

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



## *Living Water Bible Games*

# Living Water Bible Games

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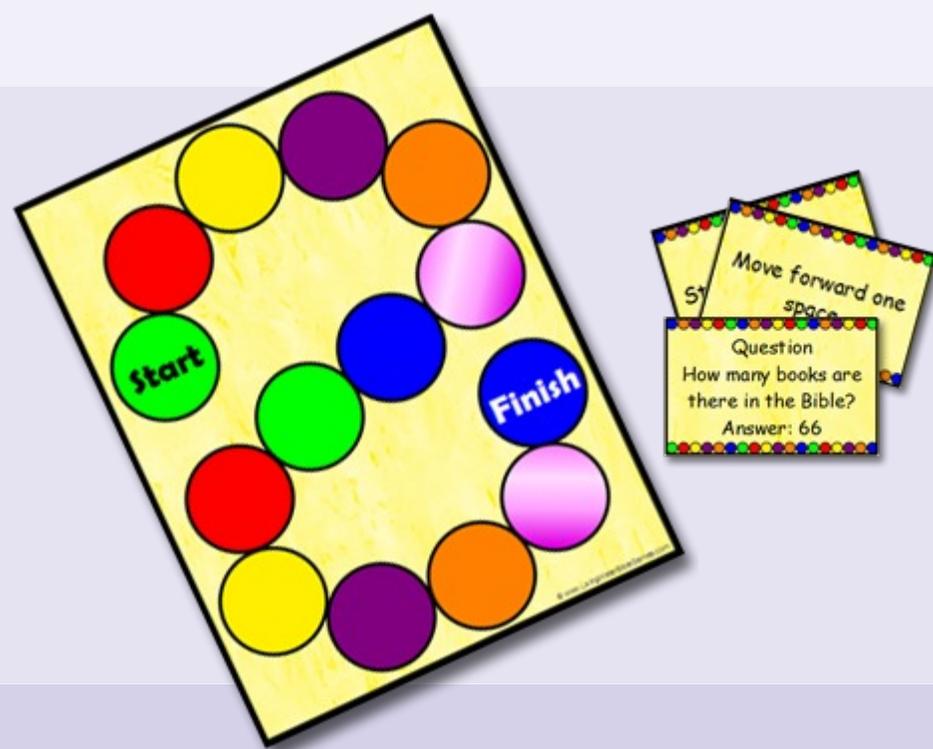
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# Board Game Template

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# Make Your Own Board Game

*This file contains a generic game board along with playing card templates so that you can create your own questions on any skill that you have been studying. Simply insert your questions, print and play!*

*Number of Players:* 2 to 4 (For more than 4 players, form 2 to 4 teams – the team members may collaborate to decide on an answer.)

## *Prepare the Game*

- Create (or better still, ask your kids to create) questions for the Bible topic you are studying. You will probably need about 12 to 15 questions per player/team. Make sure you have a Bible reference for each answer where possible.
- Print one copy of the game board. To make it more durable, either laminate the paper, print the game board onto card, or stick a piece of card to the back of the game board page.
- There are 3 pages of playing cards. Each page has a few “move” cards (e.g. “move forward one space”) and several blank cards for your own questions. You can either print the pages out as they are and then **write** the questions onto the blank cards, or you can **type** the questions directly into the boxes. Unfortunately, you will not be able to save the questions in this document, so I would suggest that you type the questions and answers in a regular word processing document, save that, and then copy and paste them onto the question cards. The font size will reduce automatically for long questions. **Please note:** if you have trouble typing or pasting your questions onto the playing cards, make sure that you are opening the file in Adobe Reader (NOT in your internet browser), and that you have the latest version of Adobe Reader on your computer.
- The question, answer and Bible reference should be on the same card.
- There are 39 blank cards. If you require more than 39 questions, simply print out one set of questions, close the PDF file (this will delete all your text), reopen the file, and then type in more questions.
- Reinforce the cards (see instructions on the next page), and then cut them apart.
- You will need a “playing piece” for each player/team – if you don’t have counters from another game you can use old buttons, pebbles, coins, etc. – as long as each player can tell which piece is his/hers.

## *How to Play*

- Each player/team should place their game piece on the “start” circle of the game board.
- Choose a player to start.
- Shuffle all the cards together and place them face down in a “draw” pile.
- Since the answers are on the cards, they should be picked up by the person **opposite** the current player who will read the question or “move” instructions.
  - If the card is a question card and the player answers the question correctly, he/she should move forward one space. Play moves to the next person.
  - If the card is a question card and the player answers the question incorrectly, he/she does **not** move their game piece. Play moves to the next person.

- If the card is a “move” card, the player should follow the instructions on the card. Play then moves to the next person.
- Cards should be returned to the bottom of the draw pile once they have been played.
- The first person/team to reach the “finish” circle wins.

### **How to Reinforce the Question Cards**

The question card pages should be either laminated or printed onto card, or printed onto paper and stuck onto card so that they can be shuffled easily. Use one of the following methods.

#### Method 1

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

#### Method 2

Print one copy of each of the question 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 calling 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 question card pages on **premium** quality inkjet paper and laminate the pages instead of sticking them onto card. Cut out the cards through the dark black lines, rounding the corners slightly so they will not be too sharp.

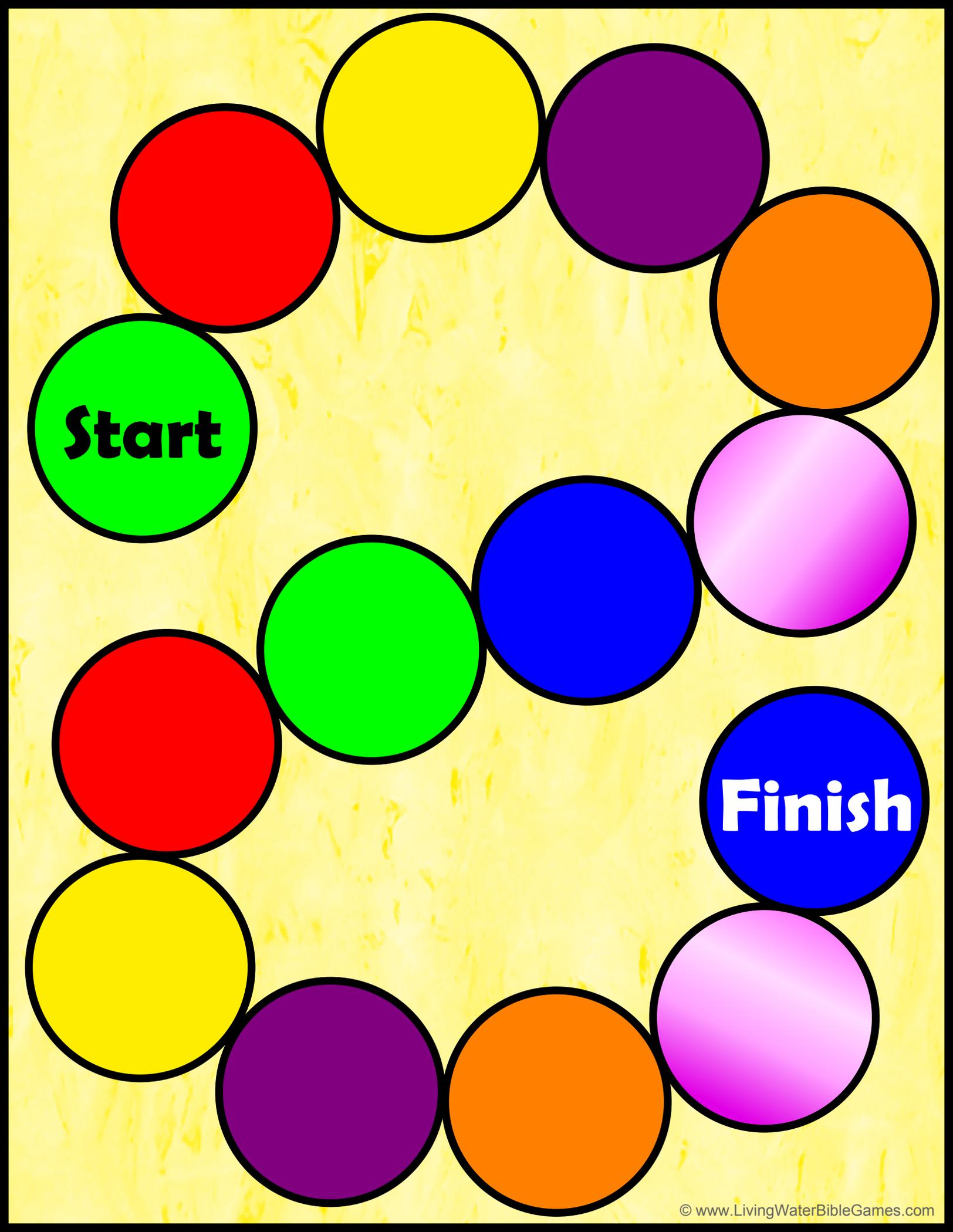
### **Printing Your Game**

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.

### **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).

Click [here](#) for more help with printing.



**Start**

**Finish**

The player to your right moves forward one space

Move forward one space

You may answer 2 questions this turn.  
If you turn over a "move" card, return it to the bottom of the draw pile.

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Move backwards one space

Ask a friend.  
Save this card and play it when you would like to ask a friend for help with a future question. Do not move forward on this turn.

Move forward 2 spaces

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Move to the closest purple circle.  
The closest one may be forward or back.

Stay where you are

Move to the closest orange circle.  
The closest one may be forward or back.

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Move backwards one space

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Move forward one space

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Move to the closest red circle.  
The closest one may be forward or back.

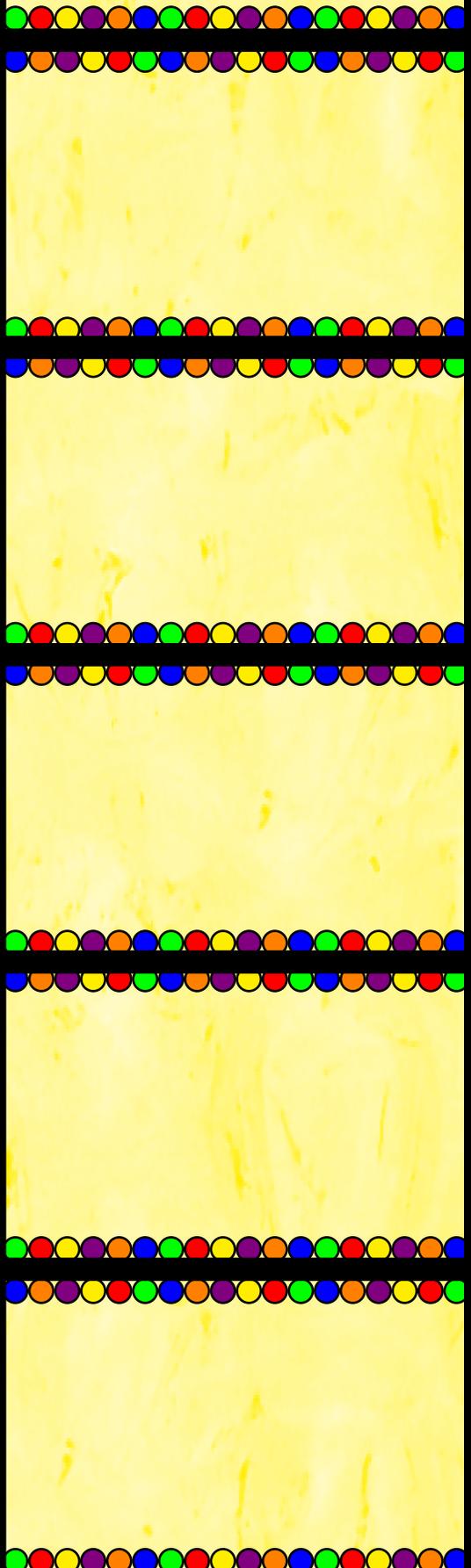
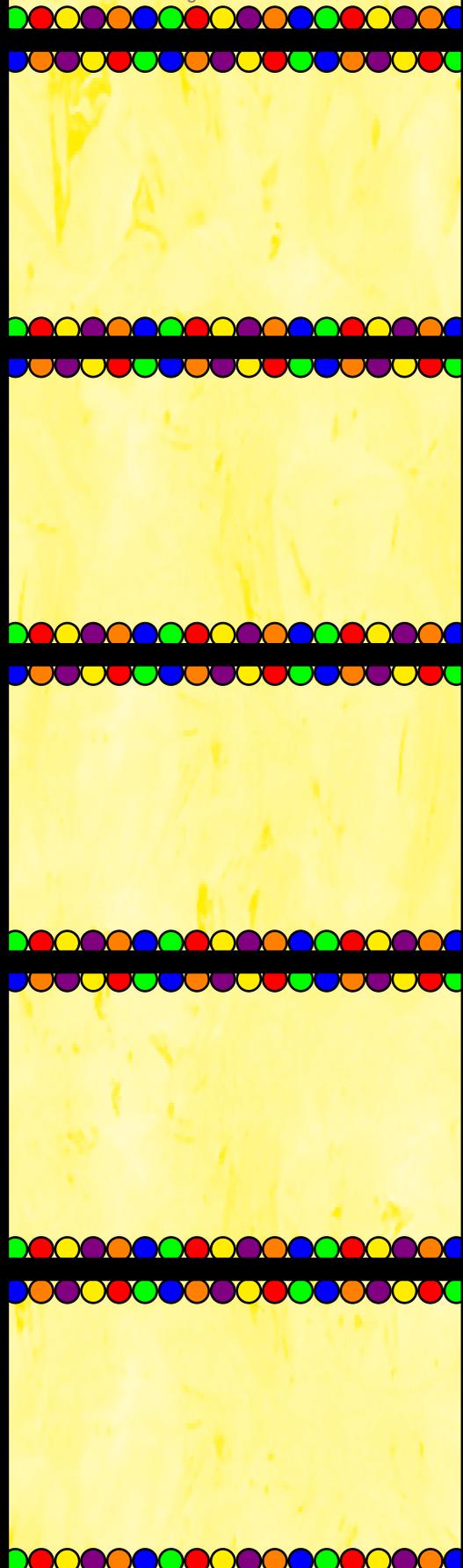
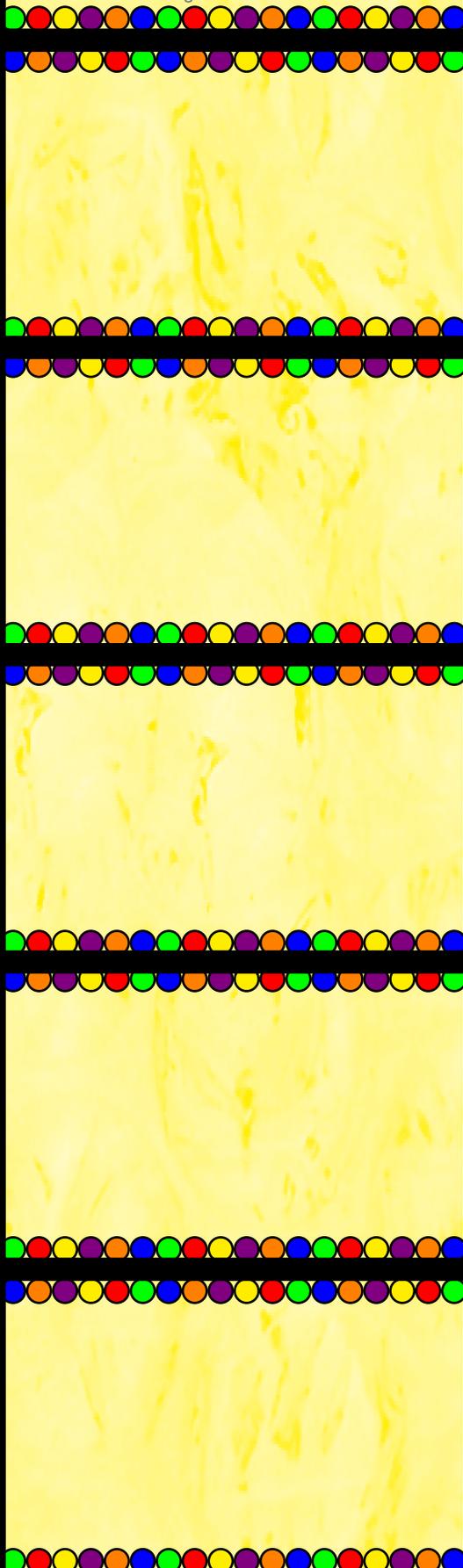
Move backwards one space

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Move forward one space

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Move to the closest yellow circle.  
The closest one may be forward or back.



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