

Loaves & Fishes



Directions: Place the loaves and fishes cards face up on the game board. Set an egg timer for a specified time. Place your markers on the "START" square. The first player rolls the die and moves that number on the board. The player follows the directions on the square he landed on. (If the player cannot read, the teacher or someone else can read it for them). Two people may share one square at a time. Players must collect as many loaves and fishes as they can as they move around the board. Note that the board is set up so you can move around it many times. The game is over when the egg timer goes off. Whoever has the most loaves and fishes, wins.

*All graphics/images/clipart etc. used on this game are not my own and are from various internet sources.