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Bennett

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(54) **BOOKS OF THE HOLY BIBLE LEARNING**
ACTIVITY

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patent is extended or adjusted under 35
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27, 2006.

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A63F 9/10 (2006.01)

(52) **U.S. Cl.** **273/157 R**

(58) **Field of Classification Search** **273/157 R,**
273/157 A, 153 R; 434/171, 172, 154
See application file for complete search history.

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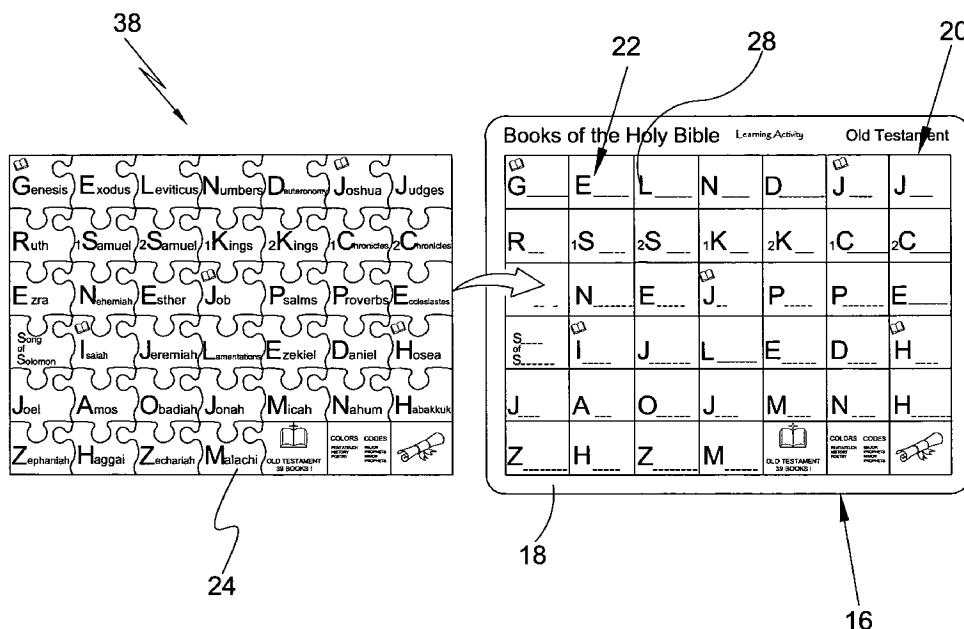
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(57) **ABSTRACT**

A system for teaching information about a topic, a subject, or a book such as the Holy Bible employing at least one puzzle to challenge and convey the information to the user. The information may include may be the names and the books of the bible in the Old and New Testaments. The system can include a information leaflet and a certificate of completion. The certificate of Completion may be in the form of computer readable media. The at least one puzzle includes at least one baseboard, each baseboard for receiving a plurality of pieces. Each baseboard having a game layer with at least one hint, where a single hint on a game layer corresponds to a single one of the plurality pieces.

10 Claims, 11 Drawing Sheets



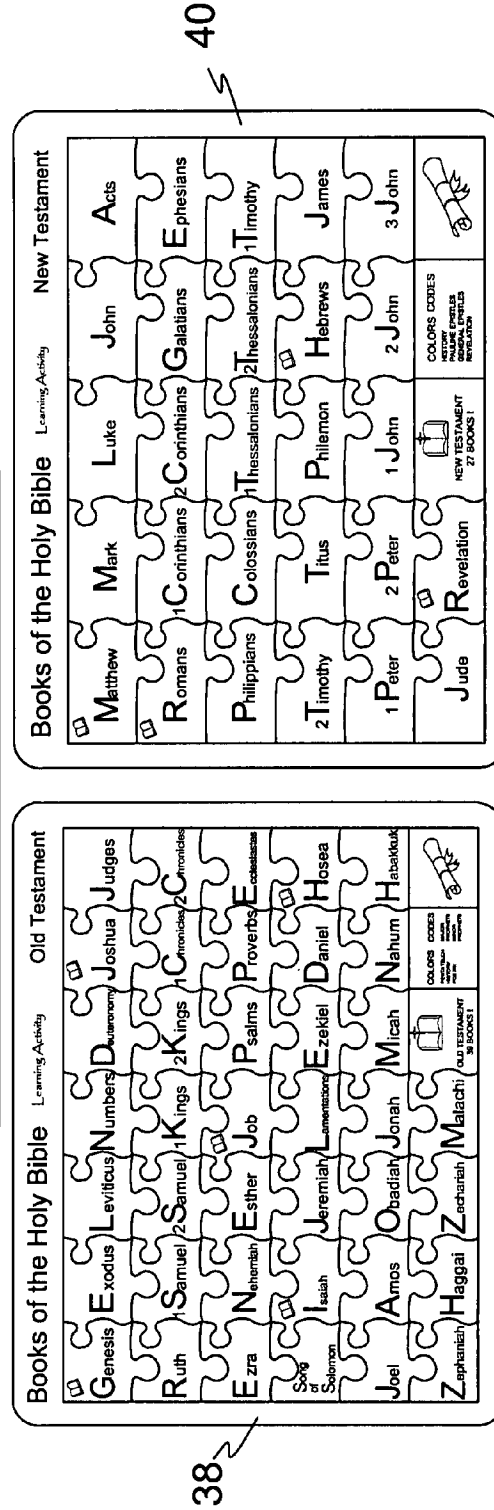
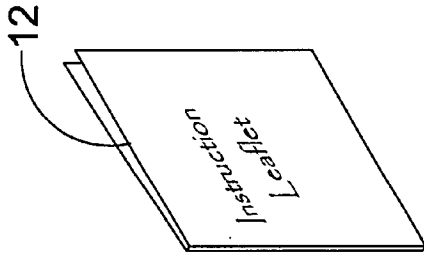
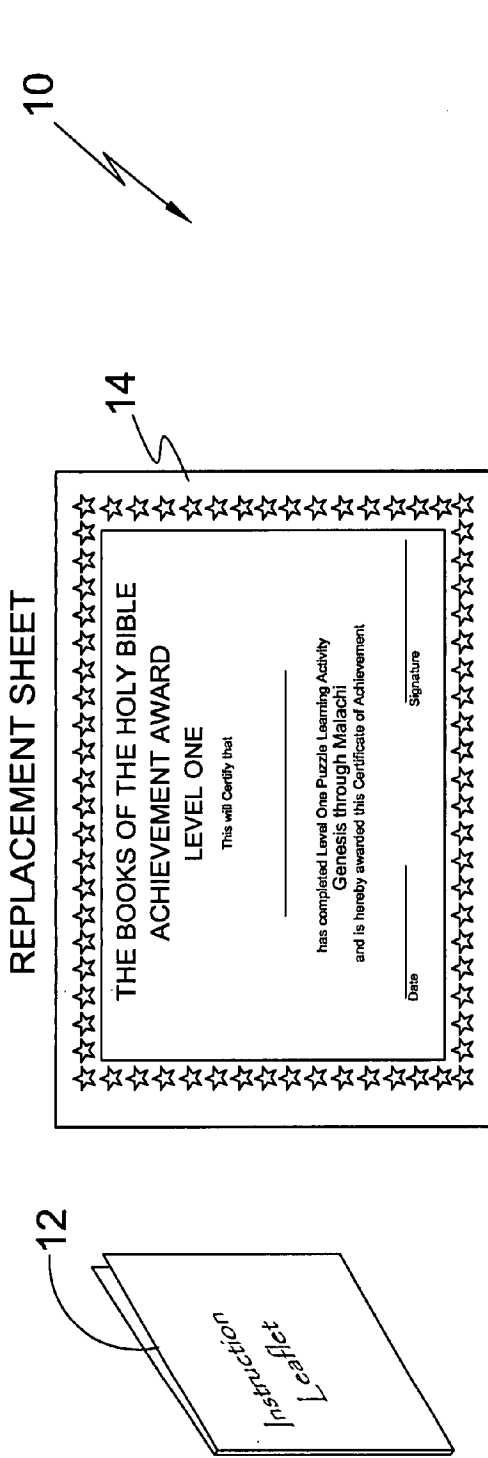


FIG. 1

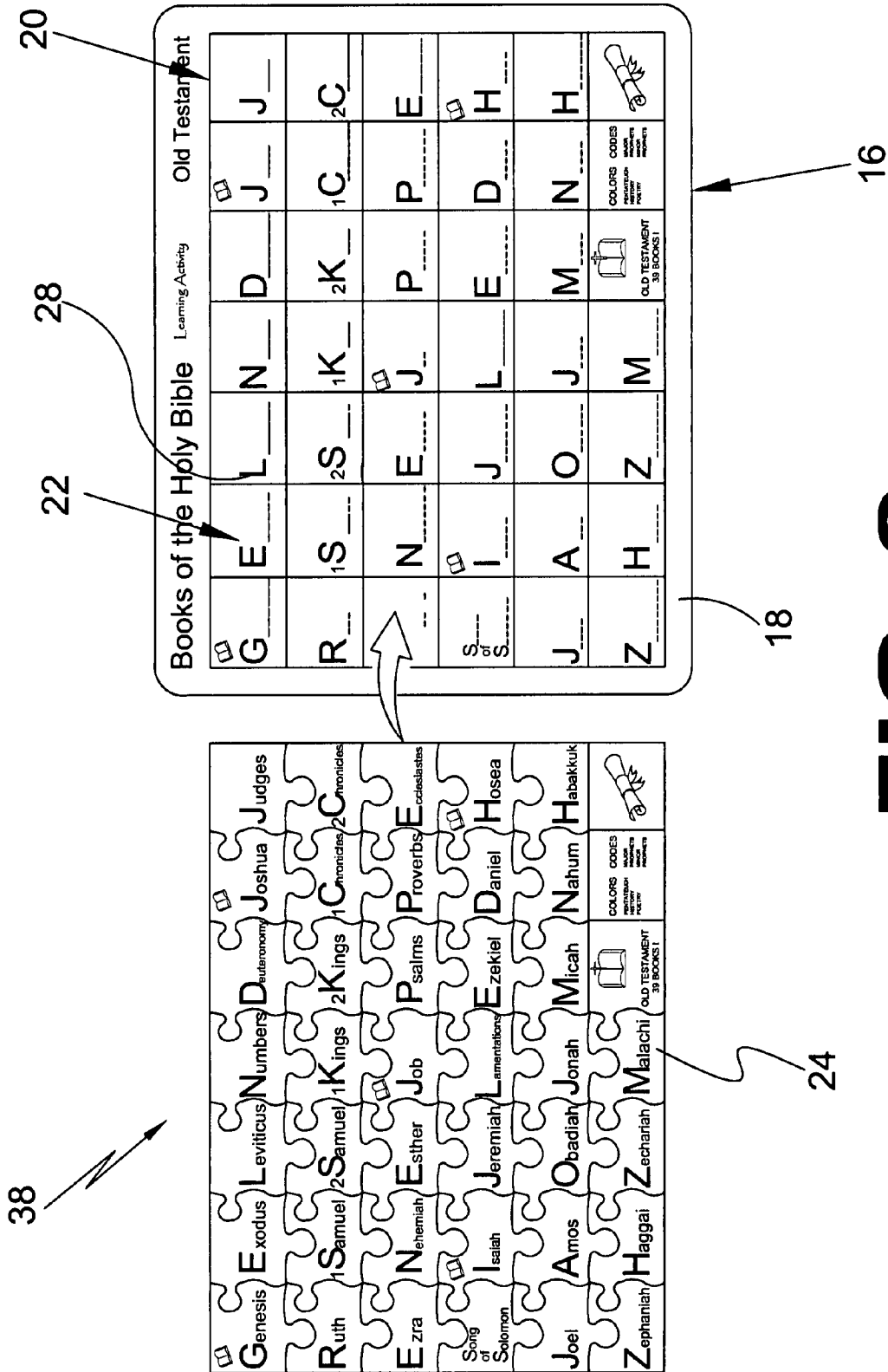
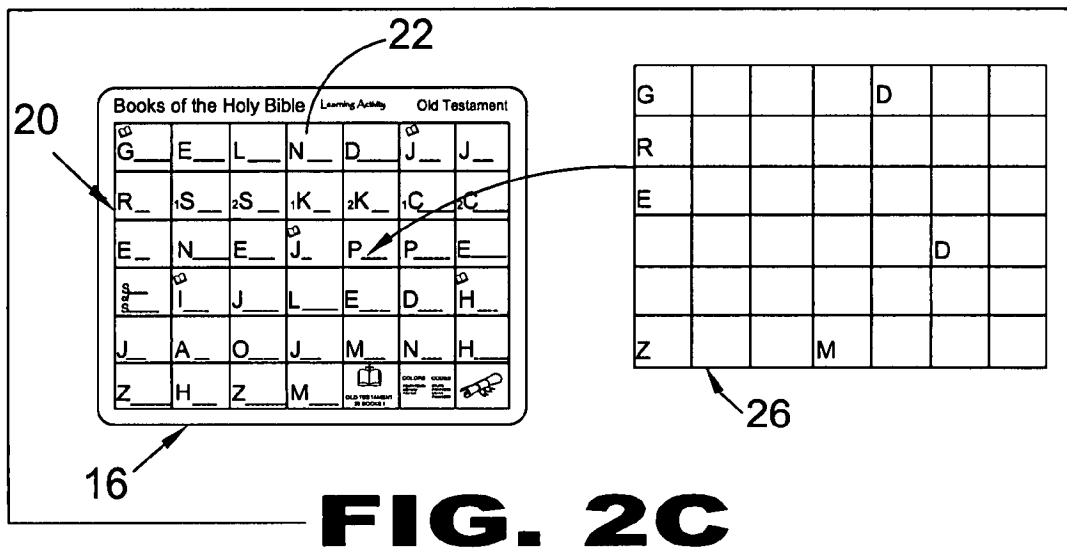
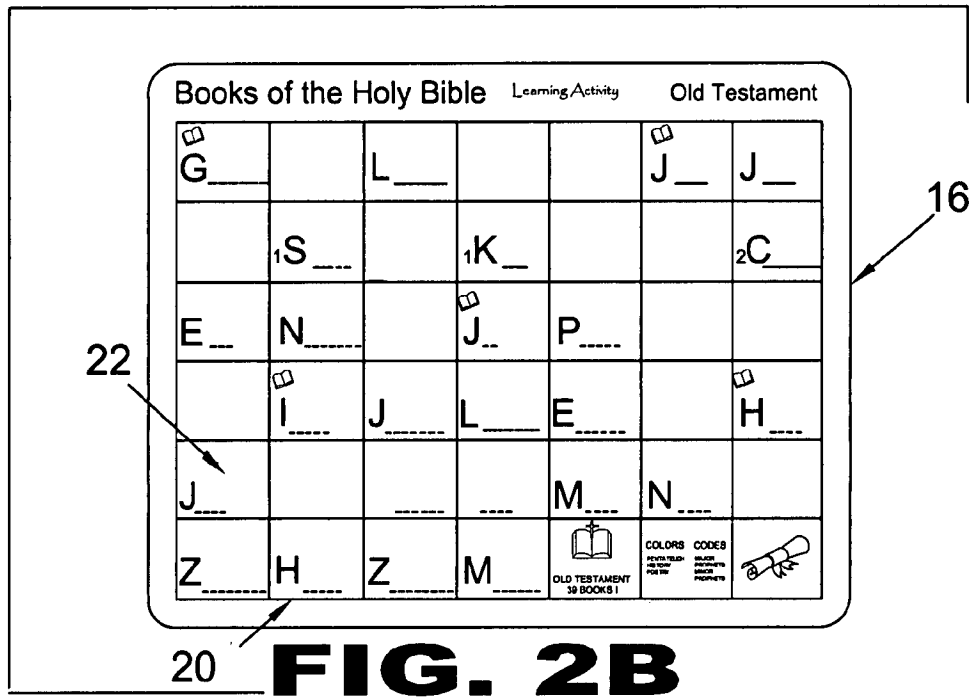
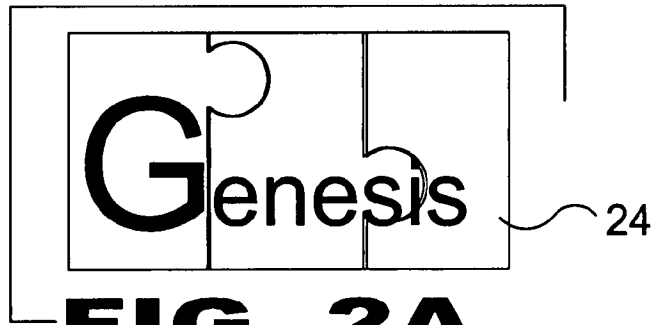


FIG. 2



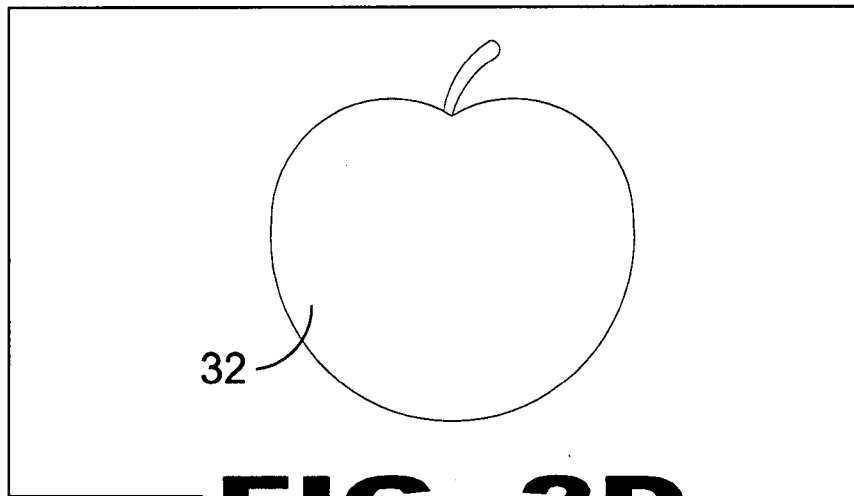


FIG. 2D

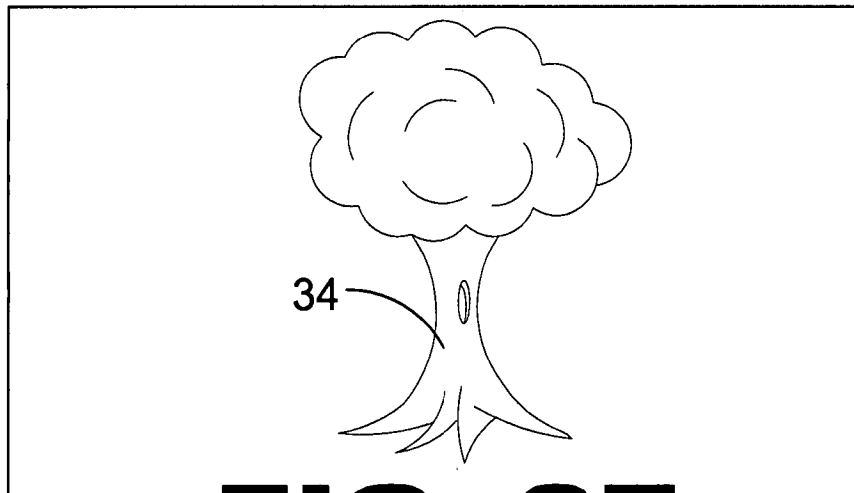


FIG. 2E

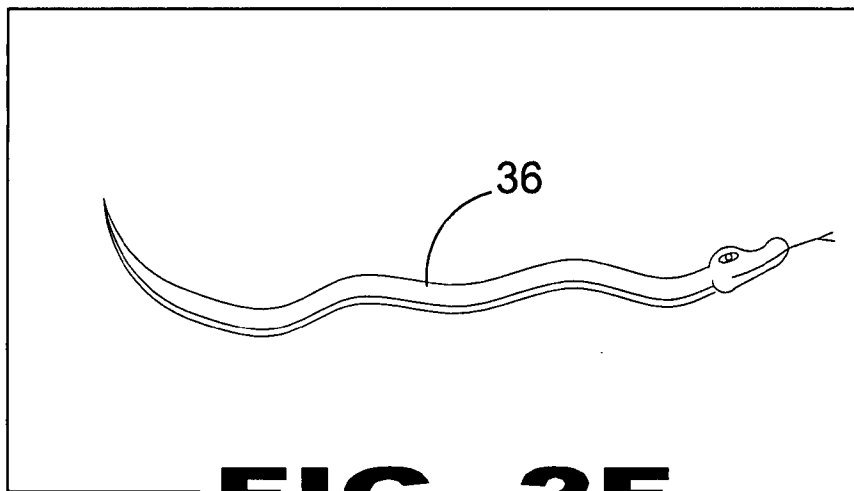


FIG. 2F

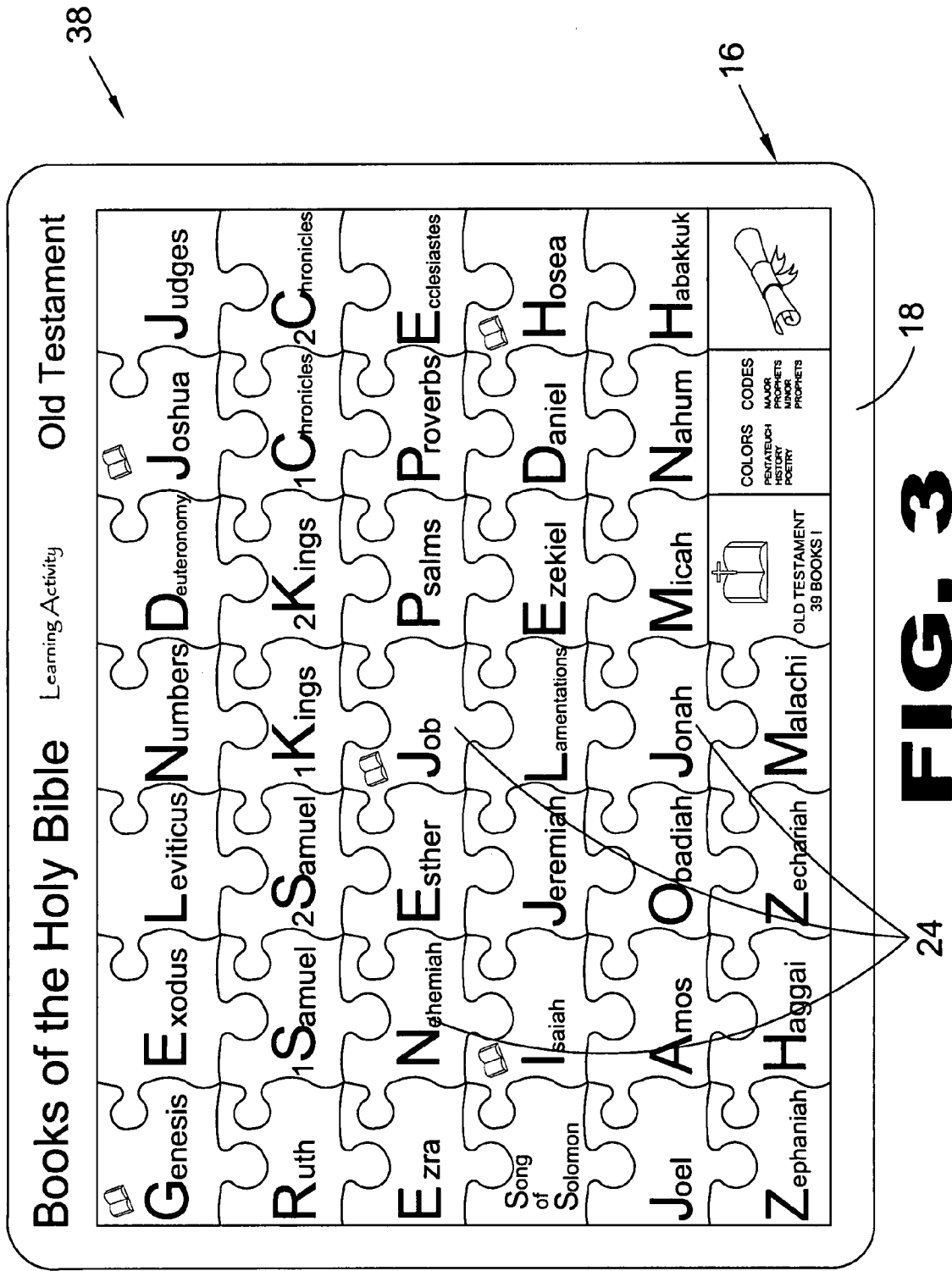


FIG. 3

Books of the Holy Bible Learning Activity Old Testament

G	E	L	N	D	J	J
R	S	S	K	K	C	C
E	N	E	J	P	P	E
I	I	J	L	E	D	H
J	A	O	J	M	N	H
Z	H	Z	M			

38 18 22 30 18 20 28

COLORS CODES MAJOR PROPHETS POETRY HISTORY PENTATEUCH

OLD TESTAMENT 39 BOOKS!

FIG. 4

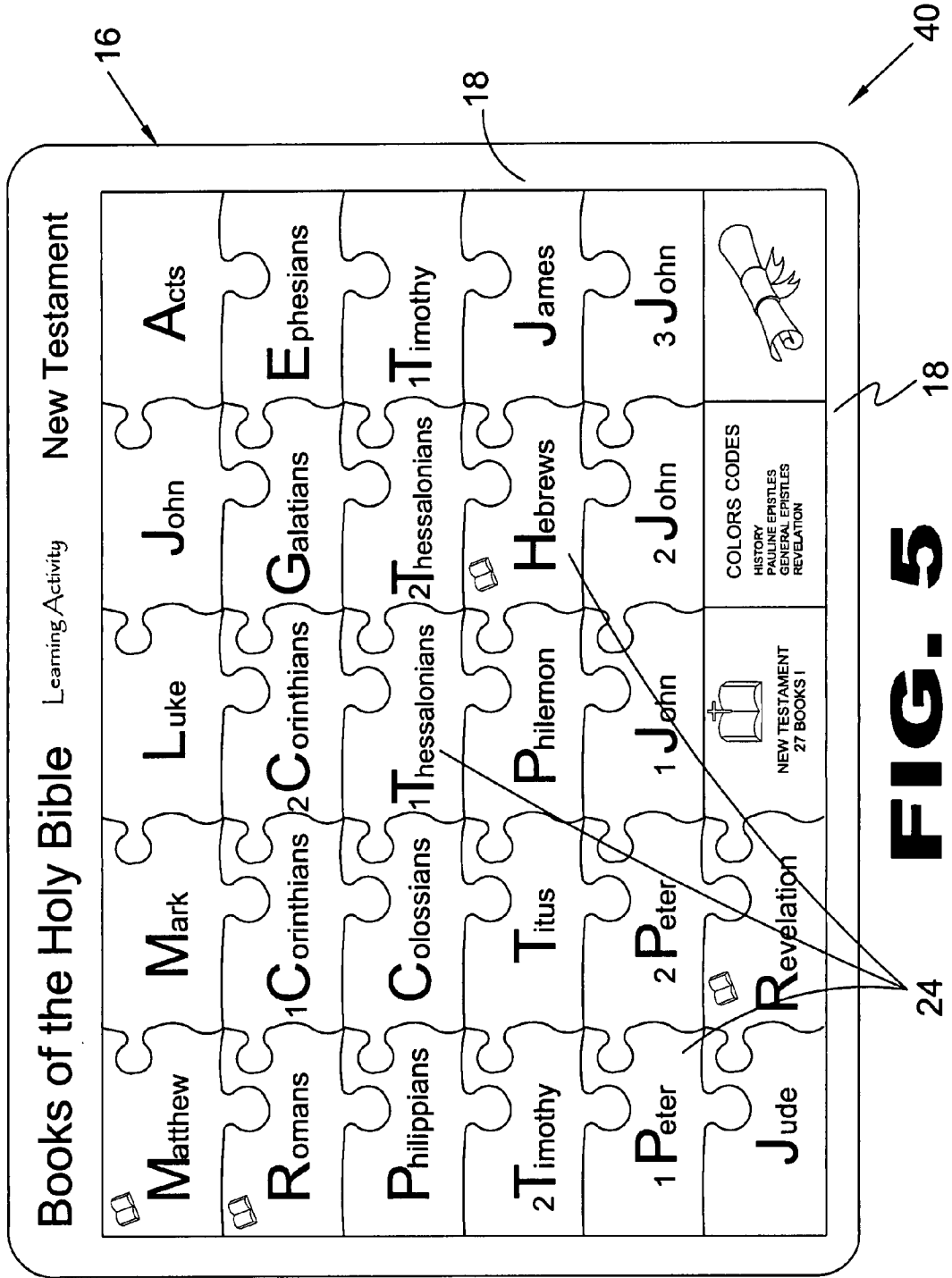


FIG. 5

Books of the Holy Bible Learning Activity New Testament


M	L	J	A
R	C	G	E
P	T	T	T
T	P	H	J
P	J	J	J
J	R	COLORS HISTORY PAULINE EPISTLES GENERAL EPISTLES REVELATION	

FIG. 6

16, 18, 20, 22, 28, 30, 40

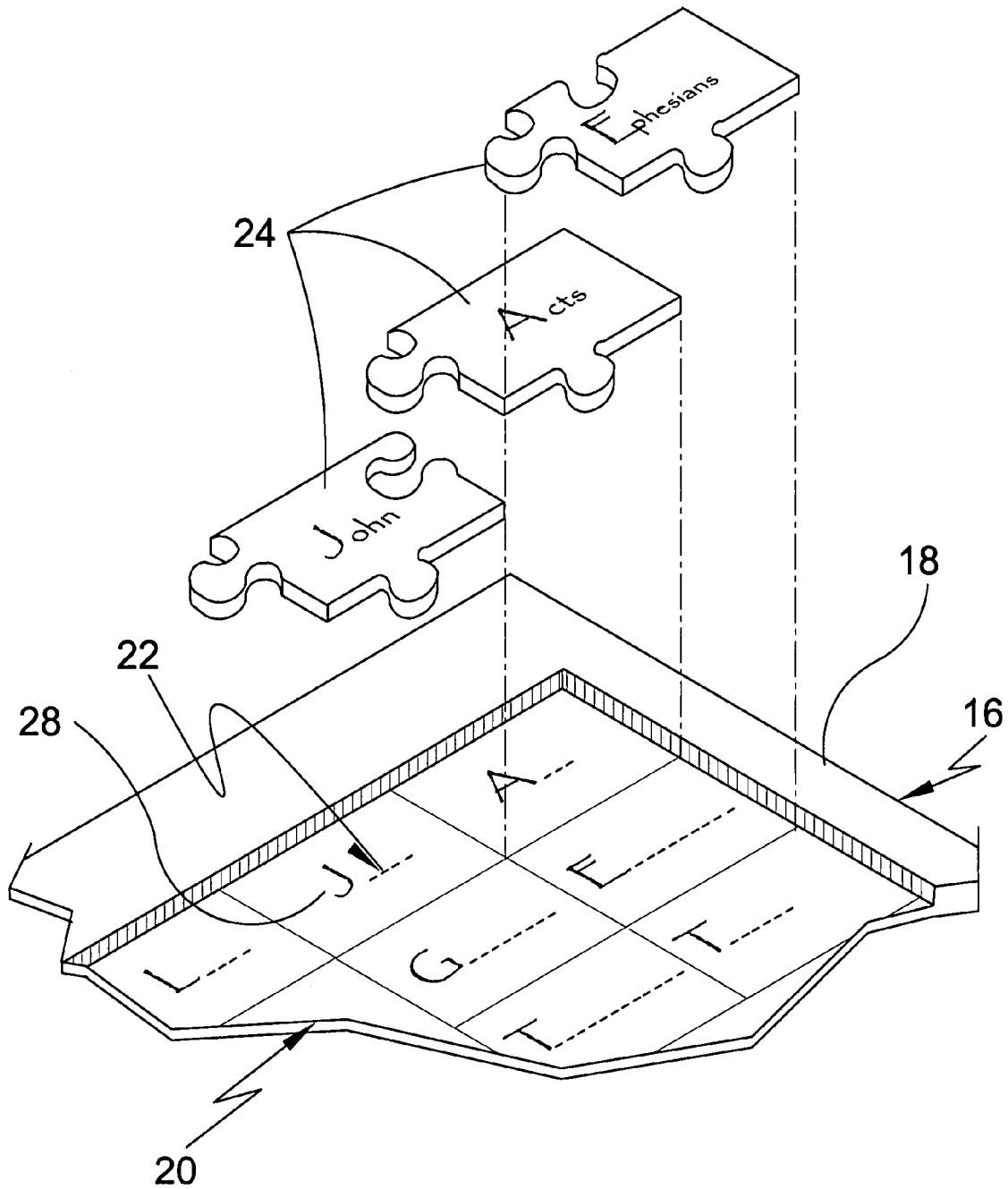
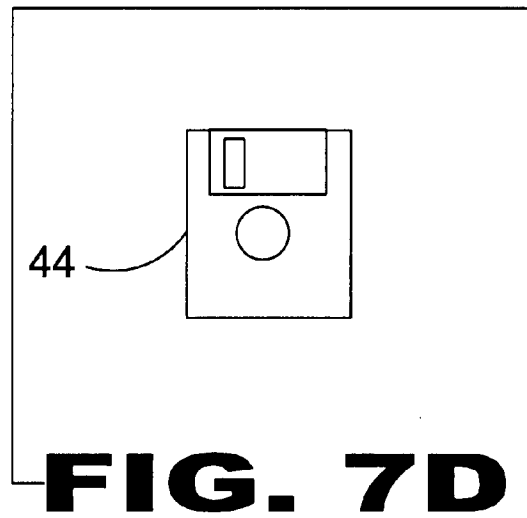
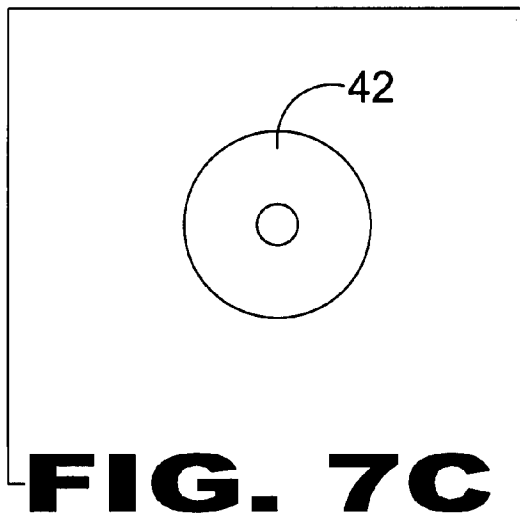
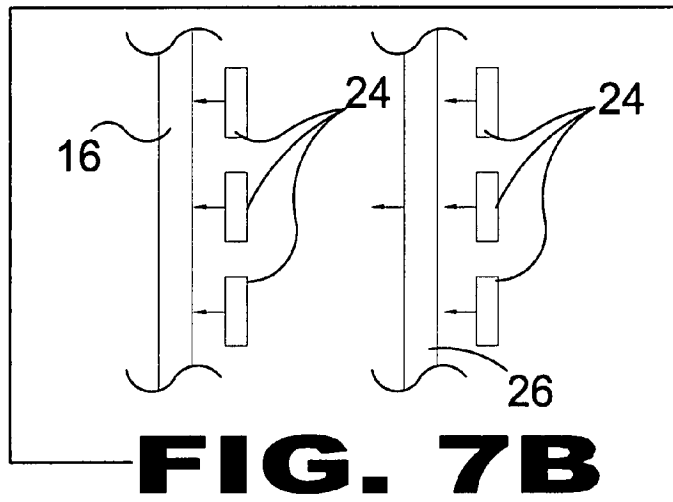
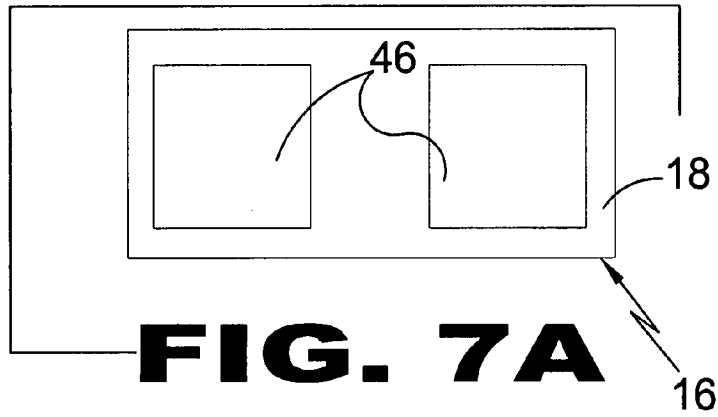


FIG. 7



THE BOOKS OF THE HOLY BIBLE
ACHIEVEMENT AWARD
LEVEL ONE

This will Certify that _____

has completed Level One Puzzle Learning Activity
Genesis through Malachi
and is hereby awarded this Certificate of Achievement

_____ Date _____ Signature

FIG. 8

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BOOKS OF THE HOLY BIBLE LEARNING ACTIVITY

CROSS-REFERENCE TO RELATED APPLICATIONS

This application claims priority to a U.S. provisional application whose Ser. No. is 60/817,046, filed 27 Jun. 2006, and is incorporated herein by reference in its entirety.

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates generally to learning or teaching aids. The present invention relates more specifically to a system of teaching employing at least one puzzle to convey certain information to the user. One specific example is information found in the Holy Bible. A more specific example is the names of the books and the order of the names as they appear in the New and Old Testaments of the Holy Bible.

2. Description of the Prior Art

There are other puzzles designed for educational purposes. While these puzzles may be suitable for the purposes for which they were designed, they would not be suitable for the purposes of the present invention, as hereinafter described.

SUMMARY OF THE PRESENT INVENTION

The present invention is a system for teaching information about a topic, a subject, or a book such as the Holy Bible employing a puzzle or puzzles to challenge and convey the information to the user. One aspect or example described herein is to teach information about the Holy Bible, specifically the names and the order of the Books of the Holy Bible. This is accomplished as a learning activity so that as the user completes the puzzle they absorb the information thereon.

The system of the present invention employs at least one puzzle, listing the sixty-six (66) books of the Holy Bible by name. When the present invention employs one puzzle, all sixty-six books from the Old and New Testament are disposed on a single puzzle. When the present invention employs two puzzles, the Old Testament Book names are on the first puzzle and the New Testament Books names are on the second puzzle.

The names of the books of the Holy Bible employed in the system of the present invention are:

Old Testament—

Genesis, Exodus, Leviticus, Numbers, Deuteronomy, Joshua, Judges, Ruth, I Samuel, II Samuel, I Kings, II Kings, I Chronicles, II Chronicles, Ezra, Nehemiah, Esther, Job, Psalms, Proverbs, Ecclesiastes, Song of Solomon, Isaiah, Jeremiah, Lamentations, Ezekiel, Daniel, Hosea, Joel, Amos, Obadiah, Jonah, Micah, Nahum, Habakkuk, Zephaniah, Haggai, Zechariah, and Malachi.

New Testament—

Matthew, Mark, Luke, John, Acts, Romans, 1 Corinthians, 2 Corinthians, Galatians, Ephesians, Philippians, Colossians, 1 Thessalonians, 2 Thessalonians, 1 Timothy, 2 Timothy, Titus, Philemon, Hebrews, James, 1 Peter, 2 Peter, 1 John, 2 John, 3 John, Jude, Revelations.

The present invention may be employed in a teaching environment such as a school and therefore is preferably made of durable materials such as wood to enable the system to be used over and over again. The system will be provided with a

base or platform where the pieces are to be placed. The base employs information in the form of hints to assist the user in positioning the pieces in their proper location on the base. The system enables the user to readily absorb the information found thereon. The system may be packaged with instruction sheets, an instruction book or manual, and may be provided with an answer key. The present invention may be printed in full color depicting the divisions of the Old and New Testaments.

The system of the present invention may be provided at the retail or wholesale level and may be provided as a trial or demonstration package. The system can be manufactured rapidly and inexpensively and therefore sold at a reasonable price.

The system may or may not include an Introduction and Instruction Manual. The system may or may not include one or two Certificates of Completion. Preferably, the system includes both.

A primary object of the present invention is to provide a system for teaching information.

Another object of the present invention is to provide a system for teaching information contained in the Holy Bible.

A specific object (i.e. example of the information that can be taught) of the system is to teach the name of each book, its correct spelling, and its order as found in the Holy Bible.

Another specific object of the present invention is to teach the association book names and in which testament it belongs, (i.e. new or old).

Another object of the present invention is to provide a planar base having a peripheral lip for receiving and containing the puzzle pieces therein.

Yet another object of the present invention is to provide the base with information in the form of hints to assist the user in placing each piece in its proper location.

Another object of the present invention is to provide hints, where each hint is in the form of the first letter of each book name.

Another object of the present invention is to provide the base with the hints in the same chronological order of they appear within the Holy Bible.

Yet another object of the present invention is to provide each puzzle piece with the name of a single book.

Still yet another object of the present invention where the name of each book covers a plurality of puzzle pieces that once assembled reveal the complete name of the book.

Yet another object of the present invention is to provide a system of learning that is cost effective to manufacture.

Still yet another object of the present invention is to provide a system of learning that is easy and fun to use.

An additional object of the present invention is to provide puzzle pieces that have similar shapes or different shapes to vary the level of difficulty or challenge of the learning system.

A further object of the present invention is to provide puzzle pieces that are randomly sized to increase the level of difficulty or challenge of learning system.

A yet further object of the present invention is to employ colors, pictures, and/or images on the pieces to enhance the aesthetic appeal of puzzle and system.

A still further object of the present invention is to provide color-coded pieces to indicate the testament that it is associated with.

Another object of the present invention is to encourage learning of the information by providing a certificate of successful completion.

An additional object of the present invention is to provide a puzzle(s) made of durable material such as wood and/or plastic.

A further object of the present invention is to optionally provide a puzzle made of cardboard.

A still yet further object of the present invention is to optionally provide a puzzle without a base board.

An object of the present invention is to provide a back-
ground design on the pieces to assist the user in completing
the puzzle. The background design will preferably be associ-
ated or related to the information that is being conveyed to the
user. For example, the puzzle may be provided with a back-
ground design in the form of a picture of the bible. Back-
ground design may in color or black and white, may be a
pictures and/or graphic designs.

Additional objects of the present invention will appear as
the description proceeds.

The present invention overcomes the shortcomings of the
prior art by providing a puzzle having a base with a raised
periphery lip for encompassing the plurality of puzzle pieces
when assembled. The base further serves as an aid in assem-
bly by providing the first letter of the book name to be placed
in that position and where the user can be quizzed on the
spelling of the book name prior to placement of the one or
more puzzle pieces comprising the book name.

The foregoing and other objects and advantages will
appear from the description to follow. In the description refer-
ence is made to the accompanying drawings, which forms a
part hereof, and in which is shown by way of illustration
specific embodiments in which the invention may be prac-
ticed. These embodiments will be described in sufficient
detail to enable those skilled in the art to practice the inven-
tion, and it is to be understood that other embodiments may be
utilized and that structural changes may be made without
departing from the scope of the invention. In the accompany-
ing drawings, like reference characters designate the same or
similar parts throughout the several views.

The following detailed description is, therefore, not to be
taken in a limiting sense, and the scope of the present inven-
tion is best defined by the appended claims.

BRIEF DESCRIPTION OF THE DRAWING FIGURES

In order that the invention may be more fully understood, it
will now be described, by way of example, with reference to
the accompanying drawing in which:

FIG. 1 is an illustrative view of the contents of the present
invention.

FIGS. 2-2F is a frontal view of the present invention and
variations of the puzzle parts.

FIG. 3 is a frontal view of the Old Testament puzzle of the
present invention.

FIG. 4 is a frontal view of the base layer of the Old Testa-
ment puzzle of the present invention.

FIG. 5 is a frontal view of the New Testament puzzle of the
present invention.

FIG. 6 is a frontal view of the base layer of the New
Testament puzzle of the present invention.

FIGS. 7-7D is a partial perspective view of the base layer
and puzzle pieces of the present invention.

FIG. 8 is a certificate of achievement of the present inven-
tion.

LIST OF REFERENCE NUMERALS

With regard to reference numerals used, the following
numbering is used throughout the drawings.

- 10 Learning System
- 12 Instruction Leaflet

14 Certificate of Achievement

16 Baseboard

18 Peripheral Lip

20 Game Layer

22 Hint

24 Puzzle Piece

26 Loose Game Layer

28 Letter

30 Graphic Representation

32 Apple

34 Tree

36 Serpent

38 Old Testament Puzzle

40 New Testament Puzzle

42 Compact Disk

44 Floppy Disk

46 Piece Receiving Area

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

The following discussion describes in detail one embodi-
ment of the invention (and several variations of that embodi-
ment). This discussion should not be construed, however, as
limiting the invention to those particular embodiments, prac-
titioners skilled in the art will recognize numerous other
embodiments as well. For definition of the complete scope
of the invention, the reader is directed to appended claims.

Referring now to the drawings, the learning system **10** of
the present invention is illustrated in FIGS. 1-8. FIG. 1, illus-
trates one variation of the contents of the learning system **10**
of the present invention. The learning system **10** of the present
invention includes a game having at least one puzzle for
conveying information to a user and may include an instruc-
tion leaflet **12** and certificates of achievement **14**. One specific
example of the system of the present invention is to teach a
user about the different books of the Holy Bible. There are a
total of sixty-six books in the Holy Bible, where thirty-nine
from the Old Testament and twenty-seven from the New
Testament. The system can employ a single puzzle or two
puzzles. A two-puzzle system employs two separate puzzles
(see FIG. 1) where each puzzle has its own baseboard **16**. Each
baseboard **16** has a peripheral lip **18** formed therein or
attached thereon that is raised above the game layer **20**
to retain the puzzle pieces therein (see FIG. 7). The game layer
20 is provided with information in the form of hints **22** to
assist the user in placing the pieces **24** (see FIG. 2). The
system of the present invention is designed to teach children
and adults of all ages information about the Holy Bible
through participation in a fun and active game.

Looking at FIGS. 2-4, the Old Testament puzzle **38**
employs at least thirty-nine pieces (one for each book). To
provide a rectangular puzzle three additional pieces may be
employed to provide an even number of puzzle pieces **24**. The
pieces **24** are shown where each book name is limited to a
single puzzle piece. It is envisioned that the names may cover
a plurality of puzzle pieces **24** to provide a greater challenge
to the user (see FIG. 2A). The information or hints **22** on
the game layer **20** (see FIGS. 2 and 4) may be simply the first
letter **28** of the corresponding book of the bible. The game
layer **20** is shown as having a hint **22** for each piece **24** but may
employ less hints **22** than the number of puzzle pieces **24**
to provide an additional challenge to the user (see FIG. 2B). The
number of hints **22** employed may range from as few as one to
as many as the number of pieces **24**. Hints **22** may be provided
for the additional pieces that fill out the puzzle as seen in FIG.
2. These are the three puzzle pieces that are located in the

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lower right corner of the puzzle. The hints **22** for the additional pieces are shown in the lower right corner of the game layer **20** but may be placed any where on the game layer **20** and need not be located next to each other.

It is within the scope of the present invention to provide at least one loose game layer **26** where each game layer **20** has a different number of hints **22** located thereon to enable the user or teacher to employ a game layer **20** that is suitable for the skill of the user (See FIG. 2C). Symbols, pictures, or other graphic representations **30** may be employed the game layer **20** (see FIG. 2). This allows for another way to convey information to the user or to remind the user of certain events that took place in the book. The graphic representations **30** (i.e. symbols, pictures, etc.) represent or relate to particular events in the book. For example, the hint **22** for the book of Genesis can include a graphic representation **30** of an apple **32**, a tree **34**, or a serpent **36** (see FIGS. 2D, 2E, and 2F) to remind and reinforce the user of events that took place in the Garden of Eden relating to Adam and Eve. The hints **22** may have a graphic representation **30** in lieu of a letter **28** to present the user with a different puzzle or to present the user with a greater challenge. The hints **22** on a single game layer **20** can be a combination of letters **28** and graphic representations **30**. In this situation only some hints employ letters **28** thereby increasing the level of difficulty of the puzzle. In this situation the game layer **20** need not employ a hint **22** for each puzzle piece **24**. It is preferable that there is a hint **22** for each puzzle piece **24** since they convey information to the user about that particular book of the Holy Bible and each hint **22** corresponds to a bible passage citation provided in the instruction leaflet **12**.

Looking at FIGS. 5 and 6 the New Testament puzzle **40** is shown. There are twenty-seven books in the New Testament. This puzzle is similar to the Old Testament puzzle **38** and only differs in the number of puzzle pieces **24**. This puzzle may employ any of the features or aspects of the Old Testament puzzle **38** previously described. A certificate of completion **14** is provided for each puzzle and is issued to the student or user once they have mastered that puzzle.

The previously described puzzles may employ a great number of puzzle pieces **24** to increase their difficulty. Each puzzle may employ two thousand (2,000) or more pieces depending upon the level of difficulty that is desired. The puzzle may be made in a variety of sizes depending upon the user. Puzzles intended for small children typically have puzzle pieces larger in size due their lack of manual dexterity. Puzzles found in retail and wholesale establishment may range in size from 5x7 inches to 20x27 inches. The invention is not limited to this range of sizes and the puzzles of the present invention may be made in other sizes as determined by the needs of the user.

The system of the present invention teaches employs sight and touch and may incorporate speech and hearing. The system may incorporate an instruction leaflet **12** directing the teacher or student to different citations or passages in the Holy Bible. The instruction leaflet **12** includes a plurality of bible citations, (i.e. Genesis 1:7), that instruct the teacher or user to read a passage. Each citation corresponds to a single hint **22** on a game layer **24**. The correspondence between the passage citations and the hints may be provided in an instructor key. The correlation between a bible passage and a hint **22** enable the user to match the passage or verse to the book in which it is found. When the hints **22** include a graphic representation **30**, it is preferable that the citation relates to the graphic representation **30** as well. The teacher and/or students may read aloud the noted passages to positively the citation with the book in which it is located. Reading of the passages

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aloud provides auditory and speech functions in the teaching method. The present invention may include computer readable media. The computer readable media may be in the form of a compact disk **42** or a floppy disk **44** (see FIGS. 7C and 7D) with means to create additional blank copies of certificates **14** and to create and print personalized certificates on a personal computer. A single puzzle version may employ two separate side-by-side puzzle areas in a single baseboard **16** (see FIG. 7A) or it may employ two vertically stacked puzzles in a single baseboard **16** with a loose game layer **26** that is placed on top of the first puzzle layer (see FIG. 7B). The loose game layer **26** includes the hints **22** and or graphic representations **30** for the second puzzle.

The foregoing is illustrative of the present invention and is not to be construed as limiting thereof. Although exemplary embodiments of this invention have been described, those skilled in the art will readily appreciate that many modifications are possible in the exemplary embodiments without materially departing from the novel teachings and advantages of this invention. Accordingly, all such modifications are intended to be included within the scope of this invention as defined in the claims. The invention is defined by the claims, with equivalents of the claims to be included therein.

I claim:

1. A game for teaching information from the bible, the game comprising:

a flat baseboard having a peripheral lip,

a loose game layer on said baseboard enclosed by said peripheral lip, said loose game layer having distributed thereon hints related to different books of the bible, said hints having a particular degree of difficulty,

a set of interlocking play pieces, each play piece having a name of a book in the bible and corresponding to a hint on said loose game layer,

said set of play pieces adapted to be arranged and interlocked on a top surface of said loose game layer within said peripheral lip whereby when completely assembled each play piece is directly above the hint for that play piece, and

another loose game layer for use with said set of interlocking play pieces for being received by said baseboard enclosed by said peripheral lip having distributed thereon hints related to said book of the bible, and having a different degree of difficulty, whereby said game can be used to teach a user information about the bible by proceeding through different degrees of difficulty on loose game layers.

2. The game of claim 1, having a second baseboard along with a second set of loose game layers wherein one baseboard and associated loose game layers are devoted to the Old Testament and a second baseboard and set of loose game layers are devoted to the New Testament.

3. The game of claim 2, wherein the two baseboards are mounted side by side.

4. The game of claim 1, wherein said hints include information about or contained in a book in the bible.

5. The game of claim 4, where each hint is selected from the group consisting of a letter, a symbol, and a picture.

6. A method of teaching the bible comprising the steps of: placing a first loose game layer on a flat baseboard in an area enclosed by a peripheral lip, said first loose game layer having distributed thereon hints related to different books of the bible, said hints suitable for the skill of a user,

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placing interlocking play pieces on a top surface of said first loose game layer, each play piece having a name of a book in the bible, placing said play pieces on top of corresponding hints on said first loose game player, whereby said set of play pieces become completely interlocked covering all of said first loose game player when all of said play pieces are directly over a corresponding hint on said first loose game layer, and replacing said first loose game layer with a second loose game layer having distributed thereon hints related to said books and requiring a different degree of skill, placing said interlocking play pieces on a top surface of the second loose game layer, whereby said game is used to

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teach a user information about the bible by proceeding through different degrees of difficulty on loose game layers.

7. The method of claim 6 in which two baseboards are used side by side, one for the Old Testament and one for the New Testament.

8. The method of claim 6 in which a single hint requires more than one interlocked play piece.

9. The method of claim 6 in which the hints include graphical illustrations of content of the books.

10. The method of claim 6 in which a certificate of completion is issued for completion of each puzzle.

* * * * *