

# Noe's Ark Matching Game

Oh no! A flood is coming! God told Noe to build an ark so he would be ready for it, and so Noe did. The Book of Genesis tells us that God also told him, "And of every living creature of all flesh, thou shalt bring two of a sort into the ark, that they may live with thee: of the male sex, and the female."

Noe has his ark built, and now it's time for the animals to get on board. The trick, though, is that the animals have to enter the ark in pairs – two by two. Can you help Noe find those pairs of animals?

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## How to play:

Get a blank piece of paper and a pencil to keep score.

Print out pages 2-11, preferably on card stock paper.

Take a blank piece of paper and put it behind the picture of the ark on page 2. Staple, glue, or tape around the edges of 3 sides so the blank piece of paper and the ark form a pouch open on one end.

Cut out the pictures of the animals (cut at the very edges of the pictures so each animal is on a 2.5" square).

Decide on how many animal cards you will use.

- For very small children from ages 2-3, try 6 cards (3 matching pairs of animals), adding more if they find it easy.
- For children from ages 4-5, try 10 cards (5 pairs of matching pairs of animals), adding more if they find it easy.
- For children from ages of 6-7, try 12 cards (6 pairs of matching pairs of animals), adding more if they find it easy.

There are 27 pairs of matching animals in all (54 total cards) to choose from.

Jumble up the animal squares you've chosen and lay them out randomly in a grid pattern on the table.

Each player takes a turn turning over two cards. If the two cards turned over don't match, the player to his left takes a turn. If the two cards turned over do match, the player removes the cards and puts them "in the ark" (in the pouch made earlier) and a note is made that he's made a match. He then takes another turn, and continues turning over cards two at a time until he fails to make a match.

When all the cards are matched up, the game is over, and the player who made the most matches wins.

Variation: If you use the dove cards, the player who make a match with them scores an extra point.

Store the cards "inside the ark" so you can easily play again later some time.

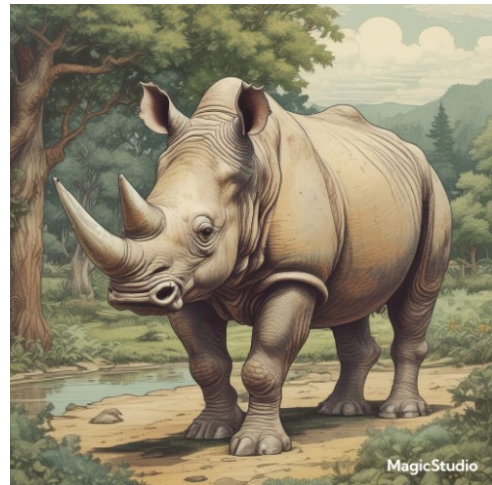
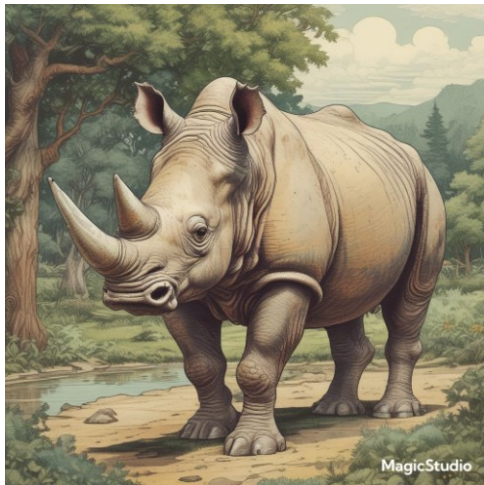


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