

# 10 Commandments Dice Game

**OBJECT OF THE GAME:** To name the commandment that matches the number on the dice.

**Quick Practice:** For unlimited number of players: Each player takes a turn to roll the 2 dice. Whatever numbers the dice adds up to be, the player holds up that many fingers and recites the commandment with the hand motions.

When a player rolls the 11 combination (6 and 5), this represents the 1st commandment. The player will recite commandment 1, make the hand motion and then rolls again!

If the player rolls a 12 (6 and 6) they recite any commandment they want, make the hand gesture and then roll again!

All other players are to remain silent (and listen) - unless the player that rolled the dice asks for help. The player who rolled the dice gets to choose whom they want to help them. Pass the dice to the next player to the right. Continue as long as desired.

Ideas taken from [SundaySchoolnetwork.com](http://SundaySchoolnetwork.com)

# 10 Commandment Heart Puzzle

- Trace a heart shape.
- Cut it out.
- Choose a 10 commandment.
- Make a zigzag line down the center of the heart.
- Write the number of the 10 commandment that you chose, on one side of the heart.
- Draw a picture of how to obey the commandment on the other side of the heart.
- Cut on the zigzag line to turn your heart into a puzzle.
- Repeat with other 10 commandments.
- Use Ziplock bag to take project home.