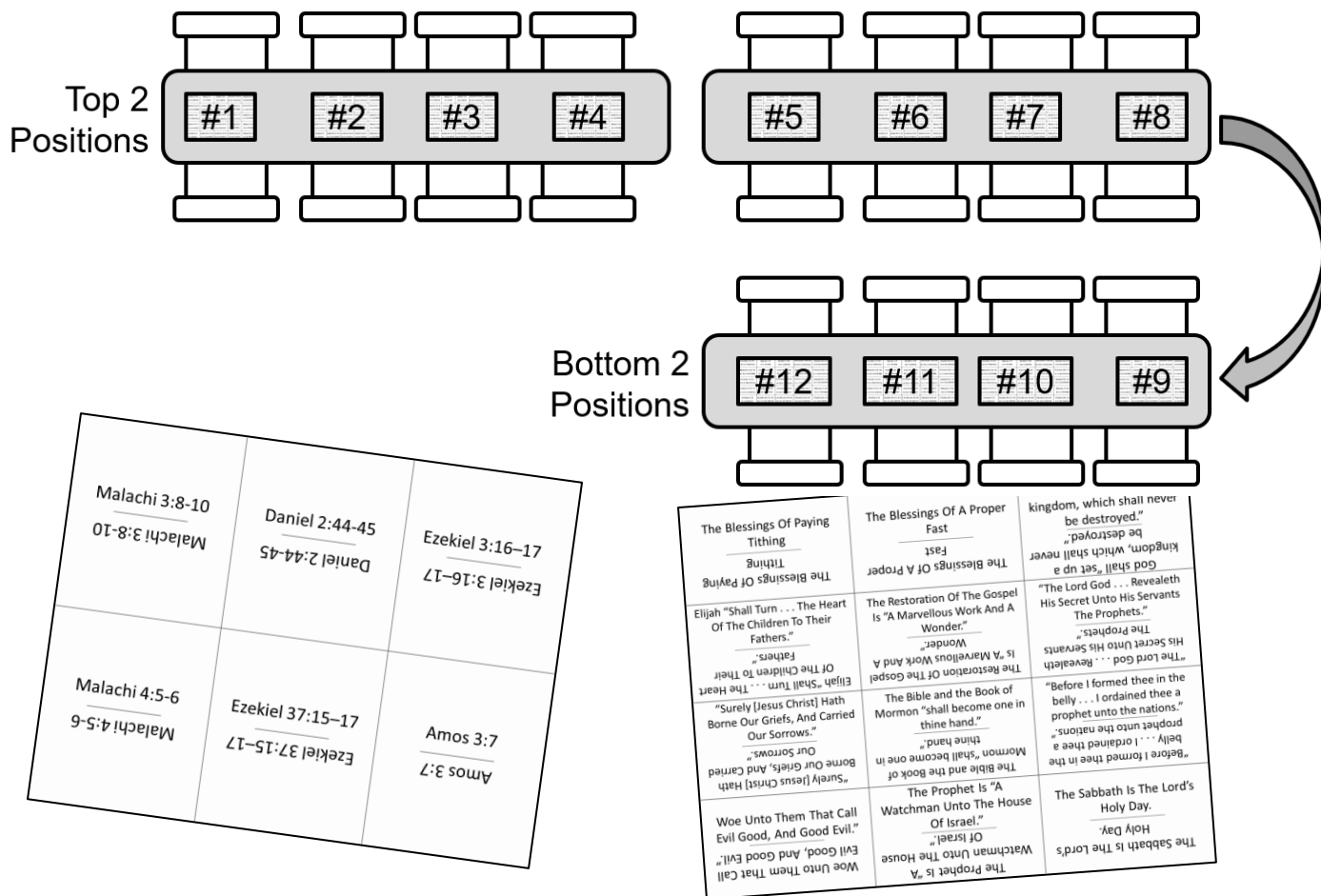
Doctrinal Mastery Verses - Old Testament Fall	
Isaiah 5:20	"Woe unto them that call evil good, and good evil."
Isaiah 29:13-14	The Restoration of the gospel is "a marvellous work and a wonder."
Isaiah 53:3-5	"Surely [Jesus Christ] hath borne our griefs, and carried our sorrows."
Isaiah 58:6-7	The blessings of a proper fast.
Isaiah 58:13-14	"Turn away ... from doing thy pleasure on my holy day; and call the sabbath a delight."
Jeremiah 1:4-5	"Before I formed thee in the belly... I ordained thee a prophet unto the nations."
Ezekiel 3:16-17	The prophet is "a watchman unto the house of Israel."
Ezekiel 37:15-17	The Bible and the Book of Mormon "shall become one in thine hand."
Daniel 2:44-45	God shall "set up a kingdom, which shall never be destroyed."
Amos 3:7	"The Lord God ... revealeth his secret unto his servants the prophets."
Malachi 3:8-10	The blessings of paying tithing.
Malachi 4:5-6	Elijah "shall turn ... the heart of the children to their fathers."

Slap-Jack

Before you can have effective scripture chasing, they first need to learn the references to the key words or clues. This game sharpens that skill. It will also help you see who is your fastest. There are many versions of this game. How I do it, is I set a long row of tables and seat students on each side facing each other. All student's things (including scriptures) need to be put away far from the tables.

One end is the top positions and the other is the bottom positions. There can be no seats not filled and only an even number of students can play at once. One paper (**see handouts at the end of this document**) is placed between each pair facing each other. Some key words are said by you and the first in the pair to touch that square with their index finger, wins. Do best of 3. Then the winner of the best of 3 goes **ONE** seat up (towards the top position) and the loser goes down **ONE** seat towards the bottom position. After each best of three, each student will have to move down or up. No one can remain sitting in the same place **unless** they won in the very top position **or** lost in the very bottom position. They may have to switch to the other side of the table if the chair next to them is filled. The first time can be confusing but once you have done it a couple of times, it's easy.

The number of chairs and tables will naturally depend on the size of your class. To change things up, have them turn the papers over and call out a reference and they touch the key words. You can also make up scenarios and they have to hit the reference of the scripture that would best help in that situation. If they really know the references of the 6, try moving on to the 12 per page.



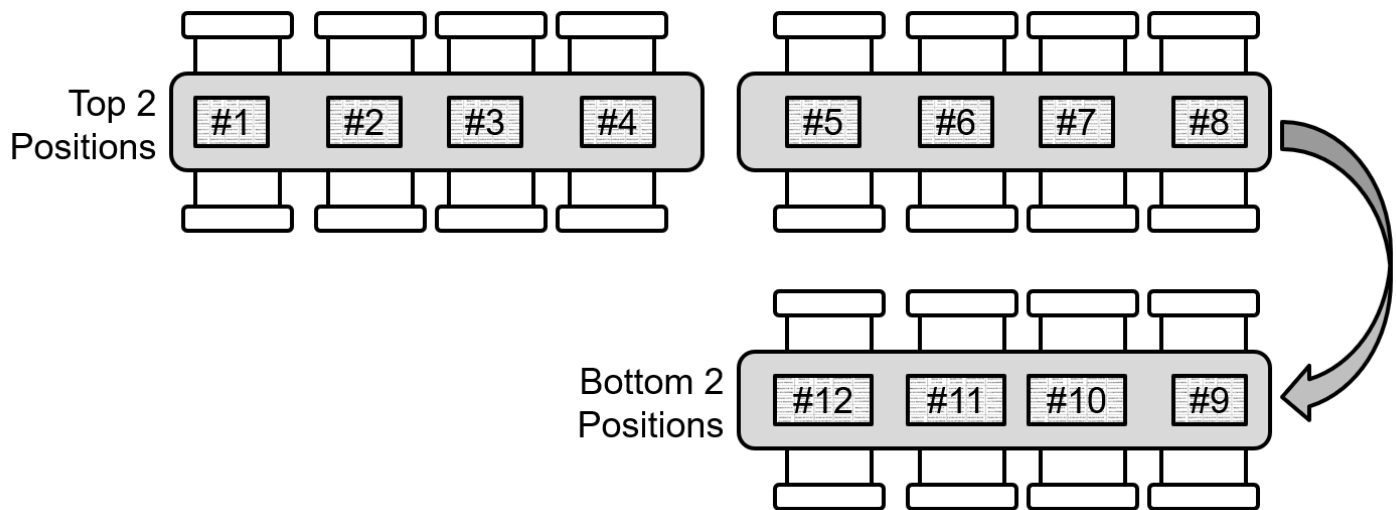
Gotcha!

This game is like “Slap Jack” except they use their scriptures to “chase” to the correct location in their scriptures instead of hitting the paper. Then they show they have the correct place in their scriptures to the person across from them. Also, use scenarios instead of calling key words sometimes. For further clarification of setting up and movement, see the instructions for Slap Jack.

At various times, do one of the following instead of chasing:

- Thumb War
- Rock Paper Scissors
- Staring contest
- First to count to 50
- Arm Wrestle (If girl against boy, then girl gets to use two hands.)

The student who stays in the #1 position the longest, wins some award.



Doctrinal Mastery Golf



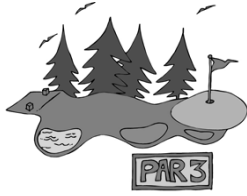
This game is very different from most Doctrinal Mastery games because (like golf) you don't rush. Give each student a Golf card as shown on the next page. All students begin with their scriptures closed. You will give the clue, and they will need to see how few page turns they can use to get to the right spot in their scriptures. After everyone has had adequate time, give the correct reference of where they should be. If they are at the wrong place, they get 10 points for that Hole on their game card.

Remind the students that they want to get the lowest score and that this is not a speed race, so to be slow and careful is best.

Doctrinal Mastery Golf

Scoring: Find the SM Scripture for each clue given with as few “page turns” as possible.

Count how many pages you turn each time and write the number in the corresponding box. Just like golf:



Low Score Wins!

Hole #	Score	Hole #	Score
1		10	
2		11	
3		12	
4		13	
5		14	
6		15	
7		16	
8		17	
9		18	
Total Score = _____			

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8		17	
9		18	
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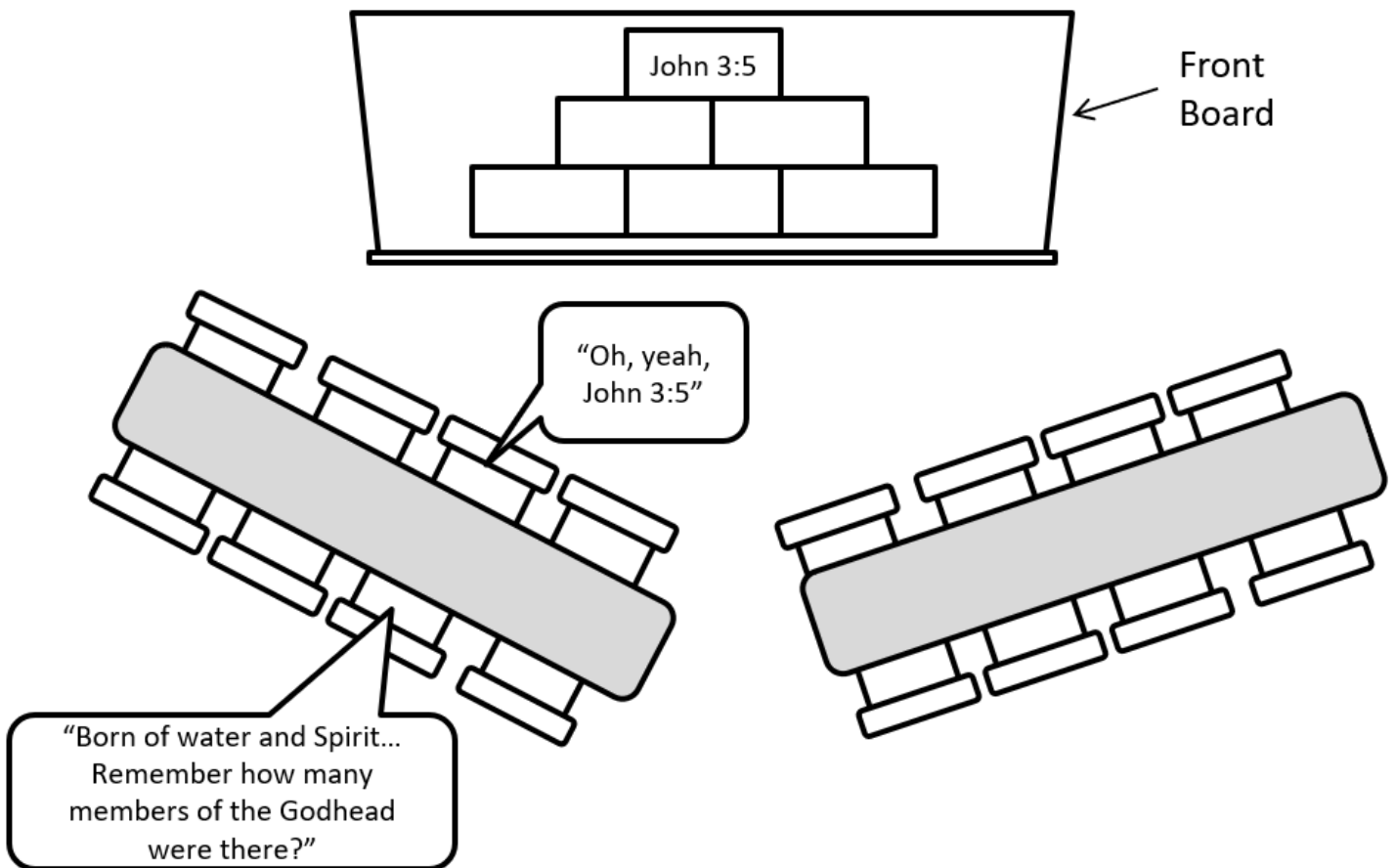
Hole #	Score	Hole #	Score
1		10	
2		11	
3		12	
4		13	
5		14	
6		15	
7		16	
8		17	
9		18	
Total Score = _____			

Doctrinal Mastery Pyramid

To play, students are put with a partner, with one student facing the board and one facing away from the board. There are 6 squares on the board shaped like a pyramid. With the one partner facing away, the teacher quickly writes the references to 6 Doctrinal Masteries in the squares. Then the teacher says “Go” and the person who can see the pyramid says the key words to the scripture (usually starting on the lower left) and tries to get his partner to say the reference. Once she says it, they move to the next square moving up the pyramid. They can give other clues also like from the mnemonics to help the partner say the reference. Each pair tries to complete the pyramid in 30 seconds (adjust the time according to the skills of the class).

For the next round, pairs switch places with each other and the teacher erases the references and puts in different references. Later you may want to write up key words instead of references. You may want to have dominant pairs battle it out for a championship in the end.

Naturally, you will need to adjust how you play according to the size of your class. Instead of writing the references, some teachers have these pre-written papers so they can just slap them up there. A PowerPoint can also make this easy. You may also want to focus on half of the Doctrinal Masteries depending on how many they have studied. You may want to review some of the mnemonics so the keywords and references will be fresh in their minds before playing.





Spin The Dreidel

Doctrinal Mastery Game



This is a Doctrinal Mastery version of the traditional Dreidel game that is popular during the Jewish Hanukkah season each year. Rather than playing in groups, I like playing this as individuals in the class trying to get the best score (like playing "Scripture Man". That makes it work better for classes that can be too competitive. Before playing, you might want to explain a little history about the Dreidel (see the bottom of the page).

Each player will need a paper on which to keep their score. To play the game, give a Doctrinal Mastery clue and then count down 15 seconds and call, "Time". Then ask the class what the right reference was. Then those who got to the right place in their scriptures in time get to see what the Dreidel spin has for them. The teacher (or a student) will spin the Dreidel and the students will get the points accordingly to whatever the spin gives them. If you have more than one dreidel, you can spin them all at once. The points are:

ג (Gimel) = 100 points

ה (Hey) = 50 points

נ (Nun) = 0 points

ש (Shin) = Lose 25 points

So the more often they can get to the reference in time, the more points they can possibly get. As they get the hang of the game, go to 10 seconds or less so it is always a challenge to get there in time.

Wikipedia says: The dreidel, or *sevivon* in Hebrew, is a four-sided spinning top that children play with on Hanukkah. Each side is imprinted with a Hebrew letter. These letters are an acronym for the Hebrew words נס גדול היה שם (*Nes Gadol Haya Sham*, "A great miracle happened there"), referring to the miracle of the oil that took place in the lamps during Hanukkah

After lighting the Hanukkah menorah, it is customary in many homes to play the dreidel game. The dreidel is believed to commemorate a game devised by the Jews to camouflage the fact that they were studying the Torah, which was outlawed by Greeks. The Jews would gather in caves to study, posting a lookout to alert the group to the presence of Greek soldiers. If soldiers were spotted, the Jews would hide their scrolls and spin tops, so the Greeks thought they were gambling, not learning.

Scripture Man Instructions

Before class, make a copy of the *Scripture Man* half sheet for each student. Before hand, you will also need to cut up small pieces of paper with each having one of the coordinates written on it (A1, C3, D5...). Put those small papers in a hat or bowl to randomly draw from during the game.



In class, have your students fill out the *Scripture Man* board as indicated on the handout. To play the game, give a Doctrinal Mastery clue and then count down 15 seconds and call, “Time”. Then pull out a square and ask the class what the right answer was. Those who got to the reference in time, get the points from that square. In other words, those who get to the correct page get the square that is chosen. Set the square aside so it cannot be chosen again. As they get the hang of the game, go to 10 seconds or less. I also like to draw a grid on the board for myself and fill it out so I am also in the game, and the kids see me getting points and losing them too. I have found this game is particularly good with classes that get too competitive, because they are only competing with themselves.

***Scripture Man* to Teach a Lesson Block**

This is also a fun game to help teach the story line and details of a scripture block. To do this, give them a chapter (or set of verses) to study in a few minutes. Then when that time is up, ask the class a question in which the answer is found in the verses. Have them write the correct answer on the back of their papers. Then ask the class what the correct answer is. Then if they wrote the correct answer on the back, they get the square you randomly chose for *Scripture Man*. Make sure you stop to talk about the lesson principles in the verses as they come up.

Scripture Man

	A	B	C	D	E
1					
2					
3					
4					
5					



= Scripture Man = 100 points **(draw 1)**



= Scripture Woman = 100 points **(draw 1)**



= Bomb = lose all points! **(draw 1)**



= Temptation Man = Lose 25 points **(draw 1)**



= Smile = 20 points **(draw 3)**



= Scripture Pellets = 5 points **(draw 8)**

Randomly draw the symbols in the squares. You should have 10 empty squares when you are done.

SCORE

1.	2.
3.	4.
5.	6.
7.	8.
9.	10.
11.	12.
13.	14.
15.	16.
17.	18.
19.	20.
Total:	

Scripture Man

	A	B	C	D	E
1					
2					
3					
4					
5					



= Scripture Man = 100 points **(draw 1)**



= Scripture Woman = 100 points **(draw 1)**



= Bomb = lose all points! **(draw 1)**



= Temptation Man = Lose 25 points **(draw 1)**



= Smile = 20 points **(draw 3)**



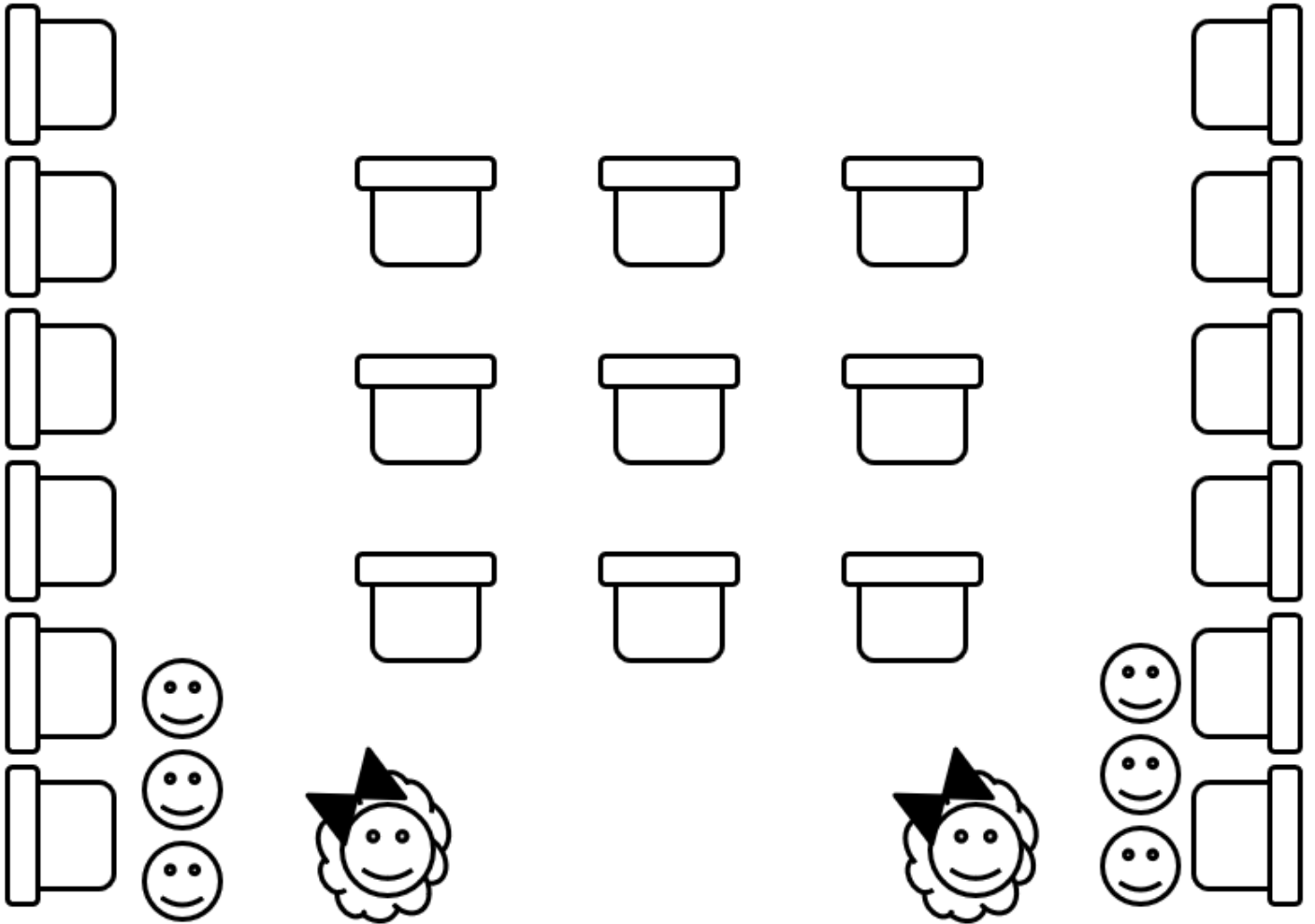
= Scripture Pellets = 5 points **(draw 8)**

Randomly draw the symbols in the squares. You should have 10 empty squares when you are done.

SCORE

1.	2.
3.	4.
5.	6.
7.	8.
9.	10.
11.	12.
13.	14.
15.	16.
17.	18.
19.	20.
Total:	

Human Tic-Tac-Toe



For this game you will need two teachers (or adults) helping, and at least 6 students. Divide the class in to two teams with chairs facing each other. In the middle have 9 chairs set as 3 by 3 as shown on the diagram. Those 9 chairs will be your Tic-tac-toe grid. The first 3 students on each side move towards their teacher. A clue is given and the 6 students chase. As soon as a teacher sees that one of their 3 has it, they are sent into the Tic-tac-toe grid to try to get 3 in a row, or block the other team from getting 3 in a row. Once a student sits down, they do **NOT** have to stay there. That is when it gets fun. The round is over once one team has gotten Tic-tac-toe. Then those students move to the back of the line and the next three students come up to represent their team.

It helps to have each team with a visible color. This can be done with some torn red and yellow fabric tied around the heads of each student as a bandana, according to what team they are on. Hats verses no hats can also be done. Use the sturdiest chairs in the building for this game. 😊



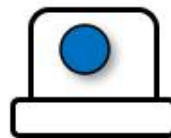
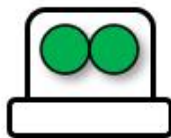
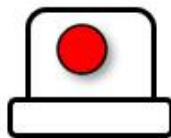
Bocce Ball



Back Wall



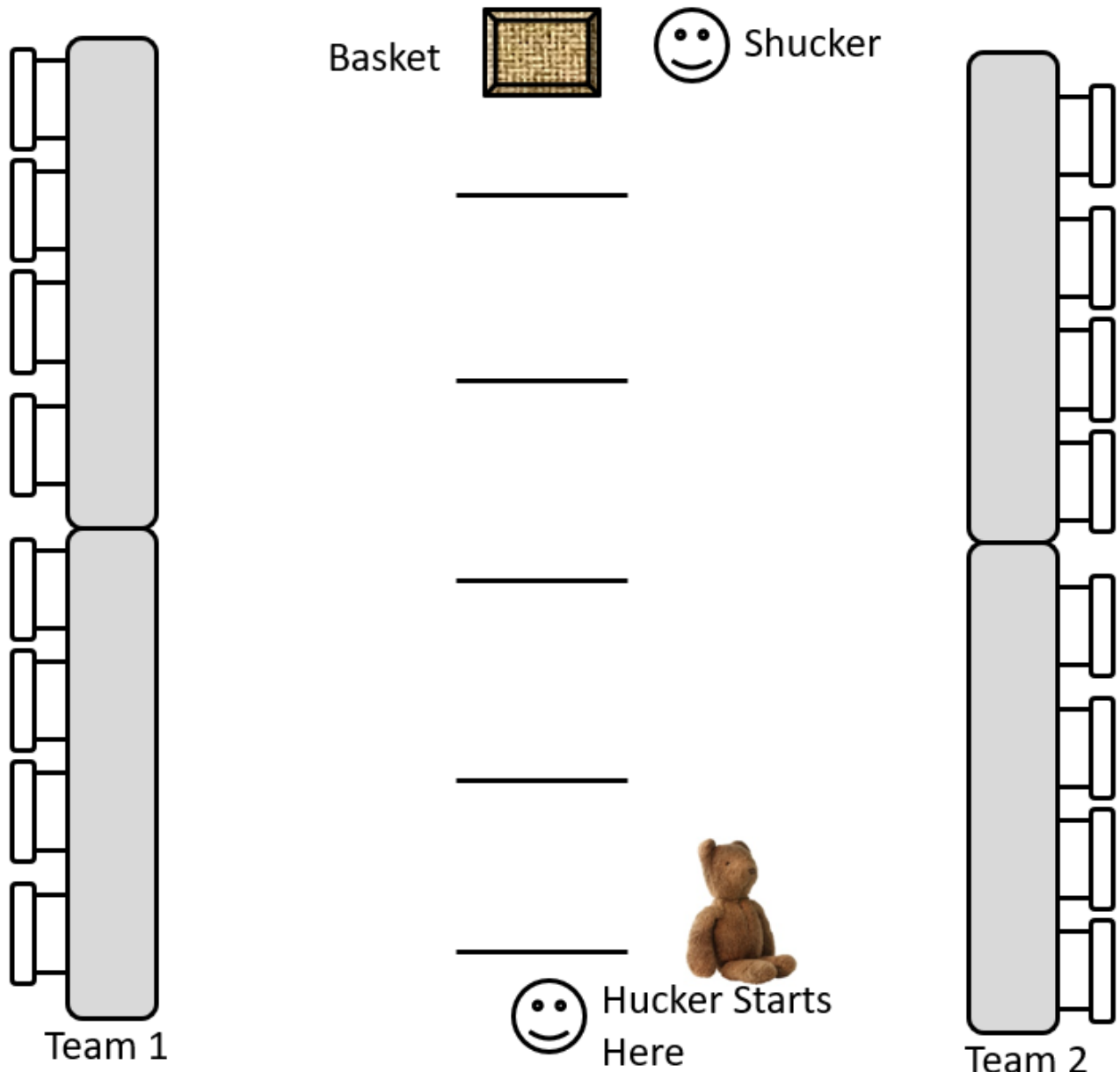
“The Jack” is placed by the teacher. This ball should be smaller than the Bocce balls, like a golf ball.



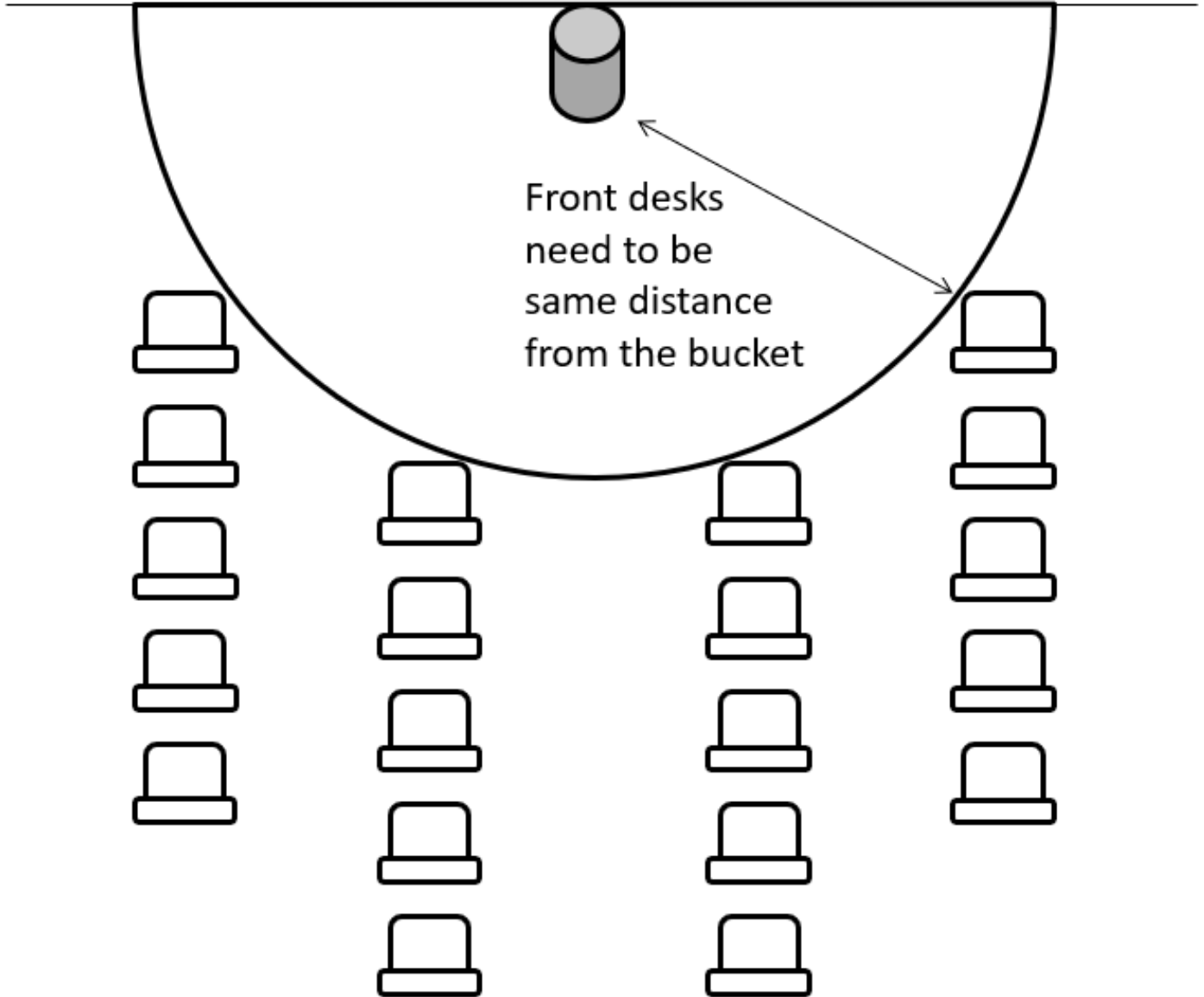
Doctrinal Mastery Bocce Ball – For this Doctrinal Mastery game, the rules have been changed a bit from actual Bocce Ball. To play you will need some Bocce balls (Croquet balls also work great) and the Jack (or a single golf ball). You will need to adjust this game depending on the size of your class. Divide your class into 3 teams. Place 3 chairs facing a wall (10-15 feet is good) with the middle chair having 2 balls on it and the other two chairs with only one ball on them. A Doctrinal Mastery clue is given and the first team to find the scripture gets to have the middle chair from where they will throw first in the round, and last. The teacher places “the Jack” (golf ball) between the chairs and the back wall. The players try to get their bocce ball as close to the Jack as they can. After all have thrown from their chairs, the team with their ball closest gets 2 points, 2nd and 3rd closest balls get 1 point each, and forth closest gets none. It is okay if the balls hit or touch the Jack. It is also okay if the back wall is used. This game also works best on a carpeted floor. If the weather is good, it can also be *played outside*. 😊

“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 Doctrinal 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 masking tape line to throw. Meanwhile each member of team two is trying to find the Doctrinal Mastery verse and then place their scriptures on their head. As soon as the Hucker from team one gets “Lucky” into 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. The team with the most points wins.



“Bucket Ball !”



- Put a 5-gallon bucket at the front of the class. Divide the class into teams with about 3 to 5 on a team (but equal size teams). Put the teams in rows and make sure the front chairs are all equal distance to the bucket as shown. Then Hand a ball to the last person in each row. You need as many balls as teams.
- Explain that after you give a clue, and they have found the right scripture, they can pass the ball forward. If someone on the team has not found the right scripture yet, the ball stops with them until they get to the correct page.
- Once the first person in the row has the right page and the ball, they can shoot for points. They can only shoot while sitting on their seat. They can get rebounds (without interference) and return to their seat to shoot.
- **SCORING:** The first team to shoot gets 2 points and the first team to make a bucket gets 3 points. Shooting continues till a bucket is finally made.

Doctrinal Mastery Chairs

The idea is pretty simple. Like *Musical Chairs*, have one less chair than students in a circle of chairs. When you give the clue, they walk around the chairs while chasing to the place in their scriptures. When they have found it, they can sit down. The student who is last to find it won't have a chair so they are out. Then you take out another chair after each round. Fun.



For clues given, you can:

- Say the key words.
- Say a single word clue (if that works for the verses).
- Make up a scenario that the particular Doctrinal Mastery verse best answers.
- Start reading the Doctrinal Mastery verse word for word.

Survivor

There are a lot of ways to play Doctrinal Mastery “Survivor”. Here is one way. Make two even “tribes”. The tribe which finds the scripture first gets to roll a dice and do the following:



- Roll a 1. Vote a player off of the other tribe.
- Roll a 2. Vote an original player back on to their tribe.
- Roll a 3. Challenge a 1 on 1 with any member of their tribe, and any member of the other tribe. Whoever loses is off of their tribe.
- Roll a 4. Same challenge as rolling a 3 except the loser becomes a member of the other tribe.
- Roll a 5. Losing tribe can only use their left hands for the next round.
- Roll a 6. The tribe that just lost, just won. and instead of rolling the dice, they get to pick 1-5.

Tribe with the most survivors wins!

Doctrinal Mastery Scavenger Hunt



Divide the class into two teams. Give a clue and then each team works together to find it in their scriptures. The first team to all get there gets a point. That winning team then gets to call out a number from 1-50 (once a number is called, it can't be called again). The teacher reads the item from the list and both teams race to see which can first place that item on the table that is between the teams. Some like to use a taped off square on the floor instead of a table. It's up to you. The first team to PLACE (not throw) the correct item on the table (not falling off), gets

another point.

Once an item is placed on the table, it is out of play and has to stay there until the end of the game. For instance, if a “#2 Pencil” is called, and a young lady puts a purse that has a #2 pencil in it, then it counts but the purse and everything in it cannot be used again during the game. Students may not leave the room to get things. The team with the most points wins. Here is a list of items.

-
- | | |
|------------------------------------|-------------------------------|
| 1. 2 Shoelaces | 26. Something that was alive |
| 2. Wallet | 27. Note from a friend |
| 3. Hair scrunchy | 28. Guitar pick |
| 4. Marker | 29. Picture of your family |
| 5. A key | 30. Marking pencil |
| 6. Sock with a hole | 31. Band-Aid |
| 7. School picture of yourself | 32. Kleenex |
| 8. Left shoe | 33. Three left shoes |
| 9. Stick of gum (un-chewed) | 34. Student ID card |
| 10. Red marking pencil | 35. A hair over 6 inches long |
| 11. Library card | 36. Button |
| 12. Learners permit | 37. Digital Watch |
| 13. Chocolate | 38. Blush |
| 14. Belt | 39. Candy |
| 15. Sticker | 40. Key chain |
| 16. Lip balm | 41. Brown shoe |
| 17. A red hair | 42. Breath mint |
| 18. CTR ring | 43. Bling |
| 19. Cough drop | 44. Eye drops |
| 20. Anything Velcro | 45. Young Women's jewelry |
| 21. Smart phone | 46. Bookmark |
| 22. For Strength of Youth Pamphlet | 47. Penny |
| 23. Calculator | 48. Perfume |
| 24. Hat | 49. Emblem from a sports team |
| 25. Paperback book | 50. Quarter |

Scripture *SWAT* Team



For this game, you'll need two clean fly swatters [Brethren, the key word here is "clean."]. You can also use the two halves of a pool noodle. Write or type up the Doctrinal Mastery references on typing paper in an easy-to-read font size. Tape the references all over the room (some up high, some down low).

Place two fly swatters at the front of the room on a table. Divide the class into two S.W.A.T. teams. Each team will send up a Swatter, that has not gone already to the table where the fly swatters are, and you the teacher are standing. Have the students looking at you while you give the clue. Wait a few seconds and when you say, "SWAT", they turn, look, and run to Swat the correct reference on the wall first. First swat team to swat it gets a point.

Exodus
20:3-17

1 Nephi
3:17

Sometimes you may wish to require the whole team to find it and then designate one person to represent the team as the swatter.

Here are some more that have been shared with me:

- **Rows Chase-** A little variation in scripture chase and this can be done in under 5 minutes. Each row/table is a team. You call out key words and everyone tries to get there. The first individual to find it gets **one point** for their team. The first **WHOLE** team to find it gets **2 points**. This encourages all to find it even those who won't be the fastest. It also rewards the individual even if their team isn't doing well.
- **Card-** For this you need to make cards with the references on them. You can print the paper with the references for SlapJack and cut them up if you want. The number of sets you make would depend on the size of your class. Make each set a different color. On purpose they don't have the key words. Do 6 to 12 Doctrinal Masteries at a time and they split up the cards between their group of 3-5 people (that's why the multiple sets) so they each have 3-5 cards. I give them two minutes to study the key words from their bookmark or journal or whatever they have. Then they have to put the key words away. Then I just call out key words and see who holds up the correct reference first.

(Because each team has each reference) I do that 6-7 times then I tell them to trade with someone else and give 2 minutes to study the new cards.

- **Horse racing-** No horses involved but I called it this. I just cut out and laminated all the animals from the old creation poster and through a magnet on the back. There's a whale, sheep, lion, seal, elephant, etc.. I divide into 3 groups and they pick their animal. I just draw 3 lines across both white boards with dashes across them. Then I call out the key words and the whole team has to find it. Whichever team's captain stands first meaning they are all there wins. (Here's where it gets fun...but can be a little too competitive depending on the class) the winner moves up two of those dash spaces. But then they also have to choose of the other two teams, one to move UP one space and one to move BACK one space. That little wrinkle almost always makes it really even. Often 2 teams win an equal amount but are pushing each other back when they don't and the 3rd team that rarely wins slowly moves up a space each time.
- **VCR Quarterback.** On YouTube, search for it and you will find the whole VCR quarterback game. Jump about 7 minutes into the game (slightly inappropriate part you want to skip over). You give a clue and the class chases. Count down 15 seconds so not everyone will get there in time. Vary time as needed. Then if they got there on time, press play and they get the yards according to the VCR Quarterback. Usually I do it once a year around Thanksgiving or Bowl season and it's a scripture chase thing and then if they found the reference in time they watch the play to see how many yards they go.

*The following are the papers for **SlapJack**. Print double-sided, one paper for each pair of students facing each other.*

<p>Luke 2:10-12 _____</p> <p>Luke 21:01-2 apnI</p>	<p>Matthew 5:14-16 _____</p> <p>Matthew 5:14-16 Matthew 5:14-16</p>	<p>Matthew 22:36-39 _____</p> <p>Matthew 22:36-39 Matthew 22:36-39</p>
<p>Matthew 11:28-30 _____</p> <p>Matthew 11:28-30</p>	<p>Luke 22:19-20 _____</p> <p>Luke 22:19-20 Luke 22:19-20</p>	<p>Matthew 16:15-19 _____</p> <p>Matthew 16:15-19 Matthew 16:15-19</p>

<p>Jesus said, “I will give unto thee the keys of the kingdom.”</p> <p>Jesus said, “I will give unto thee the keys of the kingdom.”</p>	<p>Jesus Christ commanded, partake of the sacrament “in remembrance of me.”</p>	<p>“Come unto me, all ye that labor and are heavy laden, and I will give you rest.”</p>
<p>“Thou shalt love the Lord thy God... Thou shalt love thy neighbour.”</p> <p>Thou shalt love the Lord thy God... Thou shalt love thy neighbour.”</p>	<p>“Let your light so shine before men.”</p>	<p>“For unto you is born this day in the city of David a Saviour, which is Christ the Lord.”</p>

<p><u>John 3:5</u></p> <p>John 3:5</p>	<p><u>Luke 24:36-39</u></p> <p>Luke 24:36-39</p>	<p><u>John 7:17</u></p> <p>Luke 7:17</p>
<p><u>John 17:3</u></p> <p>John 17:3</p>	<p><u>John 3:16</u></p> <p>John 3:16</p>	<p><u>1 Corinthians 6:19-20</u></p> <p>1 Corinthians 6:19-20</p>

<p>“If any man will do his will, he shall know of the doctrine.”</p> <p>_____</p> <p>“If any man will do his will, he shall know of the doctrine.”</p>	<p>“For a spirit hath not flesh and bones, as ye see me have.”</p> <p>_____</p> <p>“For a spirit hath not flesh and bones, as ye see me have.”</p>	<p>“Except a man be born of water and of the Spirit, he cannot enter into the kingdom of God.”</p> <p>_____</p> <p>“Except a man be born of water and of the Spirit, he cannot enter into the kingdom of God.”</p>
<p>“Your body is the temple of the Holy Ghost.”</p> <p>_____</p> <p>“Your body is the temple of the Holy Ghost.”</p>	<p>“For God so loved the world, that he gave his only begotten Son.”</p> <p>_____</p> <p>“For God so loved the world, that he gave his only begotten Son.”</p>	<p>“And this is life eternal, that they might know thee the only true God, and Jesus Christ.”</p> <p>_____</p> <p>“And this is life eternal, that they might know thee the only true God, and Jesus Christ.”</p>

Matthew 5:14-16 <u>Matthew 91-171:5</u>	John 3:5 <u>John 5:3</u>	Luke 22:19-20 <u>Luke 02-61:22</u>
John 3:16 <u>John 91:3</u>	Matthew 11:28-30 <u>Matthew 03-82:11</u>	Matthew 22:36-39 <u>Matthew 63-93:22</u>
Luke 2:10-12 <u>Luke 21-01:2</u>	John 7:17 <u>John 41:2</u>	Matthew 16:15-19 <u>Matthew 61-51:91</u>
1 Corinthians 6:19-20 <u>1 Corinthians 91-19:20</u>	Luke 24:36-39 <u>Luke 63-93:42</u>	John 17:3 <u>John 3:41</u>

<p>Jesus Christ commanded, partake of the sacrament “in remembrance of me.”</p> <p>Jesus Christ commanded, ‘partake of the sacrament in remembrance of me.”</p>	<p>“Except a man be born of water and of the Spirit, he cannot enter into the kingdom of God.”</p> <p>Except a man be born of water and of the Spirit, he cannot enter into the kingdom of God.”</p>	<p>“Let your light so shine before men.”</p> <p>“Let your light so shine before men.”</p>
<p>“Thou shalt love the Lord thy God... Thou shalt love thy neighbour.”</p> <p>Thou shalt love the Lord thy God... Thou shalt love thy neighbour.”</p>	<p>“Come unto me, all ye that labor and are heavy laden, and I will give you rest.”</p> <p>Come unto me, all ye that labor and are heavy laden, and I will give you rest.”</p>	<p>“For God so loved the world, that he gave his only begotten Son.”</p> <p>“For God so loved the world, that he gave his only begotten Son.”</p>
<p>Jesus said, “I will give unto thee the keys of the kingdom.”</p> <p>Jesus said, “I will give unto thee the keys of the kingdom.”</p>	<p>“If any man will do his will, he shall know of the doctrine.”</p> <p>If any man will do his will, he shall know of the doctrine.”</p>	<p>“For unto you is born this day in the city of David a Saviour, which is Christ the Lord.”</p> <p>For unto you is born this day in the city of David a Saviour, which is Christ the Lord.”</p>
<p>“And this is life eternal, that they might know thee the only true God, and Jesus Christ.”</p> <p>And this is life eternal, that they might know thee the only true God, and Jesus Christ.”</p>	<p>“For a spirit hath not flesh and bones, as ye see me have.”</p> <p>For a spirit hath not flesh and bones, as ye see me have.”</p>	<p>“Your body is the temple of the Holy Ghost.”</p> <p>Your body is the temple of the Holy Ghost.”</p>