

# Come, Follow Me

NEW TESTAMENT 2019

## GOOD SAMARITAN BOARD GAME

### Luke 10

**Materials Needed:** Dice, game markers, game board (printable on following pages)

#### Step 1:

Read Luke 10 as a family and discuss the parable of the Good Samaritan.

(Optional: Role play the story as you tell it, inviting different family members to play the characters in the story)

Possible questions to ask:


- How do we treat others who are different than us?
- What do we do when we see someone in need?

For older children, it might be interesting to discuss the cultural backdrop to the story, and how the Samaritans were viewed by the Jews. You may also want to discuss who a "Priest" and "Levite" would be equivalent to in today's society. (See Third Hour *Come, Follow Me* lesson help for April 22-28)

#### Step 2:

Time to play the board game! Each person chooses a game piece and places it on the "start" square. Play the board game by taking turns rolling the dice and following the instructions on each square. The person to get to the "finish" square first, wins!

Jesus wants us to love everyone

|   |  |  |   |
|---|--|--|---|
| Start   |  |  | You lost your map, lose your next turn                                |
|   |  |  |   |
| You go on a trip to visit family, move forward 2 spaces |  |  | A robber comes and knocks you down, go back 3 spaces                  |
| You make a wrong turn, go back 1 space                  |  |  | You say a prayer and get back on the right path, move forward 1 space |

# THE GOOD SAMARITAN

|        |  |   |   |
|--------|--|---|---|
| Finish |  | You forget to thank the Samaritan, go back 4 spaces | A Samaritan carries you to an inn, move forward 1 |
|--------|--|---|---|



A robber steals all your money, go back 2 spaces

You pray for help, move forward 2 spaces

A priest comes by and does not help you, go back 1 space

A Levite comes by and does not help you, go back 2 spaces

# LUKE 10

A Samaritan cares for your wounds, move forward 2 spaces