

THIEF!

7th Commandment: You shall not steal.

Introduction: Stealing is taking something that does not belong to you without asking. It is not borrowing, or finding something, or owning something, or having something with permission. Stealing is taking something from someone else. Besides stealing, the seventh commandment forbids cheating, keeping things that are not ours, and accepting bribes by public officials.

We are commanded by the seventh commandment to respect what belongs to others, to live up to our business agreements, to pay our just debts and to not charge an exorbitant rate of interest when lending to another. We must also use the things we have wisely and treat our things with respect. In addition, this commandment includes that we do not keep others from having what they deserve or borrow things and not returning them.

Directions: Put each set of cards including the token cards in small baskets near the game board. Place your markers on START. Roll the die and move that many spaces. Follow the directions on the space you land on. If the space has a picture of a “Thief” on it, the player to your right draws a card and reads it out loud (if they cannot read, someone else will read it for them). On each card is a situation that the player must identify whether or not it is breaking the 7th commandment. If the player is correct, they move ahead 1 space. If the player is incorrect, they stay where they are and receive a “Thief” token. When a player lands on a “Do Not Steal” space, the player to your right draws a card and reads it out loud. On each card is a situation where you broke the 7th commandment and the player must state what they are obliged to do. (Example: You stole candy from a store- I would go back to the store and apologize and pay for the candy that I took.) When his/her answer states what they are obliged to do for their sin correctly the player may lose one of their tokens and place it back into the basket. Players will feel good knowing that they did the right thing which leads to getting rid of a “Thief” token. If the player cannot state what they are obliged to do for their sin, they move back one space. Players move around the board to FINISH. The player with the fewest “Thief” tokens at the end of the game is the winner.

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