

Christian Science Sunday School Game

Materials Needed:

Standard size poster board (28" x 22")

Glue or double-stick tape

Index cards, 3" x 2.5" in assorted colors

Scissors

Paper clips

Colored pencils (optional)

Assembly of Game Board and Tokens:

(See photo on website)

Print out seven pages to be pasted or taped on poster board as follows:

"In the beginning" - Paste to left corner, 28" side of poster board. (You should be able to read the words when the bottom of the poster is 28".)

"Chronology Cards" - Paste to right corner, 22" side of poster board. (You should be able to read the words when they are facing out.)

Note that "Christian Science" and "Sunday School Game" should line up in the top middle of the poster board. (You should be able to read the words when they are facing out. There is space below "Christian Science Sunday School Game" to write the name of your city or branch church.)

Books of the Bible - Paste the six pages with the books of the Bible onto the poster board; you do not need to cut out the individual books. Paste the page with "Genesis" on the 28" side of the poster board. It should be adjacent to "in the beginning." (You should be able to read the words when the bottom of the poster is 28".) Paste the other pages onto the poster board by lining up the arrows. The edges of each page added should line up with the arrows of the earlier page, so the pages will overlap.

Optional: To make the game board more colorful, the arrows or different categories of books can be colored with different colors.

Tokens - Glue to index cards and trim. If the class is large, make extra tokens and have students write their names on their tokens

Assembly of Questions:

- 1 - Print the sample questions and glue or tape each question to different colored index cards. For example, the *Science and Health* questions could be on red cards; the *Bible* questions could be on blue cards, and the spirit of the law questions could be on purple cards. The chronology cards with an answer should have the same color as the *Bible* cards because these cards are placed randomly in the *Bible* card stack.
- 2 - The individual chronology cards, such as “Patriarchs - Abraham” or “Nativity - Mary and Joseph engaged,” are kept separate by paper clips. The nativity questions are paper-clipped together, Easter Week is clipped together, and so on. (Instead of using paper clips, it is possible to make all the patriarch cards green, all the nativity cards white, and so on, but you will eventually run out of card colors.)
- 2 - Cut out the yellow index cards to make circles. (You can trace the circle token.) Write one “spiritual treasure” on each circle. Some spiritual treasures are: compassion, gratitude, kindness, wisdom, courage, forgiveness, unselfishness, generosity, hospitality, charity, temperance, good-tempered, friendship, meekness, humility, and honesty.
- 3 - This game is intended to be customized. For example, you can discard those sample questions that are not appropriate for your students, and you can add more of your own questions on the extra index cards. Sources include the current Bible Lesson or stories that you have been reading in Sunday School.
- 4 - Put the *Bible*, *Science and Health*, and spirit of the law cards on the game board face down. The chronology cards with an answer should have been shuffled in with the *Bible* cards. The individual chronology cards and the spiritual treasures can be placed face up.

Directions for Game:

- 1 - Players chose a token and place them “in the beginning.” The player seated closest to “in the beginning” chooses a card from the *Bible* or *Science and Health*, and reads the question to the player on his right. If the player knows the answer, he can advance one space (the next book of the Bible). If the player does not know the answer, he is given the hint. If he gets the answer correct after following the directions on the hint, he can then advance. The player who advanced then chooses another card from the *Bible* or *Science and Health* and reads that question to the player on his right. This continues around the Sunday School table.
- 2 - If a **chronology** card is picked from the *Bible* cards, then the player must put those cards in order.
- 3 - The books of the Bible are grouped into categories divided by dotted lines. When the last book in a category is reached, the player selects a “**spirit of the law**” card. If the player answers the “spirit of the law” question to the satisfaction of his teacher and classmates, he is given a yellow circle (gold coin) with a “spiritual treasure.” These spiritual treasures should

match with the choice in the “spirit of the law” card. After answering the spirit of the law question, the player moves to the next book on the right side of the divided line.

4 - If a **leap of faith** card is picked, the player can advance to that book of the Bible if he correctly answers the question. The player does not acquire any extra gold coins for the dotted lines he or she passes when answering the leap of faith question with the following exception. If the player has already passed through that book on his Biblical travels, he may give that card to another player to answer or return that card to the deck. The player who receives the leap of faith card may advance to that book if he answers the question correctly, and the player who gave up his “leap of faith” card receives one gold coin.

5 - If the card has a **bonus** question, the player must answer the first question correctly and move to the next book. If he can also answer the bonus question, then he can advance again.

6 - The **winner** of the game is the first player to reach “Amen” or to acquire 7 gold coins.

Game Modifications:

For a harder game, players can only move forward if they can answer the questions without the hints. Students who have been in Sunday School for many years and Sunday School teachers should be able to answer the questions without the hints. If the player cannot answer the question without the hint, then the next player can try to answer the question. If no one can answer the question without the hint, then the reader of the card can answer the question using the hint and move his own token forward one space.

It is possible to play this game with the Sunday School teachers answering the questions **without** the hints and with the newer Sunday School students answering the questions **with** the hints.

Credits:

Thank you to all my Sunday School students through the years who inspired me to study the Christian Science Bible Lesson an extra time just for them. Thank you to Spencer Fox for motivating me to create this internet version of the Christian Science Sunday School Game and to Karen Kistler for helping me with the questions.

Sincerely,

Colleen C. Moore