I have hidden Your Word in my heart, that I might not sin against You. (Psalm 119:11)
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Bible Timeline Card Game

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Bible Timeline Card Game

Timelines are an excellent way to get an overview of an historical period and to give children a framework in which to place the Bible events that they learn about.

This game consists of 24 event cards, which are numbered to show their order in the Bible, and 9 action cards. By placing the cards in order as they play, the children start to learn the overall flow of the Biblical story.

The game is suitable for 2 to 6 players of ages 7 and up.

How to Play

There are two types of playing card: Bible event cards and action cards. As the game progresses, the Bible event cards will be laid down, in order, across the middle of the table to form the timeline (you might have to play on the floor to get enough space to lay out the whole timeline). The action cards introduce an element of luck and are discarded into a “discard pile” as they are used.

1. Shuffle all the cards together and deal three cards, face down, to each player.

2. Turn over the next card in the deck and lay it, face up, on the table to start the timeline (if you turn over an action card simply put it back into the middle of the deck and turn over another card). Put the remaining cards to one side to be used as a “draw pile”.

3. Players take it in turns to play a card. At each turn you will play one card and pick up one card from the draw pile (unless instructed otherwise by an action card). Once all the draw pile cards are taken, continue to play one card at each turn. You will not have to pick up a card since there are none left in the draw pile.

4. You may play any card from your hand.
   - If you play a Bible event card, it must be placed, in the correct order, onto the timeline. For example, if there are two cards on the table: “Samson” and “Paul”
     o you could place “Adam” to the left of “Samson”
     o or you could place “Jesus birth” in between “Samson” and “Paul”
     o or you could place “John’s revelation” to the right of “Paul”

   After playing your card, you should draw one card from the draw pile (if there are any cards left in the pile). Play moves to the next person.

   As each card is placed in the timeline, you should check that it is in the correct position. If the player has put it in the wrong position, they must take the card back, pick up a card from the draw pile (if there are any cards left in the pile) and then play moves to the next person.

   - If you play an action card, put it on the “discard pile” and then follow its directions:
     o “Change direction of play” – if you choose to play this card, place it on the “discard pile” (not the timeline) and pick up a card from the draw pile (if there are any cards
left in the pile). Play then moves to the next person, but in the opposite direction. For example, if you have been playing in a clockwise direction, play changes to a counter-clockwise direction when a “change direction” action card is played.

- **“Skip next turn”** – if you choose to play this card, place it on the “discard pile” (not the timeline) and pick up a card from the draw pile (if there are any cards left in the pile). Play then moves to the next person, but you must not play when it is next your turn.
- **“No pick up”** – if you choose to play this card, place it on the “discard pile” (not the timeline) and DO NOT pick up a card from the draw pile. Play moves to the next person.
- **“Discard one card”** – if you choose to play this card, place it on the “discard pile” (not the timeline) along with any other card from your hand (you may discard a Bible event card or an action card) and then pick up a card from the draw pile (if there are any cards left in the pile). Play moves to the next person.

5. The winner is the first person to lay down all their cards.

If you prefer, you can continue to play for a bit longer by playing to see who gets second place, third place etc. The advantage to this is that the timeline gets closer to completion.

If you are planning to play more than one round, give the winning player one point and then play the next round. The winner is the player with the most points after 5 rounds.

Note: When you are playing with the numbered cards, it is obvious whether or not a card has been placed in the correct position relative to the other cards on the table. However, when you are playing with the unnumbered cards, the parent/teacher will have to check if the cards have been placed correctly (you could print out the list on page 17 to refer to).

The Playing Cards

There are two sets of cards. The easier set has numbers and Bible references on the cards to help children who are still learning the order of events. To encourage the children to memorize the order of events (rather than simply use the numbers) you could ask each player to read the card they lay down as well as its adjacent cards – in order. For example, if a player places “Jesus’ birth” between “Samson” and “Paul”, they should say “Samson destroyed the Philistines’ temple. Jesus was born. Paul saw Jesus on the way to Damascus.”

After a time of using the easier set of cards, you can start the children on the harder set. If they struggle initially, you could allow them to look at the solution list (after a few moments thought). It won't be long before they can place all the cards in order without referring to the list.

The blank cards are provided in case you would like to add any other events to the timeline - simply write the event on a card and, if you wish to give it a number, use decimals or letters, i.e. you could number the card 7.1 or 7a. If you create a card for each Bible event you study, the children will start to get a feel for where different events fit in the overall story of the Bible.
Preparing the Cards
Choose the easier or the harder set of cards, and print one copy of each of the required pages (print pages 8 to 11 for the easier version or pages 13 to 16 for the harder version).

The card pages can be simply printed onto paper, but they will last longer and shuffle more easily if they are reinforced by either laminating them, printing them on card, or printing them on paper and sticking them onto card. Use one of the following methods.

Method 1
Print one copy of each of the card pages onto plain white, light-weight card. Cut the cards apart between the dark black lines.

Method 2
Print one copy of each of the card pages onto plain white paper. Do NOT cut out the cards yet. Find some light-weight card (e.g. a cereal box) that is big enough to fit each page. Using a glue stick (not a liquid glue as it will wrinkle the paper), cover the back of the page with glue paying particular attention to the edges of each card (you should be able to see through the paper slightly so that you know where to glue). Stick the pages to the plain side of the cardboard (not the printed side of a cereal box as it may show through), rubbing carefully with your hands or the edge of a ruler to smooth out the paper. Place a heavy book over each page and allow them to dry completely before cutting the cards apart. The books help prevent the pages from curling as they dry.

Method 3
For a more professional result, print the card pages on premium quality inkjet paper and laminate the pages instead of sticking them onto card. Cut out the cards between the dark black lines, rounding the corners slightly so they will not be too sharp.

Printing Your Game
To print a PDF file, click on the “File” menu and choose “Print” (or click the print button on the toolbar). The Print Dialog Box appears. Choose the correct printer from the drop-down box at the top and then select which pages you would like to print and how many copies you want of each page. Under “Page Scaling”, choose “Fit to Printable Area”. Click “Ok” to print.

Get detailed printing instructions with images here: LivingWaterBibleGames.com/faqs.html

Printing Tips
- You do not need to print the whole of the PDF file, only the pages you want to use. It is often easier to use “Print Range: Current Page” (which only prints the page you’re looking at) or to list the page numbers you wish to print in the “Print Range: Pages” box (for example, type: 2, 4, 6-9 to print pages 2, 4, 6, 7, 8 and 9).

- If some of the image is being cut off, check that the “Fit to Printable Area” option from the drop down list in the print dialog box is selected.

- Better quality paper (bright white ink-jet paper, for ink-jet printers) will make a big difference to the quality of your printouts, so for “keeper” games it is worth getting good paper.
Timeline Cards
Set 1
(With numbers and scripture references)
God created Adam and Eve (Genesis 1:26-27)

Noah built the ark (Genesis 6:8-22)

People tried to build a tower at Babel (Genesis 11:1-9)

Abraham was told to sacrifice his son (Genesis 22)

Abraham’s servant found a wife (Rebekah) for Isaac (Genesis 24)

Jacob deceived his father to get Esau’s blessing (Genesis 27:35-36)

Joseph interpreted Pharaoh’s dream (Genesis 41:1-40)

Moses received the ten commandments (Exodus 34:28)

Joshua fought a battle against Jericho (Joshua 6)
10. Samson destroyed the Philistines' temple (Judges 16:29-30)

11. David killed Goliath (1 Samuel 17:22-51)

12. Solomon judged wisely (1 Kings 3:17-28)

13. Israel split into two kingdoms: Israel and Judah (1 Kings 12:19-21)

14. Elijah challenged the prophets of Baal (1 Kings 18:21-40)

15. Daniel was thrown into the lions’ den (Daniel 6:16)

16. Jesus was born (Luke 2:6-7)

17. Jesus was baptized (Luke 3:21)

Jesus rose from the dead (Luke 24:5-6)

Jesus ascended into heaven (Luke 24:51)

The Holy Spirit came upon the apostles at Pentecost (Acts 2:1-4)

Stephen was stoned (Acts 7:54-60)

Paul saw Jesus on the way to Damascus (Acts 9:17)

John wrote down the visions he had seen (Revelation 1:9-11)
Timeline Cards
Set 2
(No numbers or scripture references)
God created Adam and Eve

Noah built the ark

People tried to build a tower at Babel

Abraham was told to sacrifice his son

Abraham’s servant found a wife (Rebekah) for Isaac

Jacob deceived his father to get Esau’s blessing

Joseph interpreted Pharaoh’s dream

Moses received the ten commandments

Joshua fought a battle against Jericho
Samson destroyed the Philistines’ temple

David killed Goliath

Solomon judged wisely

Israel split into two kingdoms: Israel and Judah

Elijah challenged the prophets of Baal

Daniel was thrown into the lions’ den

Jesus was born

Jesus was baptized

Jesus died on the cross
Jesus rose from the dead

Jesus ascended into heaven

Stephen was stoned

Paul saw Jesus on the way to Damascus

John wrote down the visions he had seen

The Holy Spirit came upon the apostles at Pentecost
No pick up

Change direction of play

Change direction of play

No pick up

Discard one card

Discard one card

No pick up

Skip next turn

Skip next turn
Order of Events

God created Adam and Eve (Genesis 1:26-27)
Noah built the ark (Genesis 6:8-22)
People tried to build a tower at Babel (Genesis 11:1-9)
Abraham was told to sacrifice his son (Genesis 22)
Abraham’s servant found a wife (Rebekah) for Isaac (Genesis 24)

Jacob deceived his father to get Esau’s blessing (Genesis 27:35-36)
Joseph interpreted Pharaoh’s dream (Genesis 41:1-40)
Moses received the ten commandments (Exodus 34:28)
Joshua fought a battle against Jericho (Joshua 6)
Samson destroyed the Philistines’ temple (Judges 16:29-30)

David killed Goliath (1 Samuel 17:22-51)
Solomon judged wisely (1 Kings 3:17-28)
Israel split into two kingdoms: Israel and Judah (1 Kings 12:19-21)
Elijah challenged the prophets of Baal (1 Kings 18:21-40)
Daniel was thrown into the lions’ den (Daniel 6:16)

Jesus was born (Luke 2:6-7)
Jesus was baptized (Luke 3:21)
Jesus died on the cross (Luke 23:44-46)
Jesus rose from the dead (Luke 24:5-6)
Jesus ascended into heaven (Luke 24:51)

The Holy Spirit came upon the apostles at Pentecost (Acts 2:1-4)
Stephen was stoned (Acts 7:54-60)
Paul saw Jesus on the way to Damascus (Acts 9:17)
John wrote down the visions he had seen (Revelation 1:9-11)