

## Playing a Matching Game

1. Before class, print the seven commandments presented in Ch. 20 on separate index cards. Place a red dot on the back of these cards. Also prepare cards numbered 4 through 10. Put a blue dot on the back of these cards. Depending on the size of your class, you may want to prepare additional sets of cards.
2. Gather the children in a circle and have them sit on the floor. Give the children a set of cards and instruct them to place the cards facedown on the floor. Have a volunteer turn over two cards—one with a red dot and the other with a blue dot.
3. The rest of the children can check pages 181-182 of their books to see if the number card and the commandment card is a match.
4. If the cards match, have them pick up both cards. If they do not match, have them turn the cards face down again.
5. Ask volunteers to take turns until all the cards have been matched up.
6. Emphasize that knowing the Commandments by heart helps us to learn how to live them.

