

The Correspondence Game

This activity was designed by Wendy Soneson Hoo and originally published in *New Church Home* in 1980.

This game will test your knowledge of correspondences in the Word.

Suggested ages for playing: 8-12 years old or family groups.

The object of the game is to help players become more aware of correspondences in the Word.

Game supplies:

Level 1: 32 cards with correspondence and identification of picture.

Level 2: 32 cards with pictures (with identification but not correspondence)
32 cards with correspondences (Lord, Word, Church, etc.)

Rules for Level 1 *(ideal for younger children)*

Pictures are matched with other pictures having the same correspondence.

1. Place all 32 cards face down on table or floor.
2. First player turns over 2 cards, one at a time. If these cards both symbolize the Lord, the Word, love, etc., then the player keeps that pair and may take another turn. If the cards do not match, they are returned to their original position.
3. The next player turns over two cards, looking for a match. Everyone should watch so they can remember where cards are placed.
4. Play until all cards are paired.

Rules for Level 2

Pictures are matched with word or subject cards giving correspondence.

1. Place all 64 cards face down, making 8 rows of 8 cards. Some of these cards will be blue word or subject cards. The white cards are the picture cards.
2. First player turns over 2 cards, one blue and one white. If the picture card matches the word or subject card, then the player keeps that pair and may take another turn. If the cards do not match, they are returned to their original position.
3. After a player says whether or not two cards match, players can check the answer sheet to verify answer.
4. The next player turns over two cards, looking for a match. Everyone should watch so they can remember where cards are placed.
5. Play until all cards are paired.

Variation on Level 2

1. Each player receives blue "subject" cards (which have correspondence). These are divided evenly among players. Players hold these "assignment cards" so others can't see them.
2. Players take turns drawing cards from the table, arranged face down as in "Memory." Each time a match is found (ex. Love and Oil), the player keeps the two cards as points. If the card does not match, it is returned face down. Everyone should watch so they will remember where cards are placed.
3. The first player to match all his "assignment cards" wins.

Other Variations

Players may wish to add other rules, such as extra points for matching Lord cards. The winner may be the player with the most pairs. But the real object is non-competitive, to learn the correspondences.

Water



Light



Stone



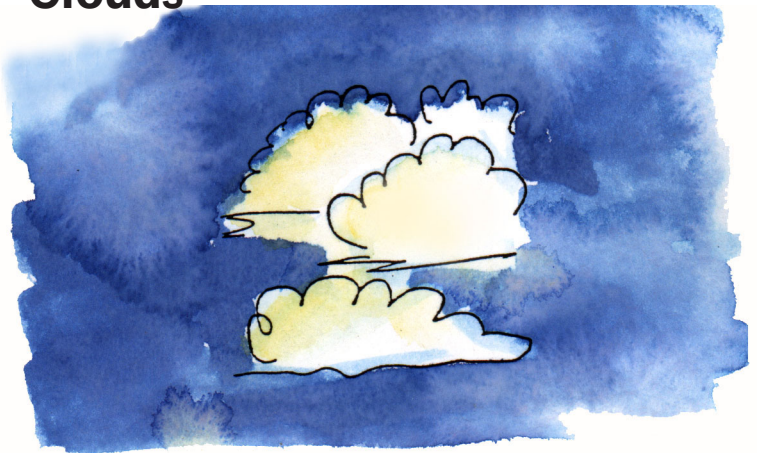
Wine



Elijah



Clouds



John the Baptist



Well



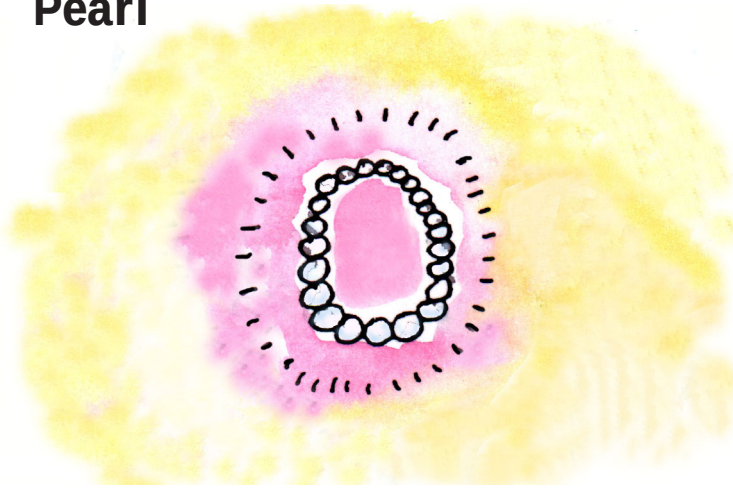
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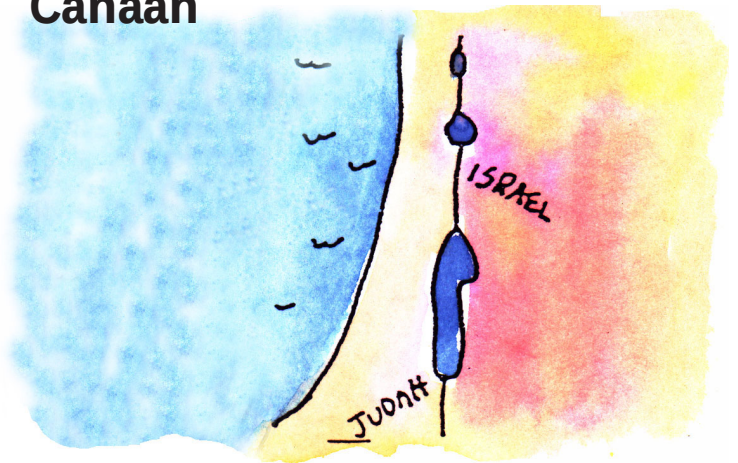
Seed



Pearl



Canaan



Bride



Crown



Mother



Jerusalem



Wilderness



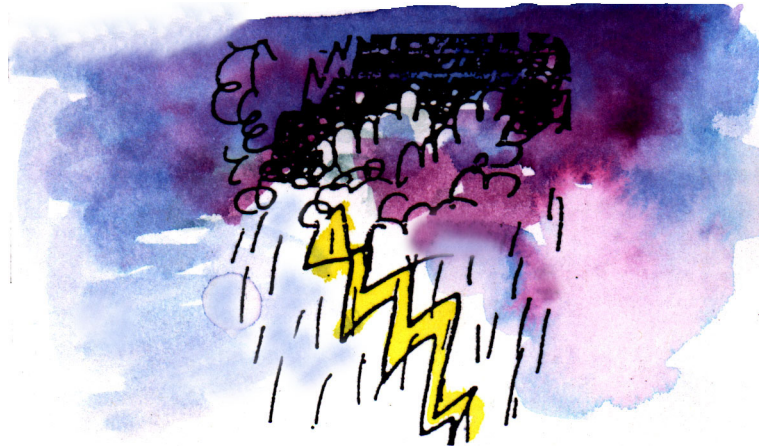
Bitter Herbs



Forty



Storm



Dragon



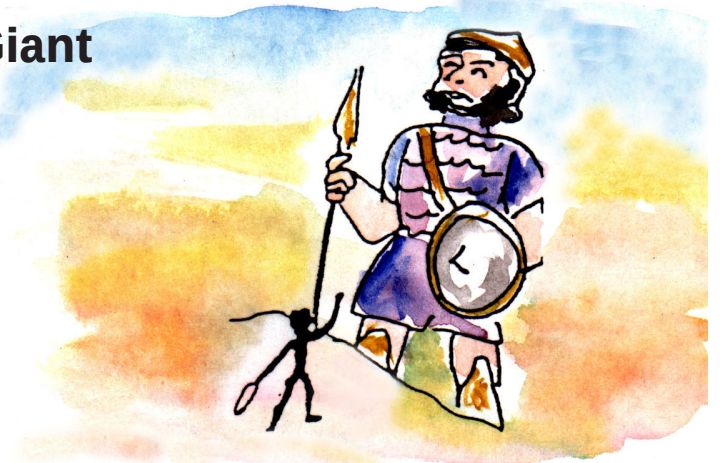
Brambles



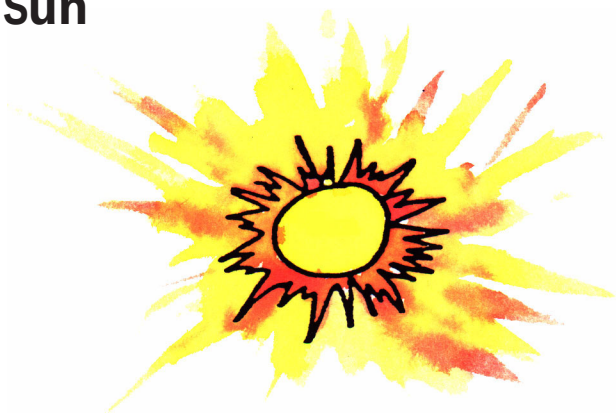
Slime



Giant



Sun



King



Father



David



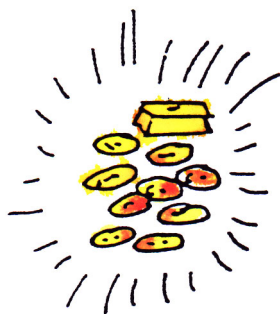
Fire



Red



Gold



Oil



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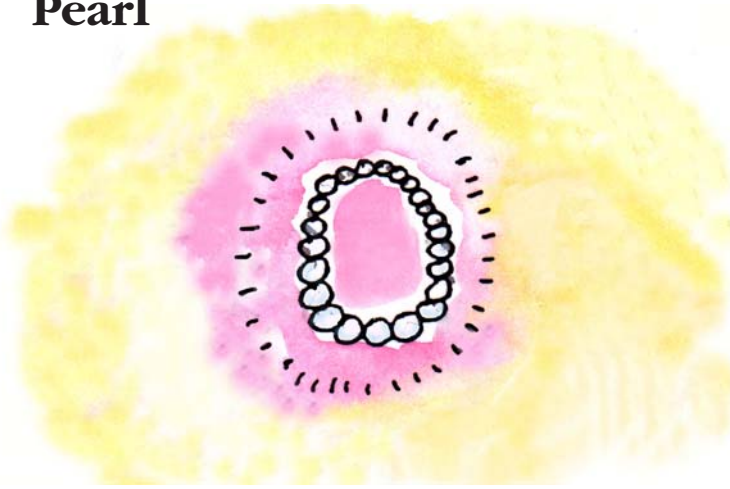
Treasure



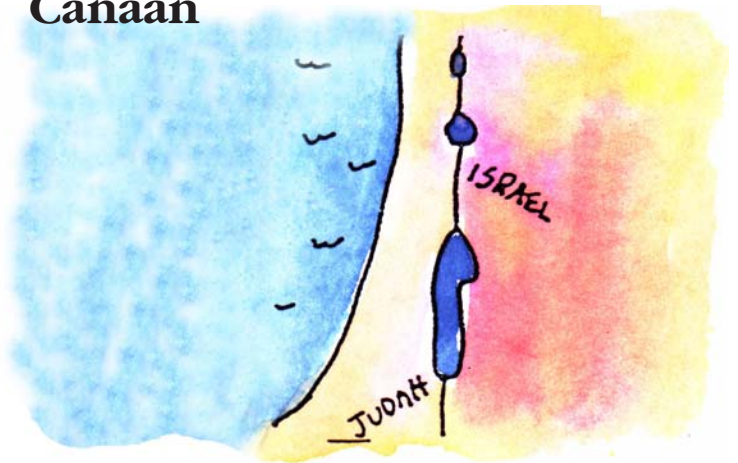
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Canaan



Bride



Crown



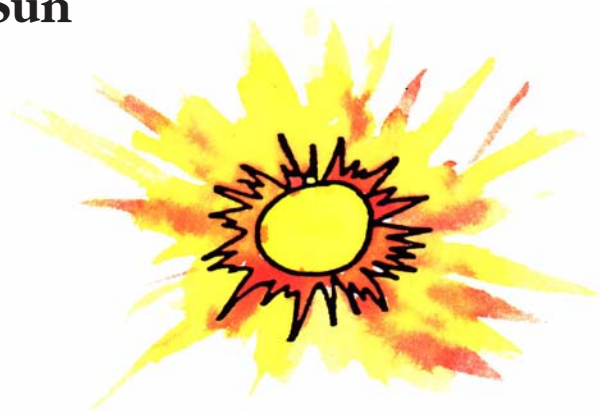
Mother



Jerusalem



Sun



King



Father



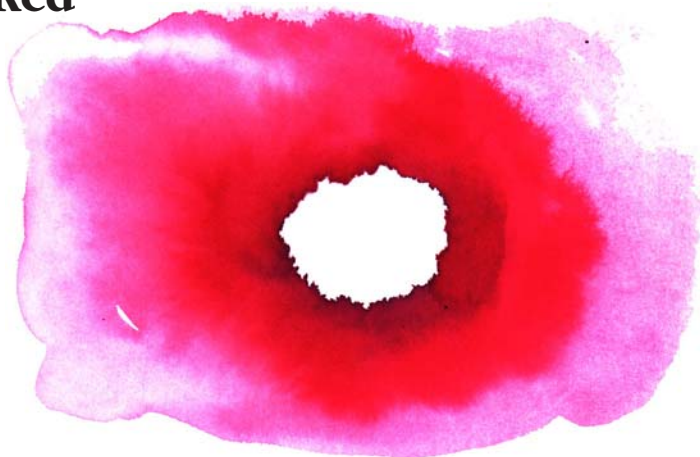
David



Fire



Red



Gold



Oil



Truth

The Word

Temptations

Selfishness

Lord

Love

Heaven

Church

Truth

light



water



wine



stone



Temptations

wilderness



bitter herbs



forty



storm



Love

fire



red



gold

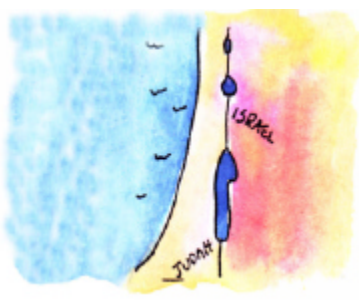


oil



Heaven

Canaan



pearl



seed



treasure

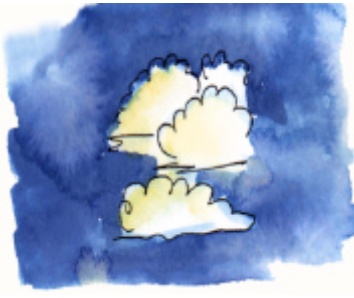


The Word

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