

Instructions

Preparing the Game:

Print and cut out the cards you wish to use. A set of cards in color and a set of black and white cards are both included. Students can color the black and white set to make their own set of cards if they wish. There are 30 sets of cards and 6 Bible cards (wild cards). The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily if they are printed on copy paper and laminated or just printed on paper. Cut the cards apart on the lines. You can use all 30 sets of cards to play or choose to use fewer sets if you want a shorter game. There is a blank page included that you or your students can use to create your own additional sets if you wish.

Playing the Game:

Shuffle or mix the cards together well that are being used. Put the cards in a pile in the center of the table. Each player, starting with the youngest and moving clockwise, draws a card from the pile until each player has three cards. This is the starting hand for each player. The object of the game is to get as many sets of cards as possible. Each set has six cards that show different scenes or characters from a Bible story. Each card also has the name of the Bible story and the Bible reference where the story can be found. After the players have drawn their cards, they organize them in their hand without showing them to anyone. For example, if a player has the following cards: a "Birth of Jesus" card and two "Palm Sunday" cards, they should put the "Palm Sunday" cards side by side in their hand to see what they still need to make a set of "Palm Sunday" cards.

The first player draws two cards from the pile of cards in the center of the table. They decide if these cards will help them make a set of cards. The player takes one card from their hand (either one they already had or one of the cards they have just drawn) and mixes it back into the pile of cards on the table. Whenever a player has a full set of six cards (six cards from the same Bible story, such as six "Birth of Jesus" cards or six "Palm Sunday" cards), they should play the set instead of discarding a card. Play continues until all the cards have been drawn. After the final card is drawn, anyone holding a complete set that has not been played (such as one that the player may have forgotten to play on their turn or one that can be made complete with a wild card), should play the set. The player with the most complete sets at the end of the game wins.

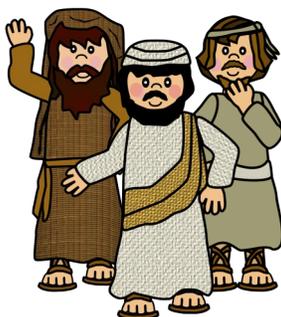
Using the Wild Card:

The Bible cards are wild cards. Each Bible wild card can replace one, and only one, of the cards in a set. For example, if someone has five of the cards from a Bible story and draws a Bible wild card, they can use this to replace the one card in the set they are missing. A player can use as many wild cards as they like, but they can only use one wild card per set.



Jesus Chooses the 12

Matthew 4:18-22,10:1-4;
Mark 1:16-20; Luke 6:13-16



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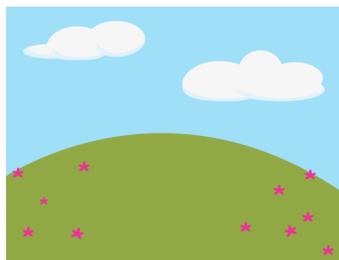
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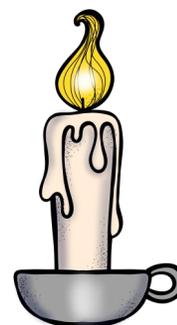
Sermon on the Mount

Matthew 5:1-7:29



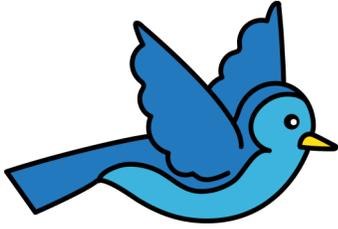
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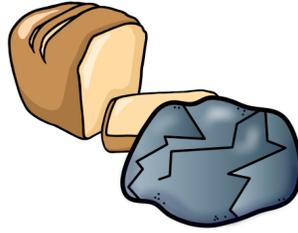
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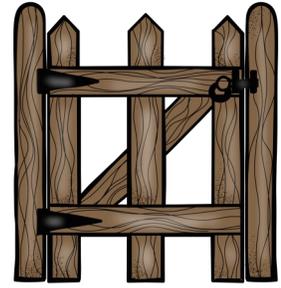
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Jesus Heals the Centurion's Servant

Matthew 8:5-13



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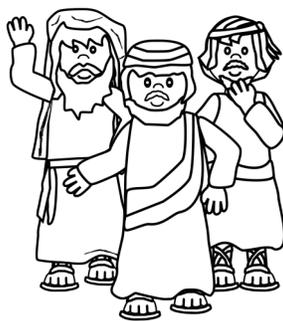
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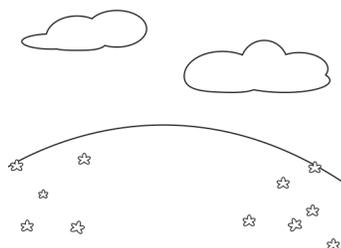
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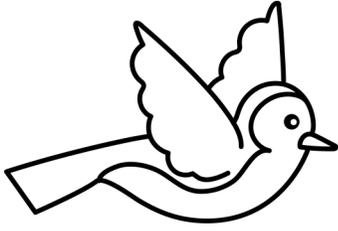
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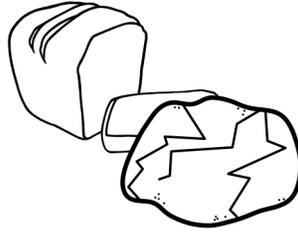
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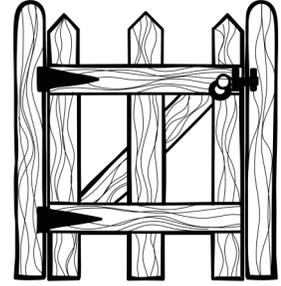
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