

Sacrament of Matrimony

There must be at least 2 teams of 2 players. If you have more players you may make larger teams or make up to 4 teams. Try to balance the teams' abilities and ages.

Object of the game: Your team must move around the board and answer questions about the Sacrament of Matrimony. The first team to reach FINISH is the winner.

Need:

Minute timer

(you can get this at a dollar store)

Game Cards

Answer sheet

Spinner

Preparation:

Print out Multiple Choice cards on light yellow card stock.

Print out T or F cards on light blue card stock.

Print out Fill in the Blank cards on white card stock.

Print out Puzzles cards on light green card stock.

Directions: Place markers on START. Put a set of Game Cards at each corner of the game board. Spin the spinner and the team's marker follows the directions. If the marker lands on a square with a "A B C D" (Multiple Choice) or "True or False" or "Fill in the Blank" or "Puzzles" a game card is drawn that corresponds to it. The team reads the question out loud then the teacher turns over the minute timer. If they answer the question correctly before the minute timer runs out, their marker stays where it is. If they get it wrong, they must move back to the square that they were on. Players go around the board once, then on the next round move to the inside circle. There you must land with the exact number on one of the three spaces that have an arrow to FINISH. When you land on one of these spaces, the other team (the one on your right) will choose what kind of question (Multiple Choice, True or False, Fill in the Blank, or Puzzles) your team will do. You then draw the corresponding card, read it out loud and try to answer the question within the time limit. If you are right, you move to FINISH. If you are wrong, on your next turn you spin the spinner and try to land on a space with an arrow to FINISH again. The first team to FINISH wins.

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