

Christmas Game Directions:

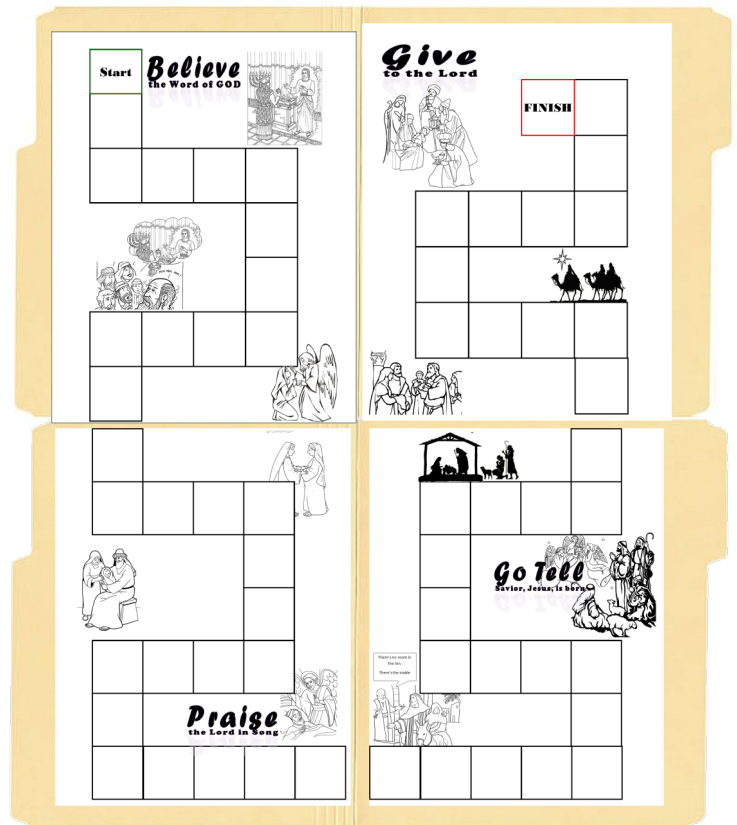
Glue game board pieces to 2 manila folders as shown. This can be done all at once on the first lesson or you can have the kids add to the board each lesson by gluing on the next board piece.

Note the bottom left section covers the 2nd and 3rd lesson of the series.

Print the Announcement Card and Activity Challenge labels on mailing labels (Avery 5160 or 8160).

Have the kids add the Announcement card labels and Activity Challenge labels each lesson as directed in the PowerPoints.

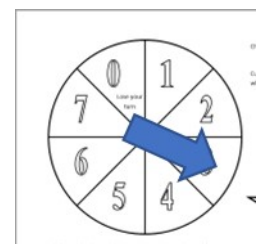
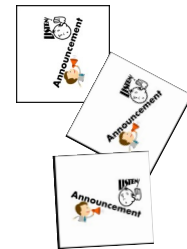
The labels have lines that will match up with the squares.



Print out the Announcement Cards and cut on the lines.

Color, cut out and assemble the spinner as directed on it's page.

Finish the playing pieces as directed on the page then cut them out and fold them in half.



To Play:

Place the announcement cards face down on the board.

On each turn, each player will spin to see how many spaces to move forward. Then they will follow the directions on the square they land on, if there is any.

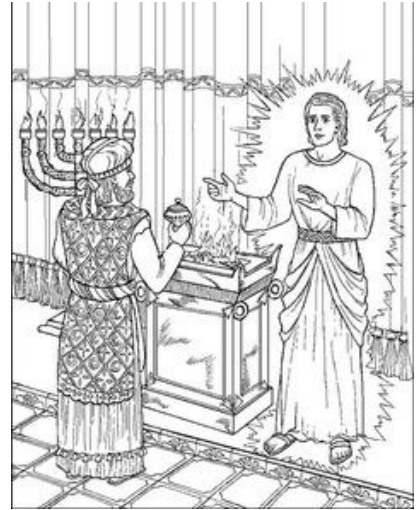
If the directions say to draw an announcement card, do it. If the player does what it says to do, they can move forward the designated spaces.

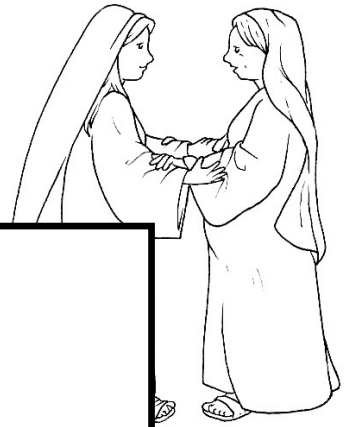


Start

Believe

the Word of GOD





Praise

the Lord in Song





Go Tell
Savior, Jesus, is born



There's no room in
the Inn.
There's the stable

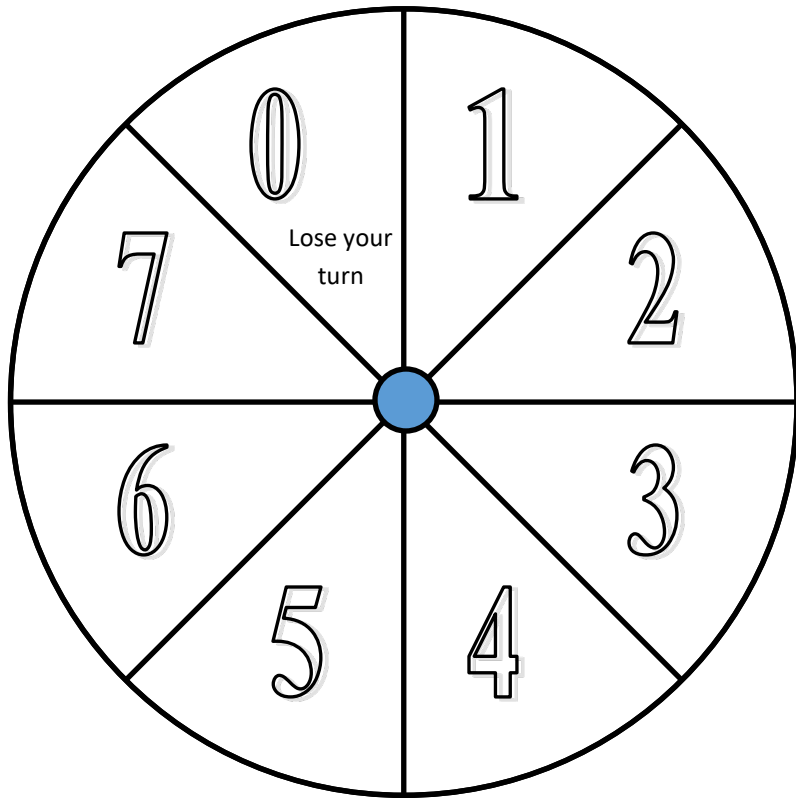


Give to the Lord



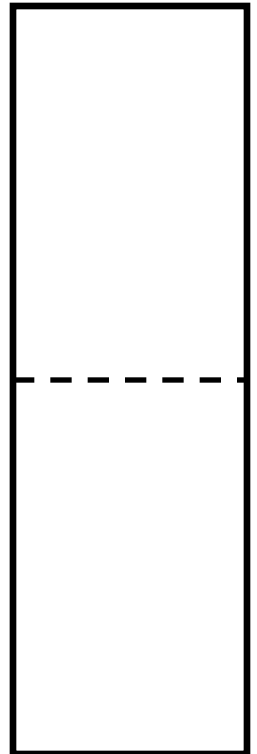
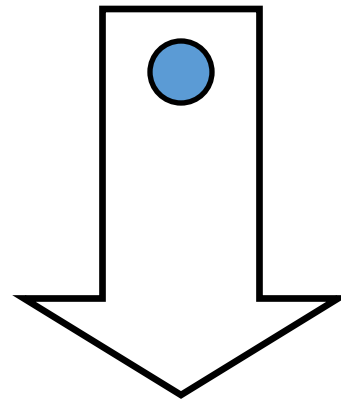
FINISH





Christmas Game Pieces:

Cut out these pieces and put them in a ziplock bag when you are not playing the game.



Spinner Directions: Color the numbers or leave them white.

Color each section of the spinner a different color.

Punch a hole in the middle and in the arrow on the small circle.

Put a brad fastener through the holes to finish the spinner.

Note

**Print this
page on
heavy paper**

Character Piece for
each player

Directions:

Draw a character on
each piece. You may
use the example if
you wish.

Cut out each piece.

Fold on the dotted
line so that it can
stand up and mark
which square you
are on when playing
the game.

