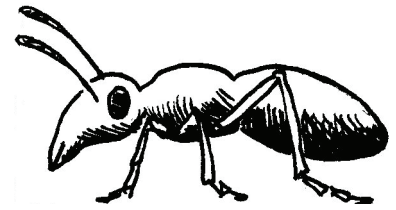


# “Go to the Ant”

## A game about Proverbs

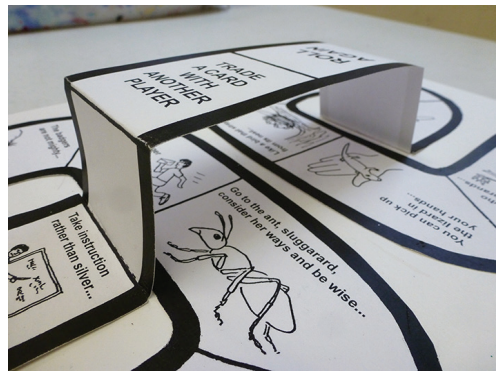
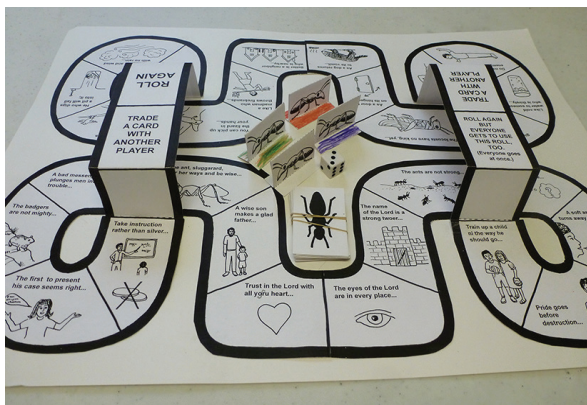


**Purpose of game:** To become familiar with some well-known verses from the book of Proverbs

**Target age group:** 8-12

**Time required to play:** 10-20 minutes for a 5-card game with 2-3 players

**Materials needed:** copies of these pattern pages (printed onto heavy card stock paper, if possible), scissors, glue, a number cube (die), and colored pencils if you want to color the pictures  
Optional: sheet of poster board to which you can glue the track



### **How to assemble the game:**

- 1) Cut out the track sections, including the two “bridge pieces” and glue together as shown in the pictures. You can keep the track as-is (flexible and foldable) or you can choose to glue it to a large sheet of poster board, as shown in the picture, so that the track stays in place.
- 2) To make the cards, copy the ant page onto the back sides the word pages. (Use card stock for more durable cards.) Then cut the cards apart. Each card should have a verse on one side and an ant on the other.
- 3) Cut out an ant for each player, from the ant tokens page. Have each player cut and assemble thier ant as shown in the picture. Each player will need to individualize their ant so that they can recognize it from the others. (Coloring the bases a different color works very well.)

### **How to play:**

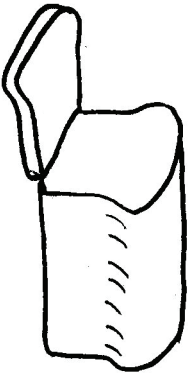
The object of the game is to match a verse card, which contains the second half of a proverb, to the squares on the board that has the first half of that verse.

- 1) Each player puts his ant on any square on the track. You will notice that the track does not have a beginning or an end, but is continuous. Place the ants before you draw cards.
- 2) Each player receives the same number of cards. For a 10-20 minute game use 5 cards per player.
- 3) Each player should lay out his cards and familiarized himself with those verses. The game squares have the first half of a verse and the cards contain the second parts to those verses. The goal will be to match the correct halves together. If you are not sure which cards go with which squares on the track, use the number references on the cards to look up the verses in the book of Proverbs. Each player should be able to point out which squares go with his cards.

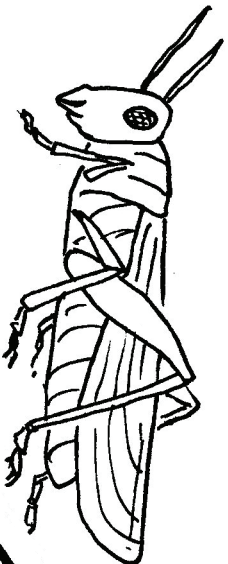
- 4)** The first player rolls the number cube and may use that number to go either direction on the track. The goal is to head for one of the squares that contains a match to one of your cards. To be able to form a match, you must land on that square with an exact roll. For example, if you roll a 6 you must use all 6 hops. You can't go just 4 then waste the other two. You have to go 6. The only exception to this rule is that you may opt to "pass" and stay where you are, not using your roll at all. You either move that number, or not at all.
- 5)** Players continue to take turns moving along the track in either direction. (There can be more than one ant token sitting on a square.)
- 6)** When a player happens to land exactly on a square that matches one of his cards, he places that card on the square, with the ant facing up, so it looks like an ant is sitting on that square. Once an ant is placed on a square, no one can land on that square, but must jump over the ant. It really gets interesting as the board fills up with ants! A roll can take you very far when you are skipping over a large number of ants.
- 7)** If you land on the space on the bridge that says "Trade a card with another player" then the player who landed there chooses one of his cards and swaps it for someone else's card. Now those two players will be headed for a new destination that was not on their original itinerary. This adds an extra element of interest to the game.
- 8)** The first player to lay down his last card on the track wins the game. (Play another round!)



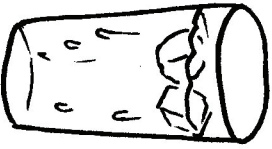
If your enemy is hungry,  
give him bread to eat...



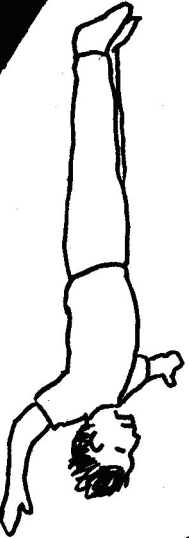
The locusts have no king, yet...



Like cold  
water to someone  
who is thirsty...



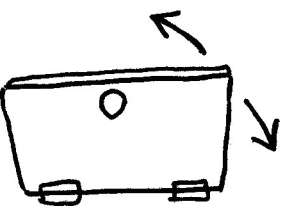
Do not rejoice when your  
enemy falls...



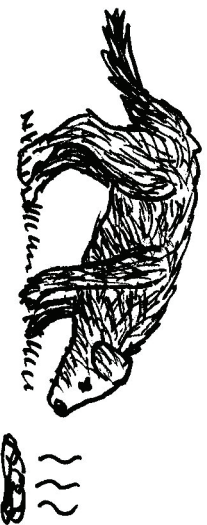
The glory of  
young men is their  
strength...



As a door turns  
on its hinges...



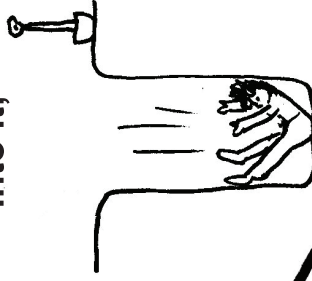
As a dog returns  
to its vomit...



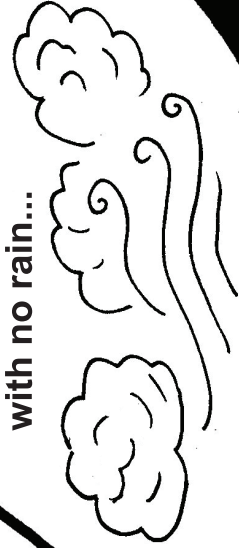
Like a bird that strays  
from its nest...



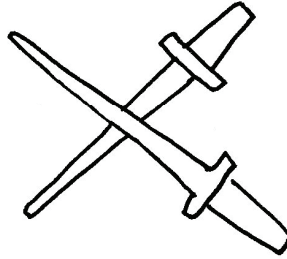
He who digs  
a pit will fall  
into it;



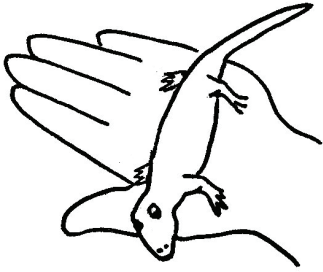
Like clouds and wind  
with no rain...



As iron sharpens  
iron...



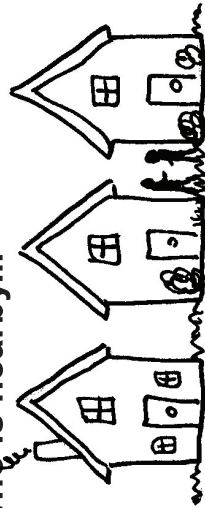
You can pick up  
the lizard in  
your hands...



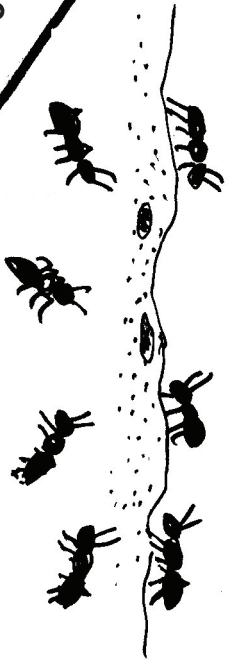
Like a  
madman who  
throws firebrands...



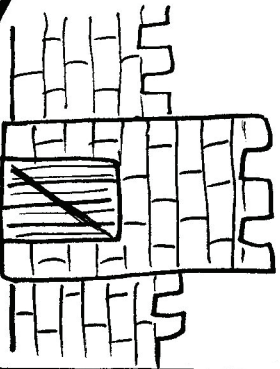
Better is a neighbor  
who is nearby...



The ants are not strong...



The name of the Lord is a strong tower...



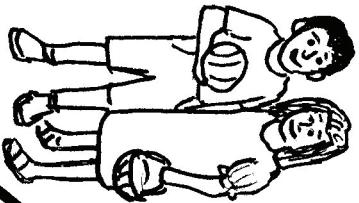
The eyes of the Lord are in every place...



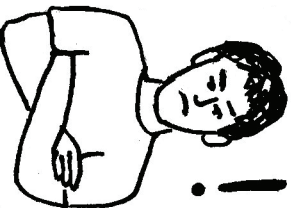
Even a fool who keeps silent is considered wise...



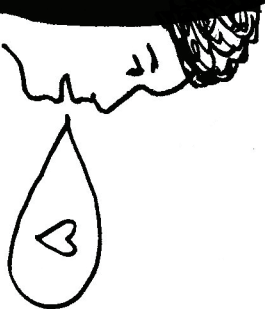
Train up a child in the way he should go...



Pride goes before destruction...

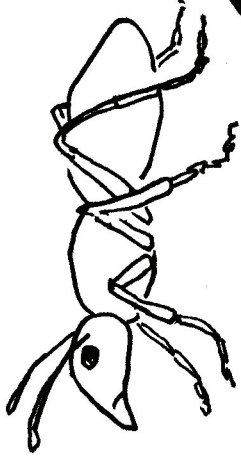


A soft answer turns away wrath...

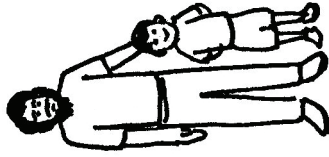




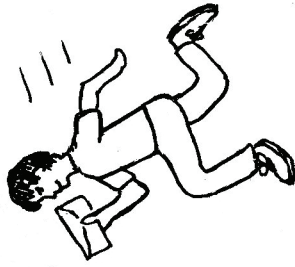
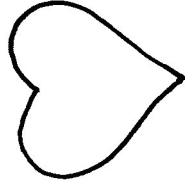
Go to the ant, sluggard,  
consider her ways and be wise...



A wise son  
makes a glad  
father...



Trust in the Lord with  
all your heart...

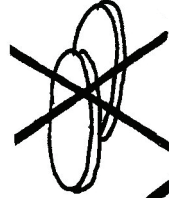
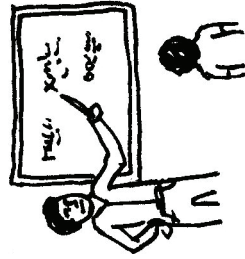


A bad messenger  
plunges men into  
trouble...

The badgers  
are not mighty...



Take instruction  
rather than silver...



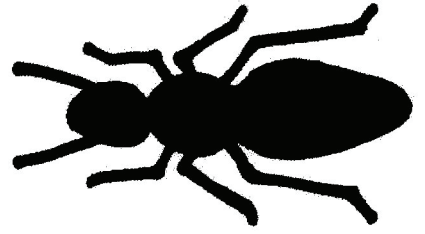
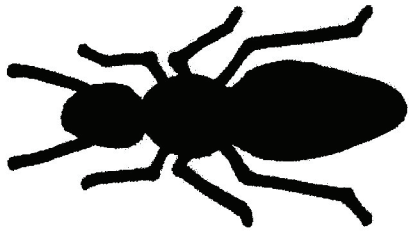
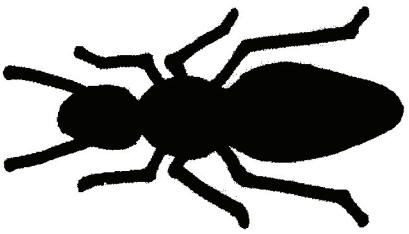
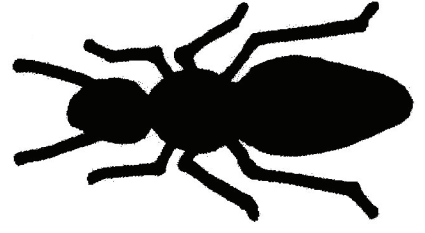
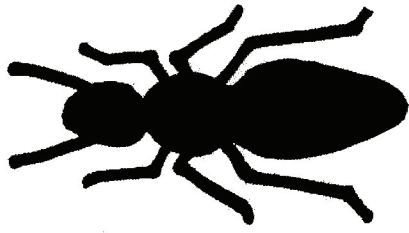
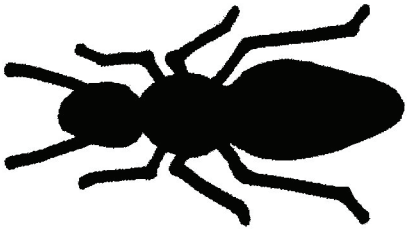
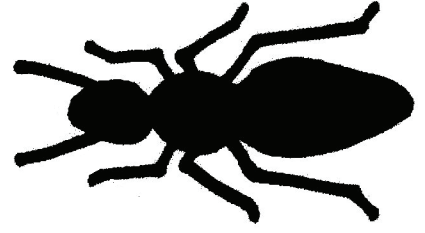
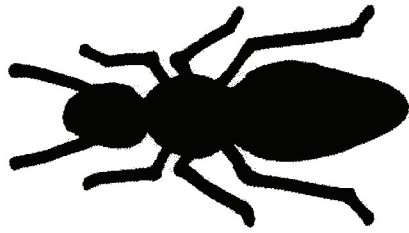
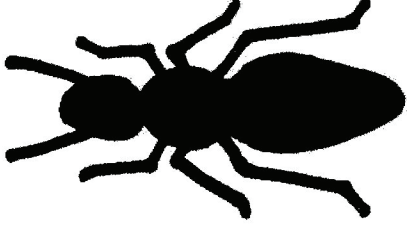
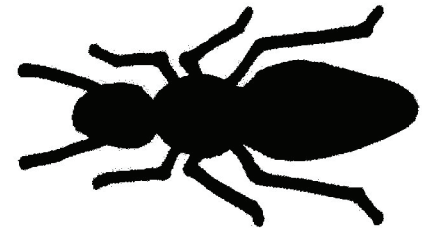
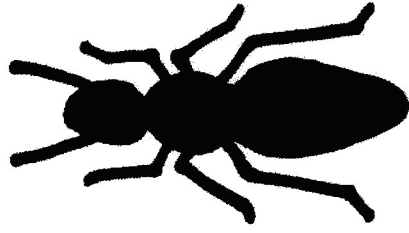
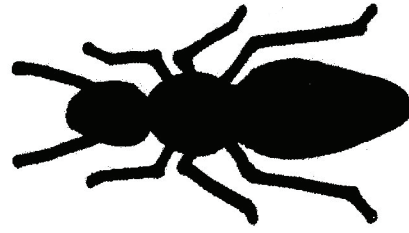
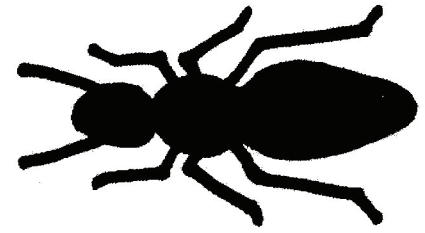
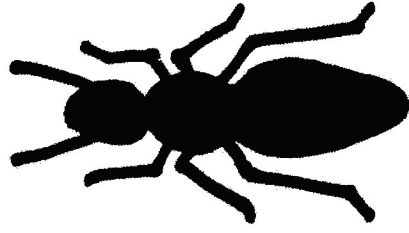
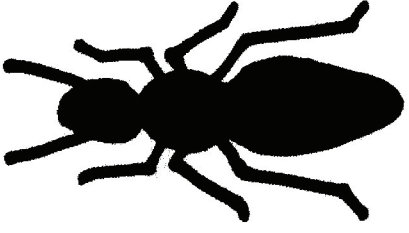
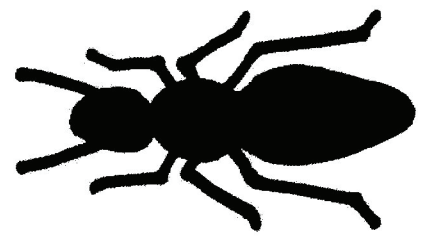
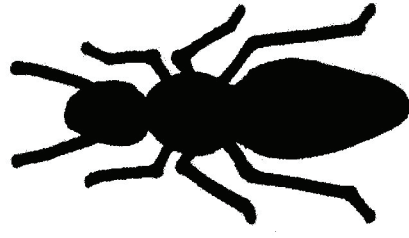
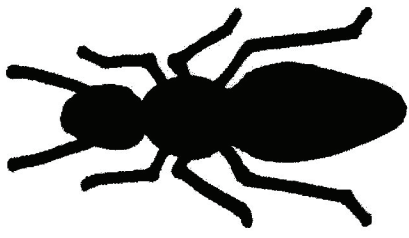
The first to present  
his case seems right...



<p><b>...than a brother who is far away.</b></p> <p style="text-align: right;"><b>27:10</b></p>	<p><b>...until another comes forward to question him.</b></p> <p style="text-align: right;"><b>18:17</b></p>	<p><b>... yet they all march in rank.</b></p> <p style="text-align: right;"><b>30:27</b></p>
<p><b>...yet they provide their food in the summer.</b></p> <p style="text-align: right;"><b>30:25</b></p>	<p><b>...without having any ruler, she prepares her food in summer and gathers it at harvest.</b></p> <p style="text-align: right;"><b>6:6-8</b></p>	<p><b>...is a man who strays from his home.</b></p> <p style="text-align: right;"><b>27:8</b></p>
<p><b>...and let not your heart be glad when he stumbles.</b></p> <p style="text-align: right;"><b>24:17</b></p>	<p><b>...but a harsh word stirs up anger.</b></p> <p style="text-align: right;"><b>15:1</b></p>	<p><b>...the righteous run into it and are safe.</b></p> <p style="text-align: right;"><b>18:10</b></p>
<p><b>...keeping watch over both evil and good.</b></p> <p style="text-align: right;"><b>15:3</b></p>	<p><b>...but a faithful messenger brings healing.</b></p> <p style="text-align: right;"><b>13:17</b></p>	<p><b>...is the man who deceives his neighbor and then says, "I was only joking!"</b></p> <p style="text-align: right;"><b>26:19</b></p>
<p><b>...is the fool who returns to his folly.</b></p> <p style="text-align: right;"><b>26:11</b></p>	<p><b>...so one man sharpens another.</b></p> <p style="text-align: right;"><b>27:17</b></p>	<p><b>...yet they live in kings' palaces.</b></p> <p style="text-align: right;"><b>30:28</b></p>
<p><b>...and a stone will come back upon him who starts it rolling.</b></p> <p style="text-align: right;"><b>26:27</b></p>	<p><b>...and when he is old he will not depart from it.</b></p> <p style="text-align: right;"><b>22:6</b></p>	<p><b>...is a man who boasts of gifts he does not give.</b></p> <p style="text-align: right;"><b>25:14</b></p>

<p><b>...so does a sluggard turn on his bed.</b></p> <p><b>26:14</b></p>	<p><b>...but the beauty of old men is their gray hair.</b></p> <p><b>20:29</b></p>	<p><b>... and knowledge rather than gold.</b></p> <p><b>8:10</b></p>
<p><b>...yet they make their homes in the rocks.</b></p> <p><b>30:26</b></p>	<p><b>...and a haughty spirit before a fall.</b></p> <p><b>16:18</b></p>	<p><b>...is good news from a far country.</b></p> <p><b>25:25</b></p>
<p><b>...when he closes his lips he seems intelligent.</b></p> <p><b>17:28</b></p>	<p><b>...and if he is thirsty give him water to drink.</b></p> <p><b>25:21</b></p>	<p><b>...but a foolish son is is a sorrow to his mother.</b></p> <p><b>10:1</b></p>
<p><b>...and do not lean on your own understanding.</b></p> <p><b>3:5</b></p>		



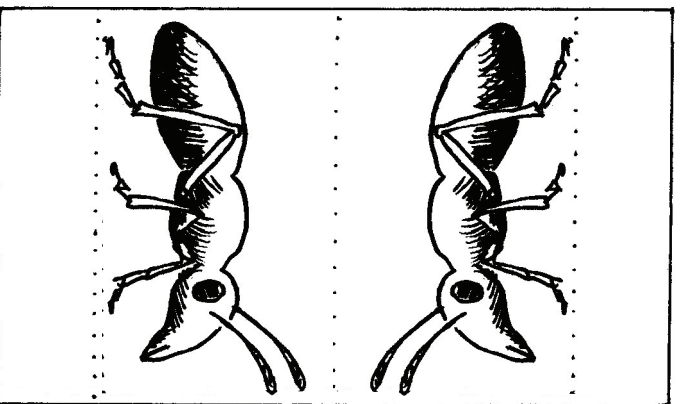
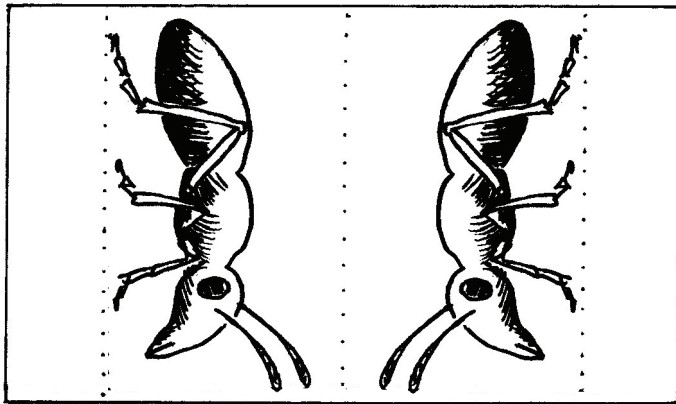
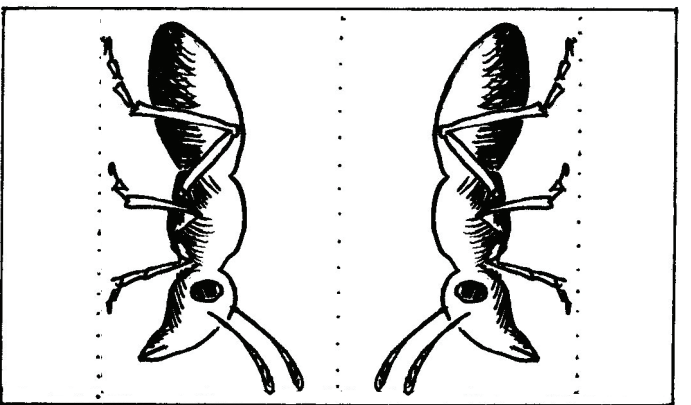
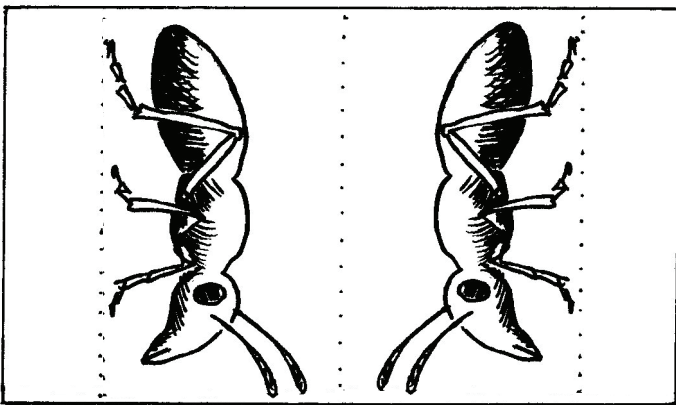
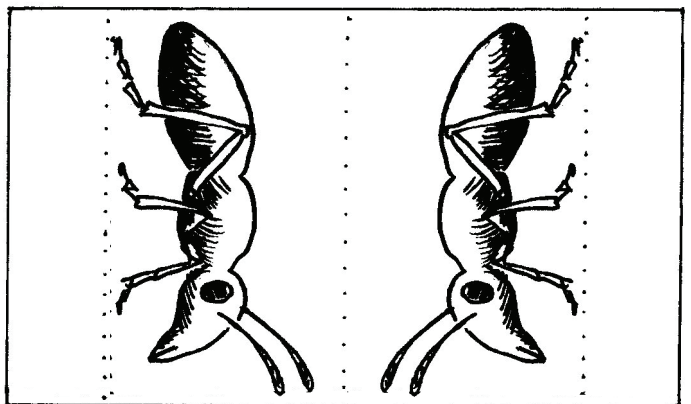
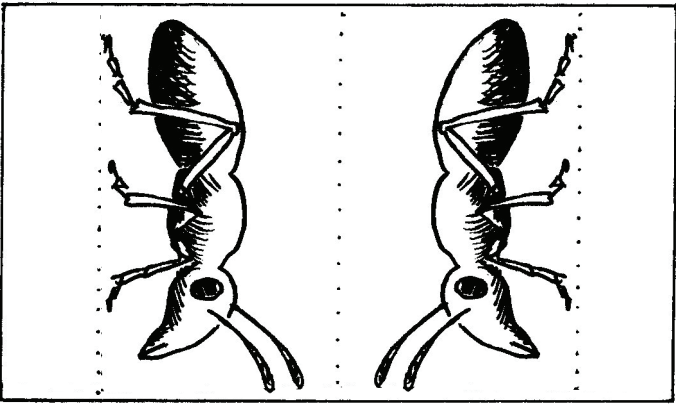
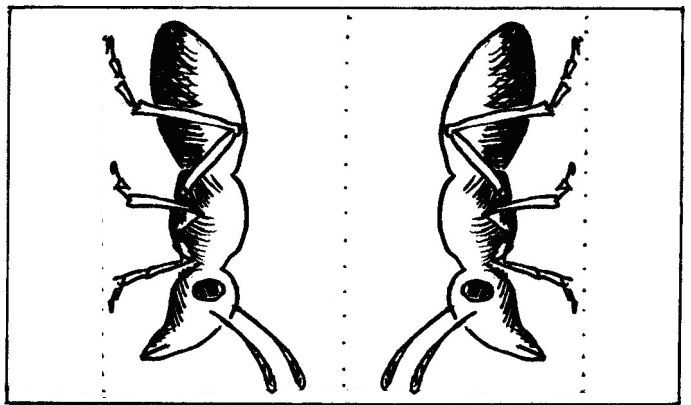
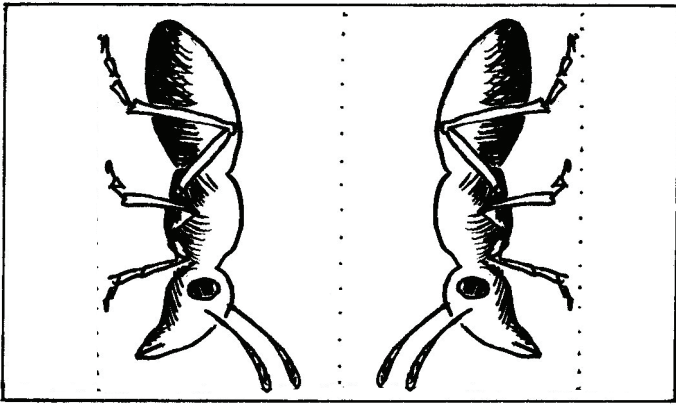


ROLL AGAIN  
BUT  
EVERYONE  
GETS TO USE  
THIS ROLL,  
TOO.  
(Everyone goes  
at once.)

TRADE  
A CARD  
WITH  
ANOTHER  
PLAYER

ROLL  
AGAIN

TRADE  
A CARD  
WITH  
ANOTHER  
PLAYER



ANT TOKENS (EACH PLAYER NEEDS ONE TOKEN)