

Playing the memory or matching game

(Student Workbook page 9)

1. Spread your cards face down in several rows.
2. The players take turns turning over two cards to see if they match.
3. If the cards do not match, then the player turns them face down again, and it is another player's turn.
4. If the cards do match, then the player must identify what the objects are and say, "God created _____, and they are good." The player removes the cards and gets another turn.
5. The winner is the one with the most pairs at the end of the game.
6. When the game is over, tell something you learned about the creation story.

Using the prayer cube

(Student Workbook page 23)

Now you have a prayer cube. You can play it as a game, taking turns with your friends. Or use it by yourself. Toss the cube gently. When it lands, look at the panel that faces up toward you. Say a one-sentence prayer that follows the instructions. Keep playing until you have spelled the word "PATH" and said all the different parts of prayer. If you land on the FREE SPACE, you may say any part of prayer that you want. Finish by praying the Lord's Prayer.

Playing the guessing game

(Student Workbook page 16)

Shuffle the cards and place them face down in a pile on a table. The leader of the game takes the first card and uses the clothespin to clip it to the back of the first player. Do not show the card to the player! The player must guess who he or she is. The player asks questions to help guess correctly. The player may only ask yes or no questions. The group may take turns answering questions. When the player guesses correctly, he or she chooses the next player to pin a word on. The game continues until all the words are used up or everyone has had a turn. When the game is over, talk about the true meaning of Christmas.

Playing the board game

(Student Workbook page 29)

1. Any number of people can play this game.
2. Players each choose a game piece and put it in the starting space.
3. Shuffle the playing cards and put them face down in a pile.
4. Take turns choosing the top card. The player must answer the question correctly in order to move his or her game piece forward. If a player does not answer the question correctly, it is the next player's turn.
5. The first person to reach the end of the board is the winner.
6. When the game is over, tell what you learned in this God and Me program and how Jesus is your best friend.