

BIBLE GAMES

LEARN, PLAY & GROW IN GOD'S WORD

Parable Pair Up

Ages 7-12 | 1-4 players or small teams | 15-25 minutes

YOUR MISSION

Build sets connecting a parable, its story event and its main teaching.

Read, think, play - then explain what you discover.



GET READY

Bible, printed play pages, scissors with adult help, and a roomy table.

HOW TO PLAY

1. Lay out the three decks face up in separate groups.
2. Take turns choosing a title or person, then its two matching cards.
3. Build a three-card set on the mat. Explain your choices.
4. Check with the key and Scripture; return incorrect cards to their groups.
5. Complete the sets together, or score one point per correct three-card set.

Print player pages 2-5 at 100% / actual size. Keep the leader key from page 6 aside. Use an adult reader for younger players.

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PLAYER MAT | Keep this sheet whole

Use the spaces to build a set. Move checked sets beside the mat and reuse the spaces.

PARABLE

STORY EVENT

TEACHING

PARABLE

STORY EVENT

TEACHING

PARABLE

STORY EVENT

TEACHING

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Parable Pair Up

PARABLE | Cut on the outer dashed lines

PARABLE

The Ten Virgins

PARABLE

The Good Samaritan

PARABLE

The Pearl of Great Price

PARABLE

The Lost Sheep

PARABLE

The Prodigal Son

PARABLE

The Unforgiving Servant

PARABLE

The Sower

PARABLE

Wise and Foolish Builders

Store these cards with this game. Shuffle before each new round.

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Parable Pair Up

STORY EVENT | Cut on the outer dashed lines

STORY EVENT

Seed falls on four kinds of ground.

STORY EVENT

A shepherd seeks one lost sheep and rejoices.

STORY EVENT

Some waiting virgins have oil; others are unprepared.

STORY EVENT

A Samaritan helps a wounded traveler.

STORY EVENT

A merchant sells all to buy one precious pearl.

STORY EVENT

One house stands on rock; another falls on sand.

STORY EVENT

A forgiven servant refuses to forgive a small debt.

STORY EVENT

A father welcomes his repentant son home.

Store these cards with this game. Shuffle before each new round.

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Parable Pair Up

TEACHING | Cut on the outer dashed lines

TEACHING

Show mercy to your neighbor.

TEACHING

Repentance is met with a father's joyful welcome.

TEACHING

Watch and be ready for the bridegroom.

TEACHING

Those who receive mercy must show mercy.

TEACHING

Hear Jesus' words and do them.

TEACHING

Receive God's Word and let it bear fruit.

TEACHING

God rejoices when a sinner repents.

TEACHING

God's kingdom is worth more than everything.

Store these cards with this game. Shuffle before each new round.

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LEADER KEY | Keep aside while players solve

The Good Samaritan

A Samaritan helps a wounded traveler. | Show mercy to your neighbor. | Luke 10:25-37

The Lost Sheep

A shepherd seeks one lost sheep and rejoices. | God rejoices when a sinner repents. | Luke 15:3-7

The Sower

Seed falls on four kinds of ground. | Receive God's Word and let it bear fruit. | Matthew 13:1-9, 18-23

The Prodigal Son

A father welcomes his repentant son home. | Repentance is met with a father's joyful welcome. | Luke 15:11-32

Wise and Foolish Builders

One house stands on rock; another falls on sand. | Hear Jesus' words and do them. | Matthew 7:24-27

The Unforgiving Servant

A forgiven servant refuses to forgive a small debt. | Those who receive mercy must show mercy. | Matthew 18:23-35

The Pearl of Great Price

A merchant sells all to buy one precious pearl. | God's kingdom is worth more than everything. | Matthew 13:45-46

The Ten Virgins

Some waiting virgins have oil; others are unprepared. | Watch and be ready for the bridegroom. | Matthew 25:1-13

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LEADER KEY | Continued

READ THE PASSAGE

See the Scripture references in the leader key

TEACHING NOTE

Cards summarize the passages; they are not direct quotations. Read Jesus' words in context rather than guessing a lesson from a picture.

MAKE IT YOUR OWN

Starter: use two complete matching sets, or four individual sorting/question cards; read aloud and allow Bible help. Standard: use the complete set and explain each answer. Challenge: Choose a teaching and describe a choice that puts it into practice.

TALK ABOUT IT

How do Jesus' stories help people understand?