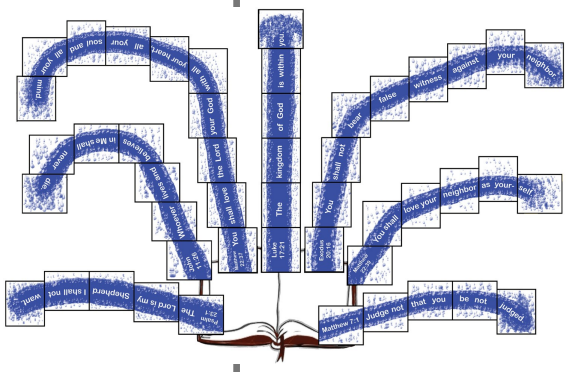
Learn by Doing

Choice Fountain of Life

“Truths are symbolized by the waters of a fountain, the waters of a river, the waters of rain, and the waters of washing…” (*Coronis* 34). In this game, students put together seven quotations springing out of the Word like a fountain.

1. The Lord’s Word is like a fountain of truth that can become living water when we live by its teachings. We’re going to play a game, matching up cards to create a “fountain” of truth coming from the Word.
2. Clear an area 3’ (90 cm) high and 4’ (120 cm) wide on the floor or table. Place the *Game Board* at the **bottom center** of the space.
3. Divide students into teams of two players each, pairing beginning readers with fluent readers. You will need three or more teams.
4. Read the *Fountain of Life Game Instructions* (p. 2) aloud, showing the pictures to the students.
5. Give each team a copy of the *Fountain of Life Quotations* (p. 3) and read through them together.
6. Teams should keep the quotations in front of them to refer to during the game. Instruct the children to cross off each box on the chart with a pen or pencil as the words are played.
7. Fountains are most beautiful when the sun sparkles on the water. The sun is like the Lord’s love which warms the truths and brings them to life. We can make the truths live in us when we use them and in this way come to love them ourselves.
8. After the game you may wish to let each child choose one of the fountain quotations to take home. Encourage them to make the truths living by using them.



Materials Needed

Fountain of Life Quotations p. 3 for each team; pencils or pens, *Game Board* pp. 4-5 and *Game Cards A-H* pp. 11-18 printed on stiff paper; open space (3’ x 4’ / 90cm x 120cm)

Prepare in Advance

Review the Fountain of Life Game Instructions p. 3. Print Game Board pp. 4-5 and Game Cards A-H pp. 6-13 on stiff paper. Prepare Game Board by cutting along dotted line on right side and sliding it over top of the left side until the picture lines up. Tape the pages together. Cut Game Cards apart, using paper cutter or scissors. **NOTE: Keep the first seven cards with references separate after you cut them.**

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Fountain of Life Game Instructions

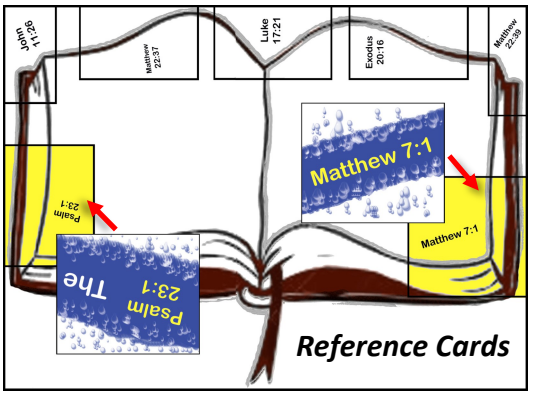
For 3-5 Teams of 2 Players

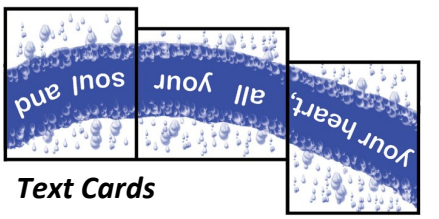
Overview:

The object of the game is to complete a fountain of truths coming from the Lord's Word. The quotations are built by finding and adding the next card to each stream of water.

The game has two kinds of cards, which should be kept in separate piles:

- *Reference Cards* list the reference or source of a quotation and are played first. The board has partial outlines of the cards. **Cards should be placed so that the reference on the card is in the same direction as the reference on the board, as shown above.**
- *Text Cards* have words from the quotation itself. The cards do not always line up neatly. Match up the stream, as shown to the right, not the edges of the cards.





Play:

1. Deal the *Reference Cards*, face up, one at a time to each team, until they are all gone (some teams will have more than others). Continue dealing with the *Text Cards*, until every team has a total of 7 cards face up in front of the team.
2. The rest of the deck of *Text Cards* is placed face down in the middle of the game board.
3. Each team should have a copy of the *Fountain of Life Quotations* in front of them, showing how the quotations are divided. Cross out the matching box with a pen or pencil each time a card is played to keep track of which card will come next.
4. The team with someone who has a birthday closest to the current date starts by playing one of the *Reference Cards* in its place on the board. The team then draws a *Text Card* from the deck so the hand still has 7 cards.
5. Play continues clockwise. The next team can either add to the quotation that has been started or start another quotation by playing a *Reference Card*.
6. Once all its *Reference Cards* have been played, a team may be unable to play any of their *Text Cards*. If this happens, the team gets an "extra draw", choosing a card to put back on the bottom of the deck of *Text Cards* and drawing another one from the top of the deck. If the "extra draw" card can be played, the team plays it and then draws another card to finish its turn as usual. If the "extra draw" card cannot be played, it is added to the cards face up in front of the team and the turn ends. There is only one "extra draw" *per turn*, but an unlimited number during the game.
7. Once the deck of *Text Cards* is gone, play continues without drawing new cards. Teams may now have less than 7 cards each.
8. The game ends when all cards have been played and all the quotations are complete. Admire the fountain of truths from the Word that you have put together!

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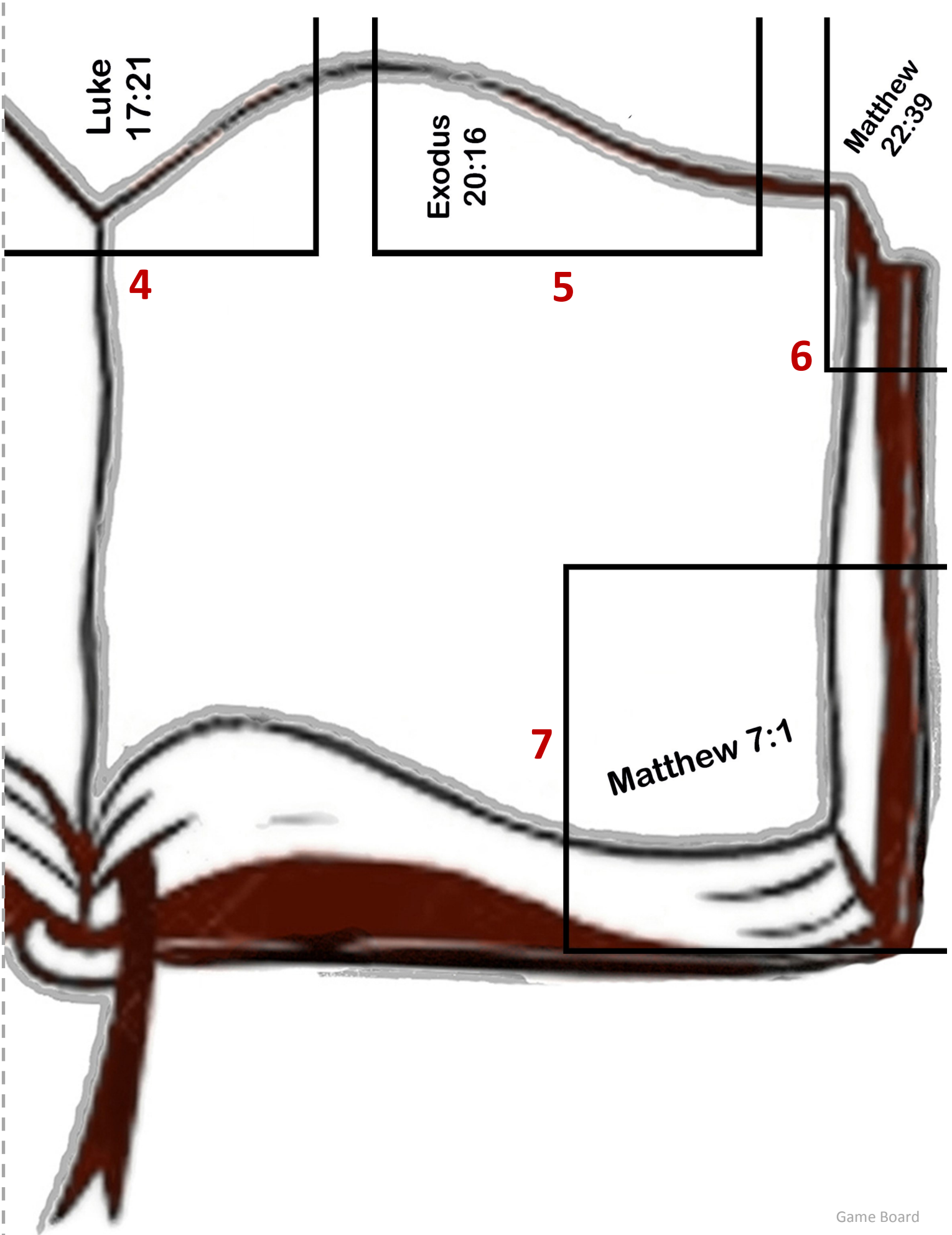
Fountain of Life Quotations

Cross out each box as the matching card is played.

1	Psalm 23:1 The	Lord is my	Shepherd	I shall not	want.						
2	John 11:26	Whoever	lives and	believes	in Me shall	never	die.				
3	Matthew 22:37 You	shall love	the Lord	your God	with all	your heart,	all your	soul and	all your	mind.	
4	Luke 17:21	The	kingdom	of God	is within	you.					
5	Exodus 20:16	You	shall not	bear	false	witness	against	your	neighbor.		
6	Matthew 22:39	You shall	love your	neighbor	as your-	self.					
7	Matthew 7:1	Judge not	that you	be not	judged.						

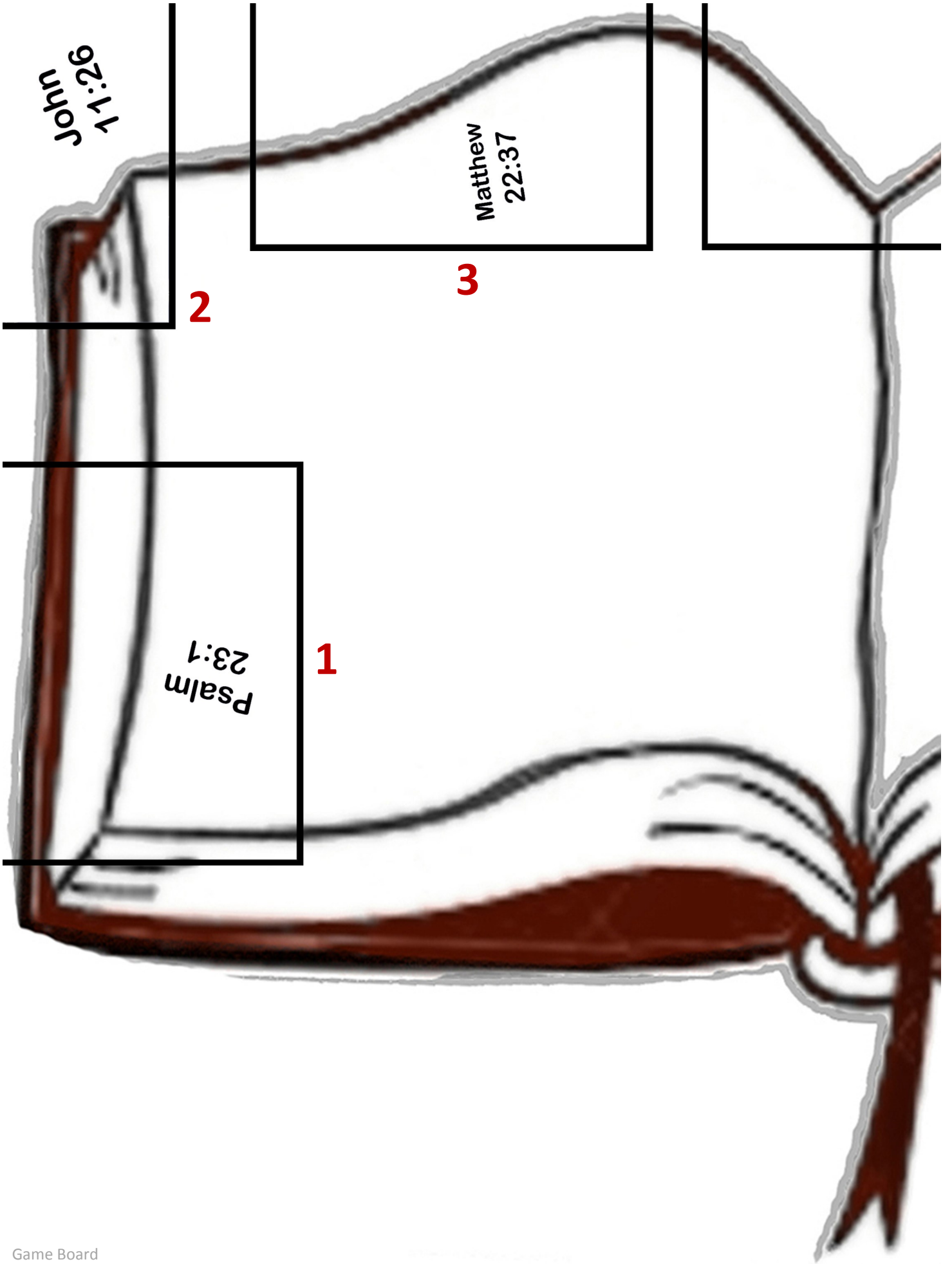
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Game Board

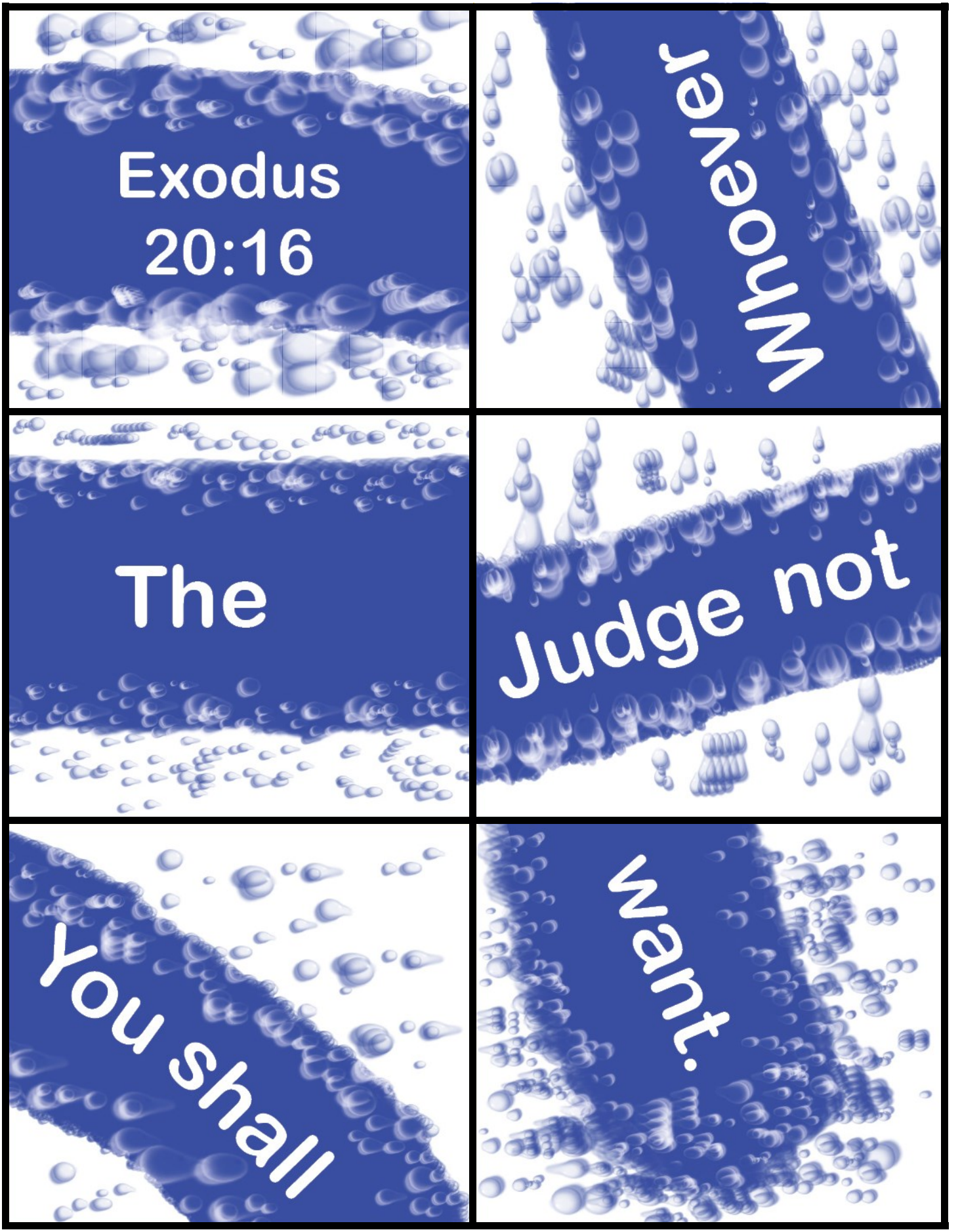
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Game Board


Matthew 7:1
John 1:29
Luke 17:21
Matthew 22:39
Matthew 22:37
You
Psalm 23:1
The

Game Cards A



Game Cards B

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Game Cards C

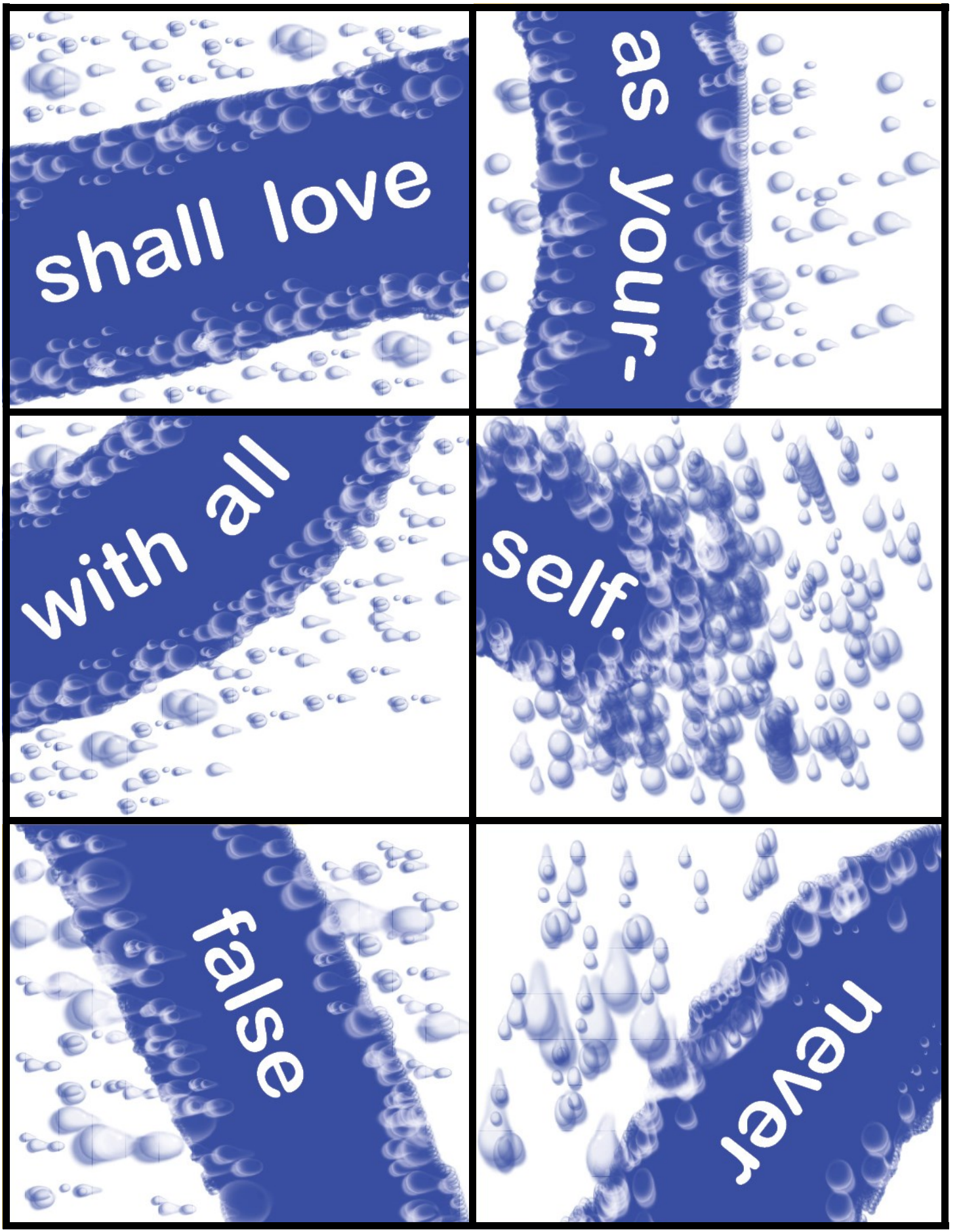
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Game Cards D



Game Cards E

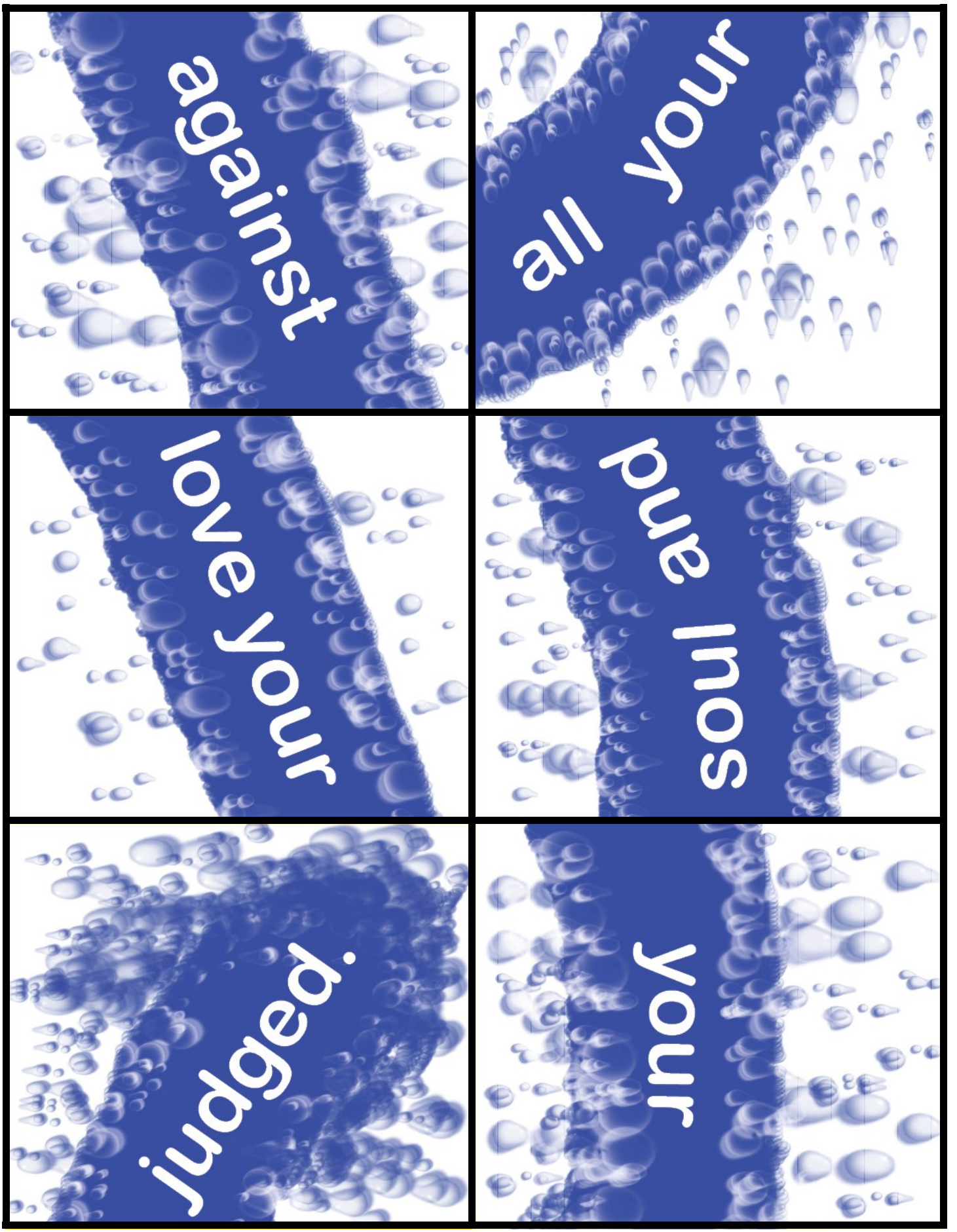


Game Cards F



Game Cards G

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Game Cards H