Introduction:
What are sins? Breaking God’s law. What are God’s laws? The Ten Commandments. So what are the Ten Commandments? They are laws from God that we must always keep.

Directions:
Players place their markers on START. (The markers can be milk caps, poker chips, buttons, etc.) The youngest player is asked the first question.

The player to the right of the person whose turn it is, draws a card and reads the question out loud (only use cards that are age appropriate for your children). On each card is an example of a sin and the player must tell which commandment the sin broke. They may say the commandment number or recite the commandment itself. Younger students can say whether or not it is a sin and why. If the player answers the question correctly, they roll the die and move that many spaces forward. If they answer incorrectly, they remain on their space and it is the next person’s turn.

If after moving the marker a player lands on a “?” then for their next turn they are given the commandment and are asked to give an example scenario of a sin that breaks that commandment. The person asking the question judges whether their answer is sufficiently correct.

When a player gets to the end of one game board, they continue on the second game board until reaching FINISH. All players must land on FINISH with the exact number. When the player reaches FINISH they win the game.

HINT: Use the 10 Commandment bookmarks on the next page to help players who are just beginning to learn God’s Law.
10 Commandments

1. I am the Lord your God; you shall not have strange gods before me.
2. You shall not take the name of the Lord your God in vain.
3. Remember to keep holy the Lord's Day.
4. Honor your father and your mother.
5. You shall not kill.
6. You shall not commit adultery.
7. You shall not steal.
8. You shall not bear false witness against your neighbor.
9. You shall not covet your neighbor's wife.
10. You shall not covet your neighbor's goods.