

Walls of Jericho

Preparation: Print out black and white pages of The Walls of Jericho (page 2) for the children to color or print out the color version on page 3 and cut out. Make into a 3D model and put in the center of the game board (you might have to tape the two pieces together smaller so it can fit inside the game board). You can make the 3D model in a circle or in a rectangle, which ever you prefer.

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http://www.gospelhall.org/index2.php?option=com_docman&task=doc_view&gid=623&Itemid=43"

Place Question Cards in a small basket near game board. Use another basket for discards. (Use only the cards that reflect your student's abilities.)

Directions: Place your markers on GO. Players take turns by rolling dice and moving that many spaces on the game board. Players must follow the directions on the space they land on. When a player lands on or passes GO the person to their right draws a card and asks them a question about the Walls of Jericho (if they cannot read it someone else can read it for them). If the player answers correctly, they receive a token. If they are incorrect, the player must go back to where they were. Land on a picture of dice, the player rolls again. Land on +2, +3, +4, etc., the player moves ahead that many spaces. If a player lands on a ram's horn, they proceed directly to GO and can answer a question to receive a token. If they are incorrect, they stay on GO and try to answer a question on their next turn. Land on the Ark of the Covenant you can change your position with any player (if one is in front of you), but you cannot pass GO. Play continues counter clockwise. The first player to go around Jericho 7 times and receive 7 tokens wins. (Younger students do not have to answer a question. They receive a token every time they land on or pass GO.)

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