



# The Story Travelers Printable Games



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## Rules:

Travel through Bible with the Story Travelers! Lana, Griffin, and Munch want to learn more about God, and to do that, they are journeying through the whole Bible. Help them get back before snack time is over by acting out some of the Bible stories they visit! In this game, you and your family (or your class or group members) are the game pieces, and your living room or classroom is the game board.

## Before You Begin:

1. Print out the ten spaces that list activities and the start and finish spaces. Print additional blank spaces to make your game path longer, if desired.
2. Lay the spaces out to create a life-size board game. Be creative: the game could go over or under furniture, and around corners, even outside your home!
3. Find a coin to flip. You'll use this to determine how many spaces you move.

## To Play:

1. Line the participants up on "Start." The youngest player goes first.
2. Flip a coin to find out how many spaces to move. If the player gets heads, move one space, if they get tails, move two spaces.
3. The player must follow the instructions on the space before the next player takes a turn! If someone lands on a blank space, his or her turn is over. Play proceeds to the right.
4. The first person to reach the finish space wins! Players do not have to have an exact number to land on the finish space.



Caw like the  
raven Noah  
sends out from  
the Ark

A Very Long Cruise p. 15





# Stand tall like a tower

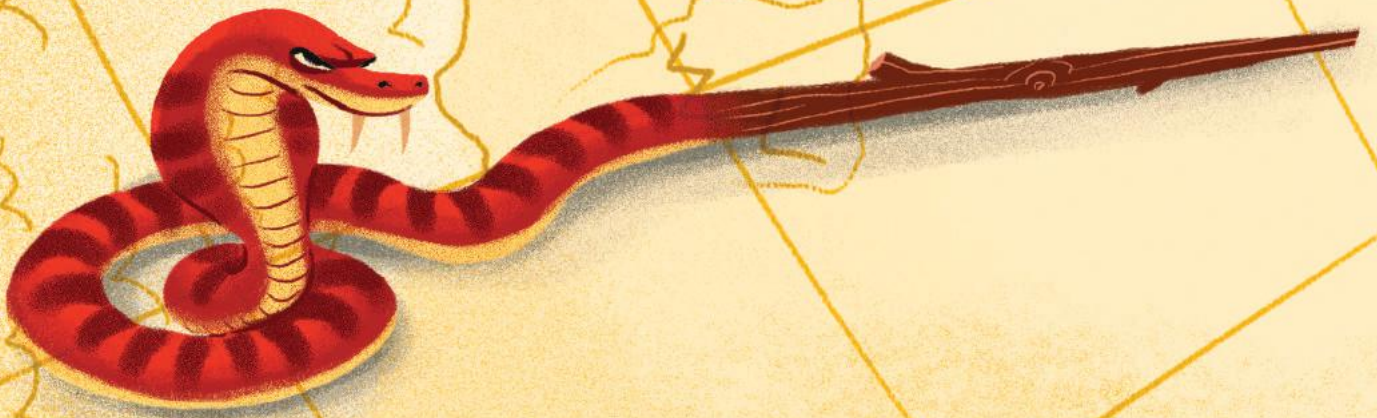
An Unfinished Landmark p. 21





HiSS like the snake  
Moses's staff  
turns into

Desert Round Trip p. 65





March around the  
board like the  
Israelites  
marched around  
Jericho

Going in Circles p. 98





# Flex your strong arms like Samson

Strong Man, Weak Leader p. 111





Pretend to dunk  
in the water 7 times  
like Naaman

A Sick Visitor p. 149





**Buzz** like  
a locust  
**John** the  
**Baptist**  
snacks on

Down to the River p. 205







# Go on like the dove that lands on Jesus

Down to the River p. 205





# Grow like the rooster Peter hears

Peter Trips Up p. 275





# Toot like the trumpet John hears on Patmos

The End of the Road? p. 349





START





# FINNISH

Great  
Job!





