

Game Directions

Animal Dominoes

1-4 players

1. Children sit in a circle.
 2. Each child gets 5 dominoes face up in front of them.
 3. Remaining dominoes are left face down in a draw pile.
 4. First player places one domino down in the middle.
 5. Second player matches domino to one end, if there is not a match the player can draw 1 domino, then if play cannot be made the turn moves on.
 6. Play continues until dominoes run out or players lose interest.
- Double dominoes are put perpendicular to the others.

Jesus Palm Sunday

Number Recognition

1. Child puts the leaves and coats in front of him.
2. Child looks at the numbers and says them out loud.
3. Child counts the leaves and coats.

Animals –Heads and Tails

1. Mix cards.
 2. Place all of the cards face down in rows.
 3. Children will take turns turning up 2 cards and matching tails with heads.
 4. If the cards don't match, the cards are turned back over.
- Players keep their matches until the end of the game

Jesus Palm Sunday

Addition and Subtraction

1. Child can add groups of the leaves and coats together and finds the sums.
2. Child can take some leaves and coats away from groups and find the difference.

Joseph's Coat

1. Place all coats face down in rows
2. Children take turns turning over 2 cards to find a match.
3. If a match is made the player keeps the coats – if it is not a match the player turns the coats back over and play continues with the next player.
4. If the match is made the player can have another turn.

Noah's Ark

1. Hide one set of animal cards before children arrive in the class room.
2. After telling the first part of the story hold up one animal and let the children name it, then try to find one that matches. There is only one that will match.
3. When a child finds the matching animal the child takes the animal he found and the one the teacher is holding and puts it in the "ARK".
4. After all of the animals have been matched the teacher can conclude the story using the Ark.