Learn by Doing

Choice Ten Commandments Trading Game



Learn or review the Ten Commandments by playing a card game. The goal is to complete a Ten Commandments set, or to collect cards representing the First Table (1-4) or the Second Table (5-10). To make it more interesting, add a bonus and penalty card (Israelites and the Golden Calf). This fast-paced game requires 3-10 players. For larger classes, split the group in half and run two separate games.

1. Can you recite the Ten Commandments in order? (Think aloud as a group.)
2. Which commandments were written on the first table of stone? (Commandments 1-3 and half of 4.)
3. Which commandments were written on the second table? (Half of 4, and 5-10.)
4. We are going to play a game in which we will sequence the Ten Commandments and remember which commandments are written on the first and second tables of stone. For the sake of the game, the 4th Commandment is included on the first table instead of shared between the first and second tables.
5. Go over the *Ten Commandments Trading Game Rules* (p. 2) with the group. Choose a dealer and play the game. If time allows, play again.
6. At the end of class, give each student a set of the cards to take home to help them remember the commandments.

Materials Needed

Ten Commandments Trading Game Rules p. 2, a set of *Commandments Cards* pp. 3-4 printed on stiff paper for each student
optional: 1 set of *Advanced Game Commandments Cards* p. 5, per game

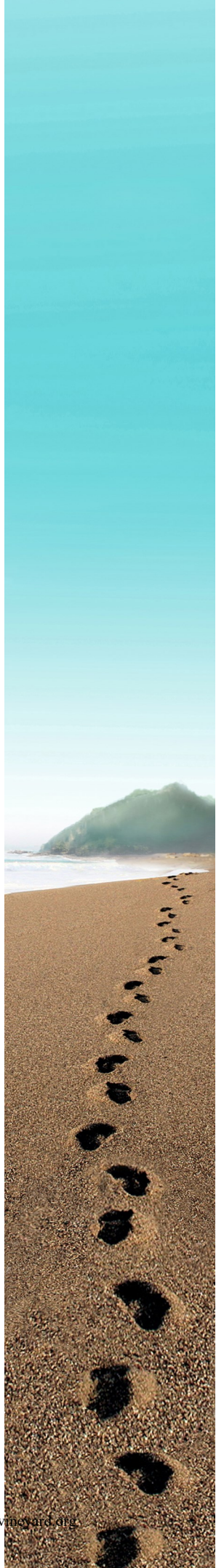
Prepare in Advance

Print *Ten Commandments Trading Game Cards* pp. 3-4 on stiff paper. Cut apart with paper cutter or scissors.

New Church Concept
The Commandments

Such great holiness and power were in [the Ten Commandments], because they were the complex of all things of religion. *True Christian Religion* 286

People who live according to the commandments are conjoined with the Lord. For the commandments teach life and also give life and open the way to heaven. *Arcana Coelestia* 8767



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Ten Commandments Trading Game Rules
for 3-10 players

BASIC GAME:

Object: To collect a set of The Commandments Cards by trading with other players. This game is based on *Pit*.

Supplies Needed: Set of Ten Commandments Cards for each player. Pen and scratch paper for keeping score

Play

1. Prepare a single deck containing a set of Ten Commandments Cards for each player. Leave any extra cards out of the game.
2. Choose a dealer. The dealer shuffles the cards and deals 10 cards face down to each player .
3. Players pick up their cards. The goal is to collect a complete set of Ten Commandments Cards. Arrange cards into a set, being sure no one else can see the cards.
4. When everyone has sorted their cards, the dealer announces "Start Trading".
5. Players start trading by taking between 1 and 4 duplicate cards that they do NOT need for their set out of their hand.
6. Players hold these cards so that their face value cannot be seen and call, "Trade one! One! One!" or "Trade Two! Two! Two!" etc. depending on how many cards you want to trade.
7. You may trade cards with any player who is calling out the same number of cards. If another player wants to trade fewer cards, you can lower your bid and trade the smaller number of cards, returning the others to your hand.
8. After each trade see what duplicate cards you still need to trade and call out that number to continue trading.
9. Continue trading until one player gets a full set of Ten Commandments Cards. The first player to do this calls out, "complete set" and all trading stops.

Scoring

You may want to keep score after every round. Each complete set of the Ten Commandments has a score of 100. To make it more interesting, you may award other players points for completing the First Table (Commandments 1-4: 40 points) or the Second Table (Commandments 6-10: 60 points) as well. Decide ahead of time whether to have a "winning" score (e.g. 250 or 500). Repeat rounds until one player achieves this score.

Variation | Silent Bidding

For a quieter version of the game, try silent bidding. If you wish to trade, hold up your free hand with your palm away from you. Show the number of cards you wish to trade by holding up the same number of fingers.

ADVANCED GAME:

Object: To collect a set of Ten Commandments Cards by trading with other players. This game is based on *Pit*.

Supplies Needed: Set of Ten Commandments Cards for each player **plus** 1 *Israelites* card and 1 *Golden Calf* card for the whole deck. (These work like the "Bull" and "Bear" cards in *Pit*.) Pen and scratch paper for keeping score.

Play

1. When cards are dealt, two players will receive 11 cards instead of 10. To win, these "11-card" players need a complete set of the Ten Commandments and will have one card left over.
2. Play is the same as the Basic Game, except for the additional 2 cards. The *Israelites* card is ***either*** a bonus card or a penalty card, depending on what other cards a player holds. The *Golden Calf* card is always a penalty card.
3. The *Israelites* card can be used as a wild card to complete a set of commandments. A player who has 9 of the commandments and the *Israelites* card can call out "complete set".
4. Players may trade the *Israelite*s and *Golden Calf* cards at any time, just as you trade the other cards, in sets of 1-4 at a time. Deciding whether to trade or hold onto these cards is a matter of strategy.

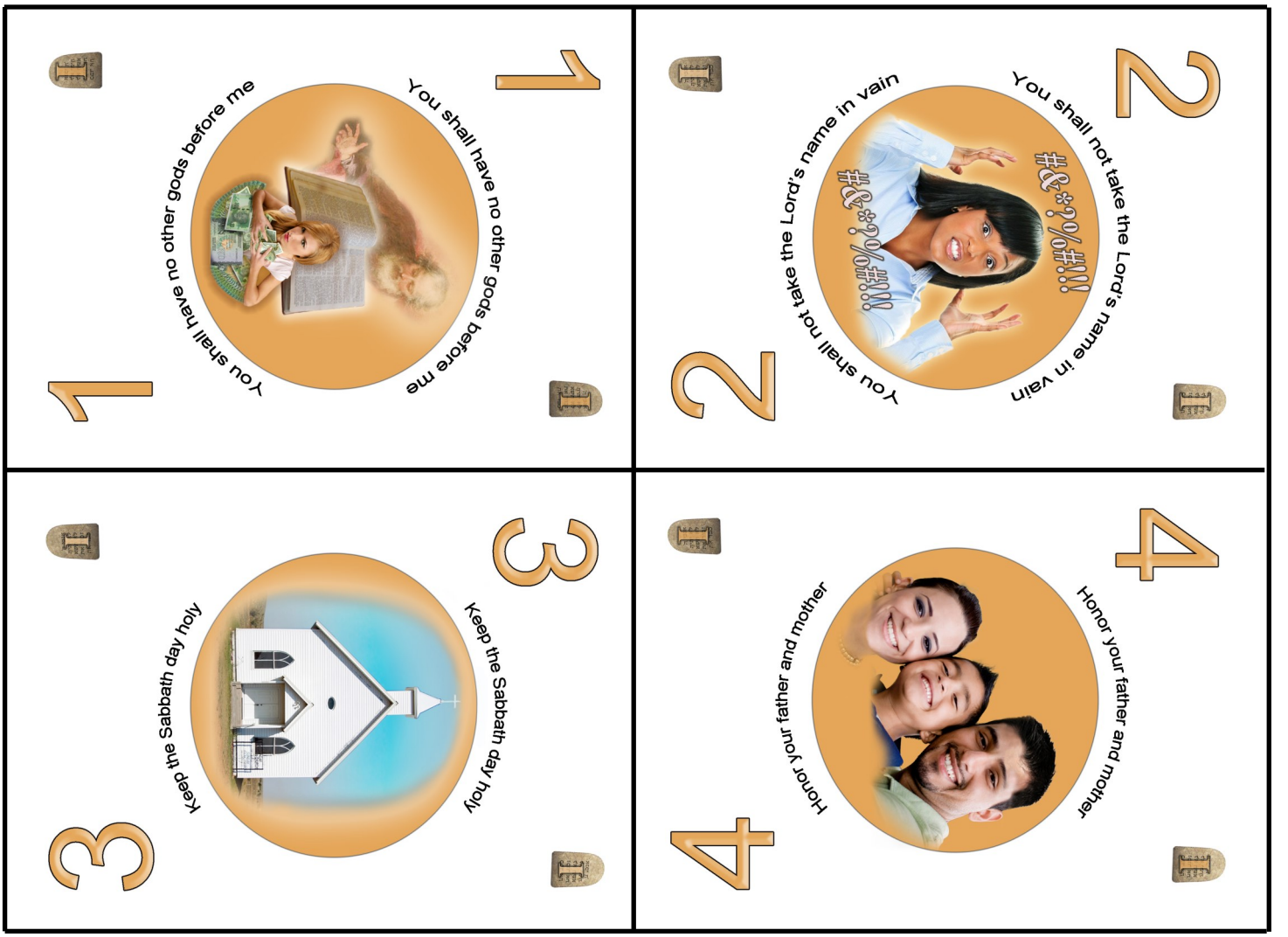
Scoring

Any complete set of the Ten Commandments has a score of 100 points, including sets using the *Israelites* wild card. An "11-card" player with all Ten Commandments ***and*** the *Israelites* card, scores 110 points. However, if any player, including the "11-card" players, holds either the *Israelites* card or the *Golden Calf* card when another player calls "complete set" they lose 10 points. If any player holds both the *Israelites* card and the *Golden Calf* card when another player calls "complete set" they lose 20 points. Scores can go below zero.

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Commandments Cards: First Table

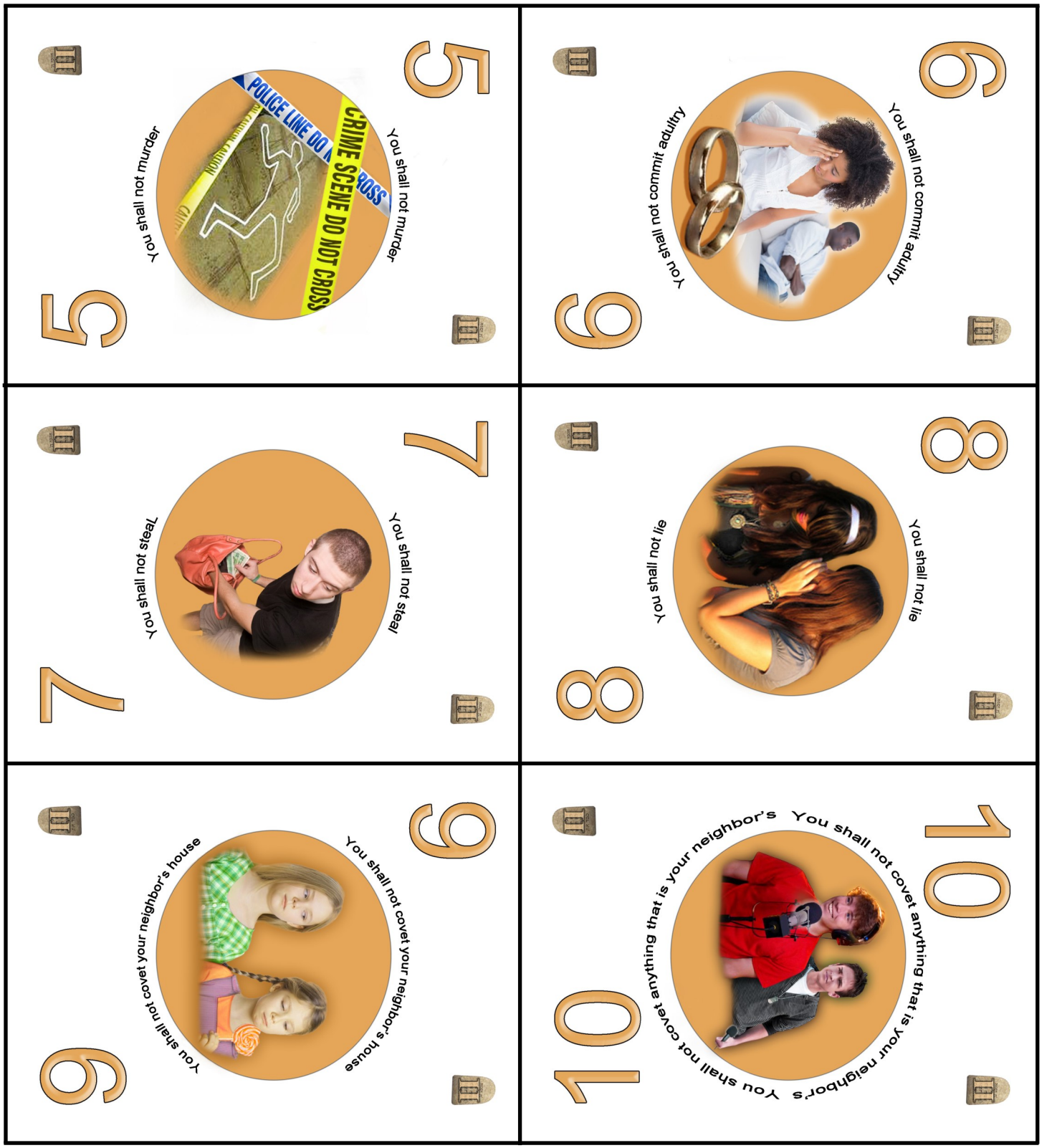
Print one set for each player



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Commandments Cards: Second Table

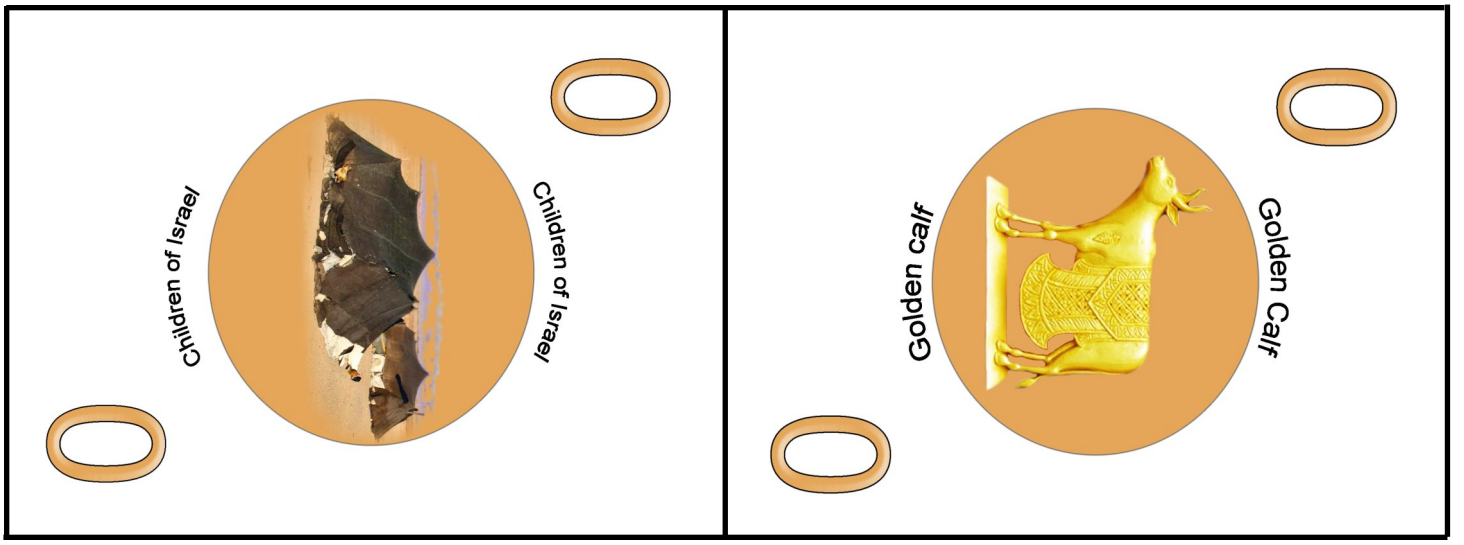
Print one set for each player

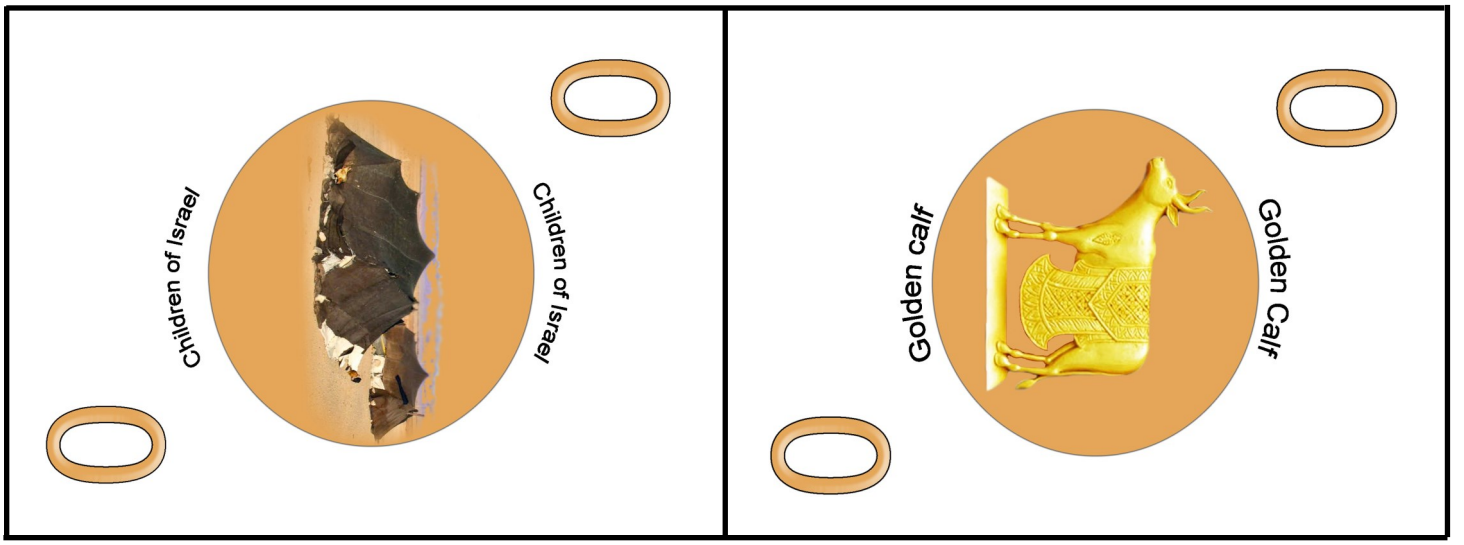


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Advanced Game Commandments Cards

Use *one* set per game.





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