

Make it Snappy

Description:

a game that teaches children about different facets of words

Aim: to show one part of producing an accurate translation

Audience: children grades 1-6, any size group

Time: 15-20 min.

Equipment:

sets of snap cards, for each group of 3 players you need 6 sets of cards, or use one set of huge cards for combined game

Scripture to Study:
Isaiah 1:18

Wycliffe 

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Bright Ideas!

Leader's Instructions:

Before class, make up sets of cards. Use cardstock, or laminate over regular paper. Make it simple by laminating the whole sheet first and then cutting it into six individual cards. Play the game yourself ahead of time. Store the cards in your library for years of use. For each group of three players, you need six sets of cards, (six copies of each page). Masters for huge cards are also included if you prefer to play as one consolidated group in an auditorium or classroom.

Introduction:

The Kouya people in Cote d'Ivoire, Africa, have no word for snow in their language. So every time the word 'snow' crops up, translators Philip and Heather have to decide which is the most important idea to get across: what it *looks like*—white and flaky, or what it *does*—falls from the sky. (Linguists call this *form and function*.) Once they've decided that, they'll be able to translate a good meaning for snow.

Let's look at Isaiah 1:18. (Someone read it aloud.) So, tell me, why do you think God used snow here? Because of what it *looks like* or what it *does*? Yes, because of its looks—it is pure white, and that's how completely God forgives our sins.

In Kouya, Isaiah 1:18 may come out as "your sins will be as white as the inside of a coconut." Why do you suppose the translators chose that instead? Yes, because the people have lots of coconuts and the insides are the purest white, plus they've never seen snow!

To Play:

1. Seat players in a row so that everyone can see the cards.
 2. One player deals out three equal piles face down.
- At the same time, all players turn over one card and lay it in front of them. A snap occurs when any two cards from the same set are face up. For instance, + or



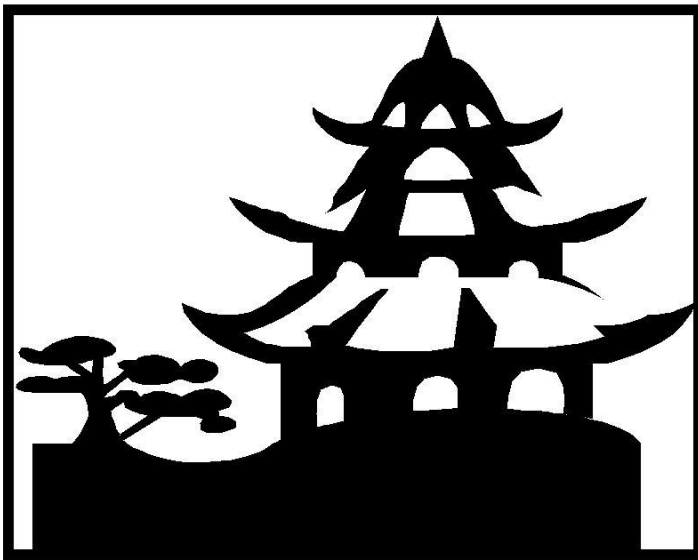
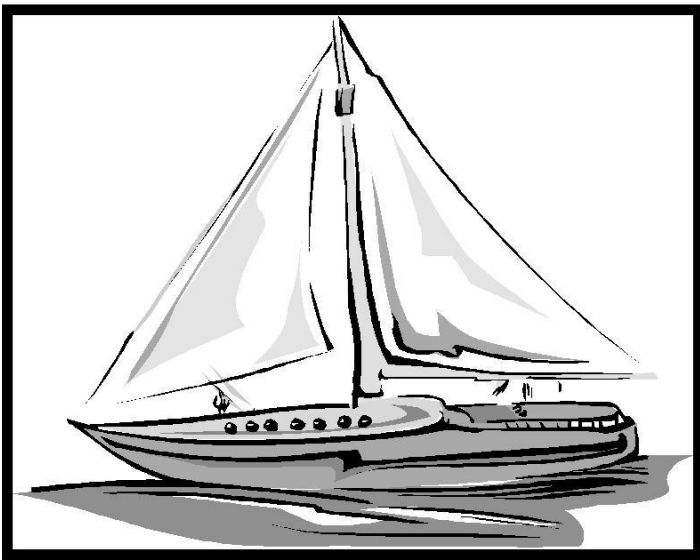
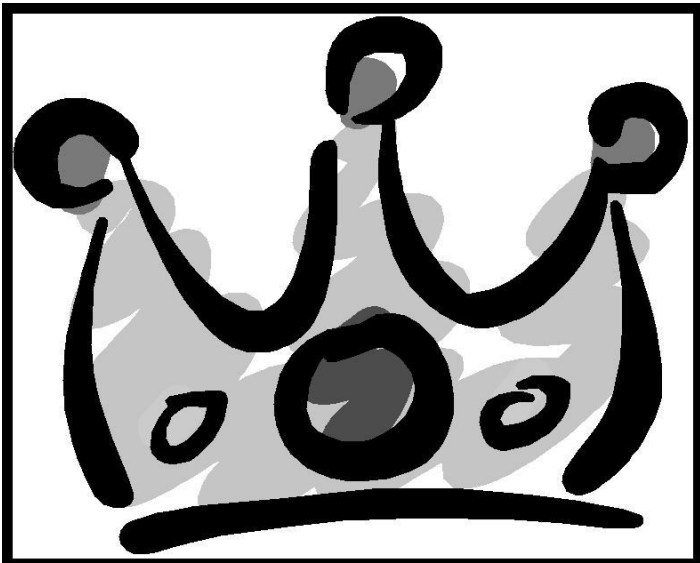
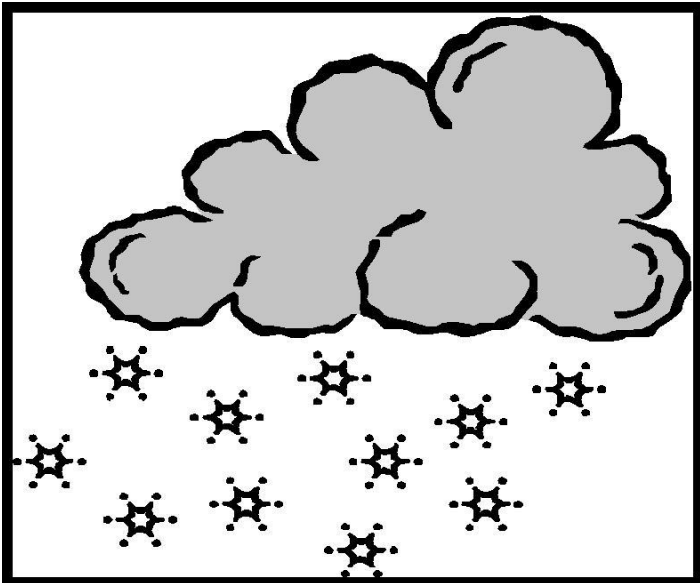
white
cold
and flaky

falls from
the sky
in winter

Whoever shouts, "Snap" first, wins all the cards in

those two piles. Keep playing until someone wins all the cards.

Prayer time: Pray for Bible translation teams. Pray that they'll make good choices about which words to use in every situation.



white
cold and
flaky

a wooden
farm
building

a golden
head-
piece

a heavy
metal
hook

vessel with
oars, sail
or engine

a place to
worship
idols

falls from
the sky
in winter

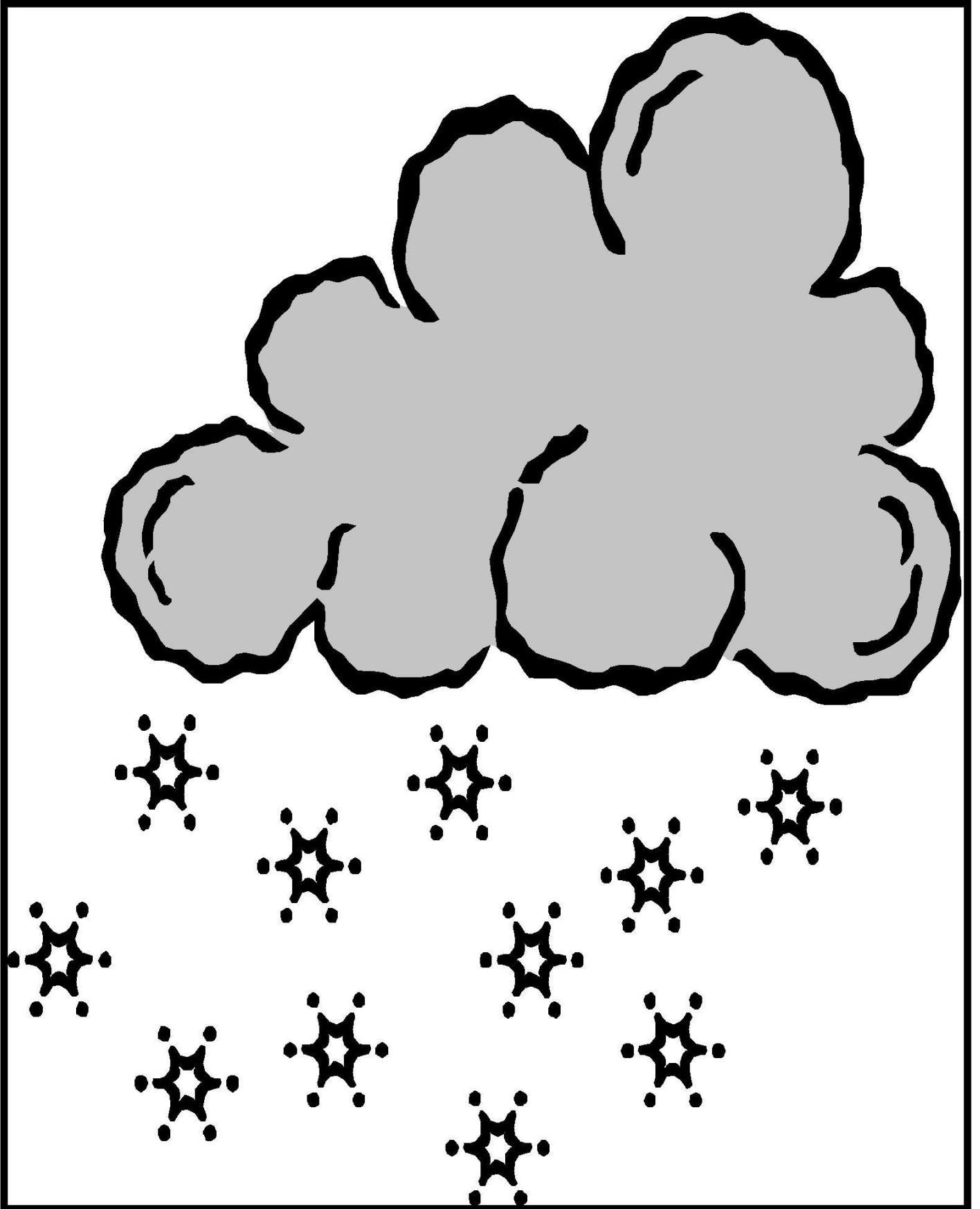
keeps farm
animals dry
and warm

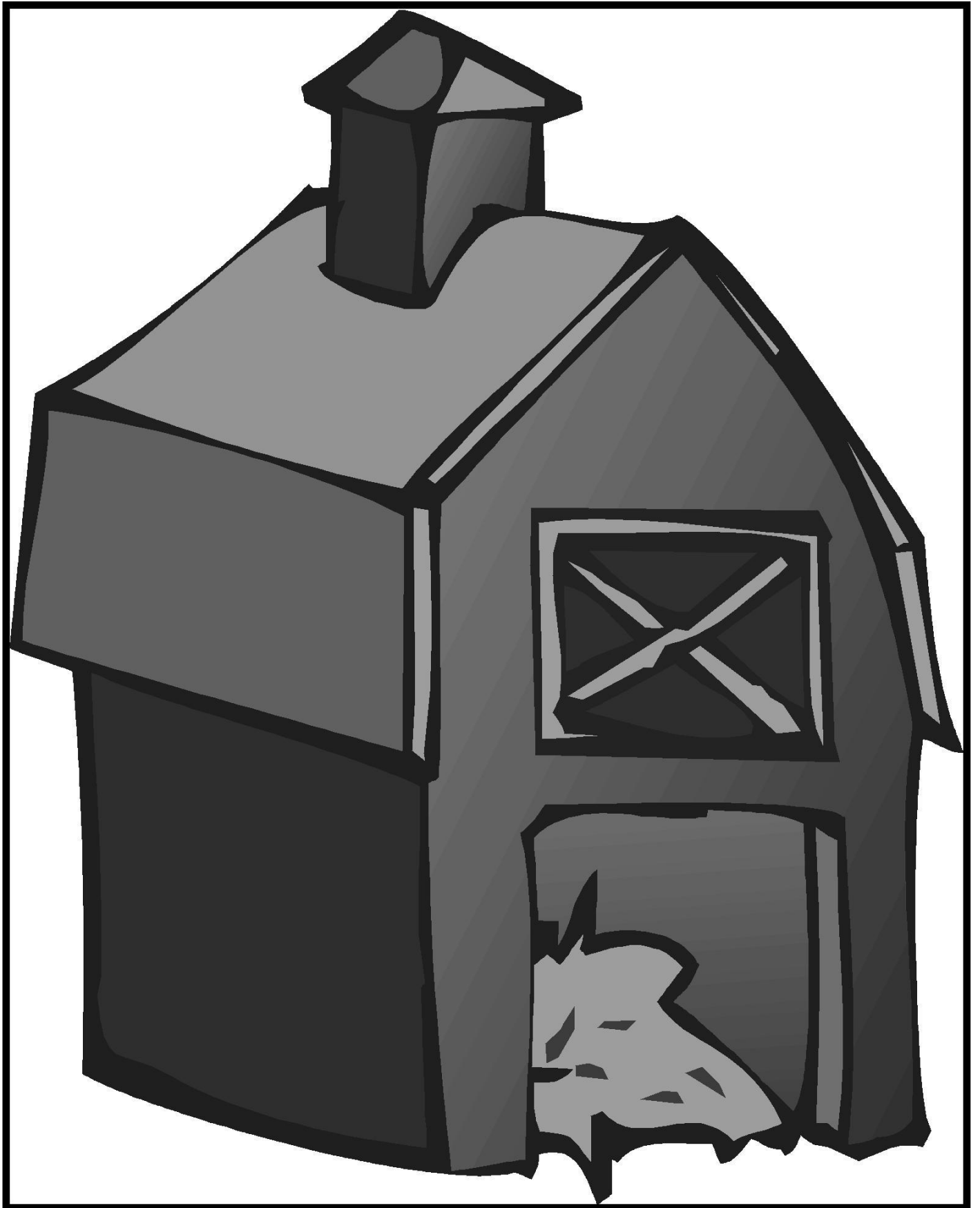
shows
who is
ruler

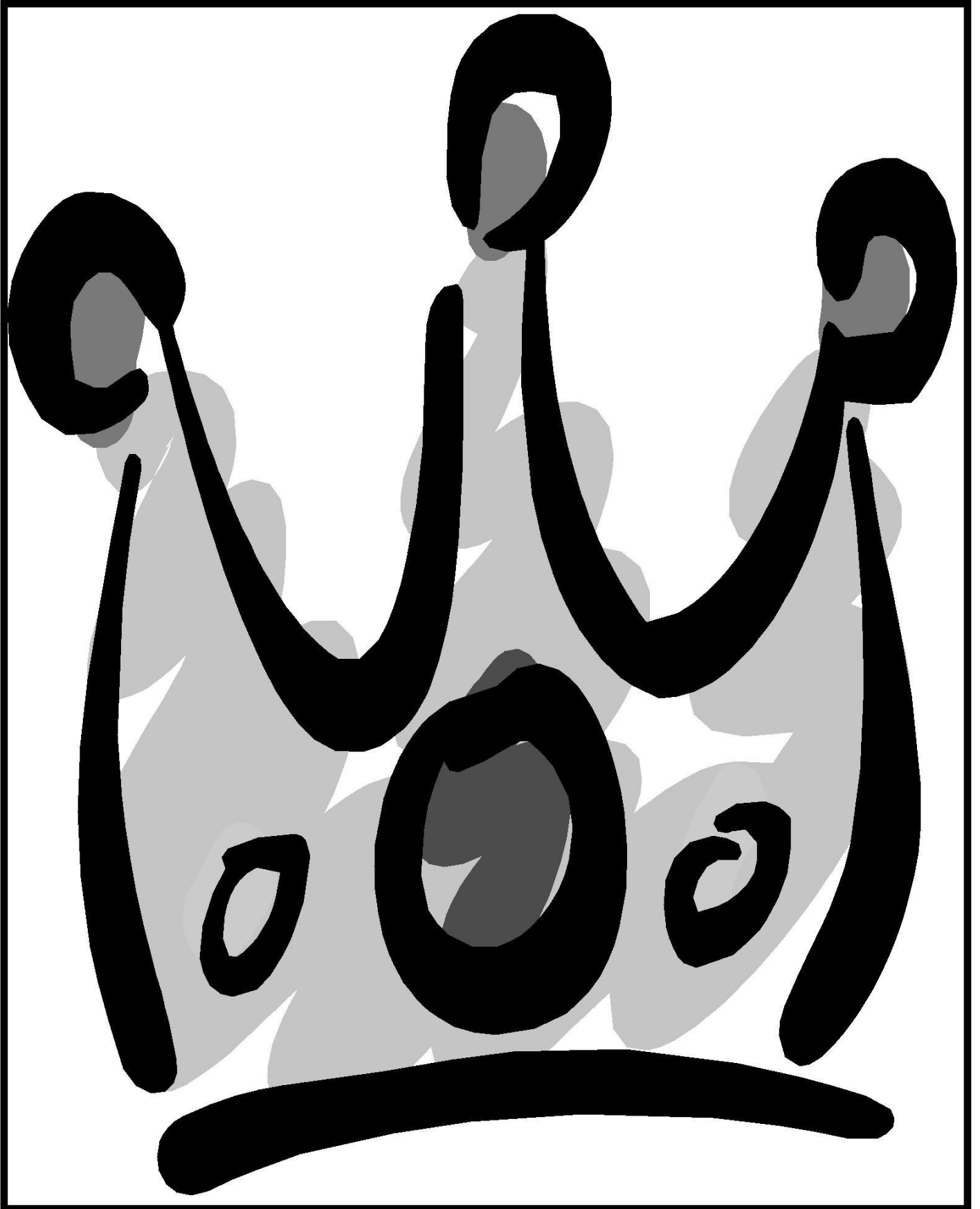
stops a
boat from
drifting off

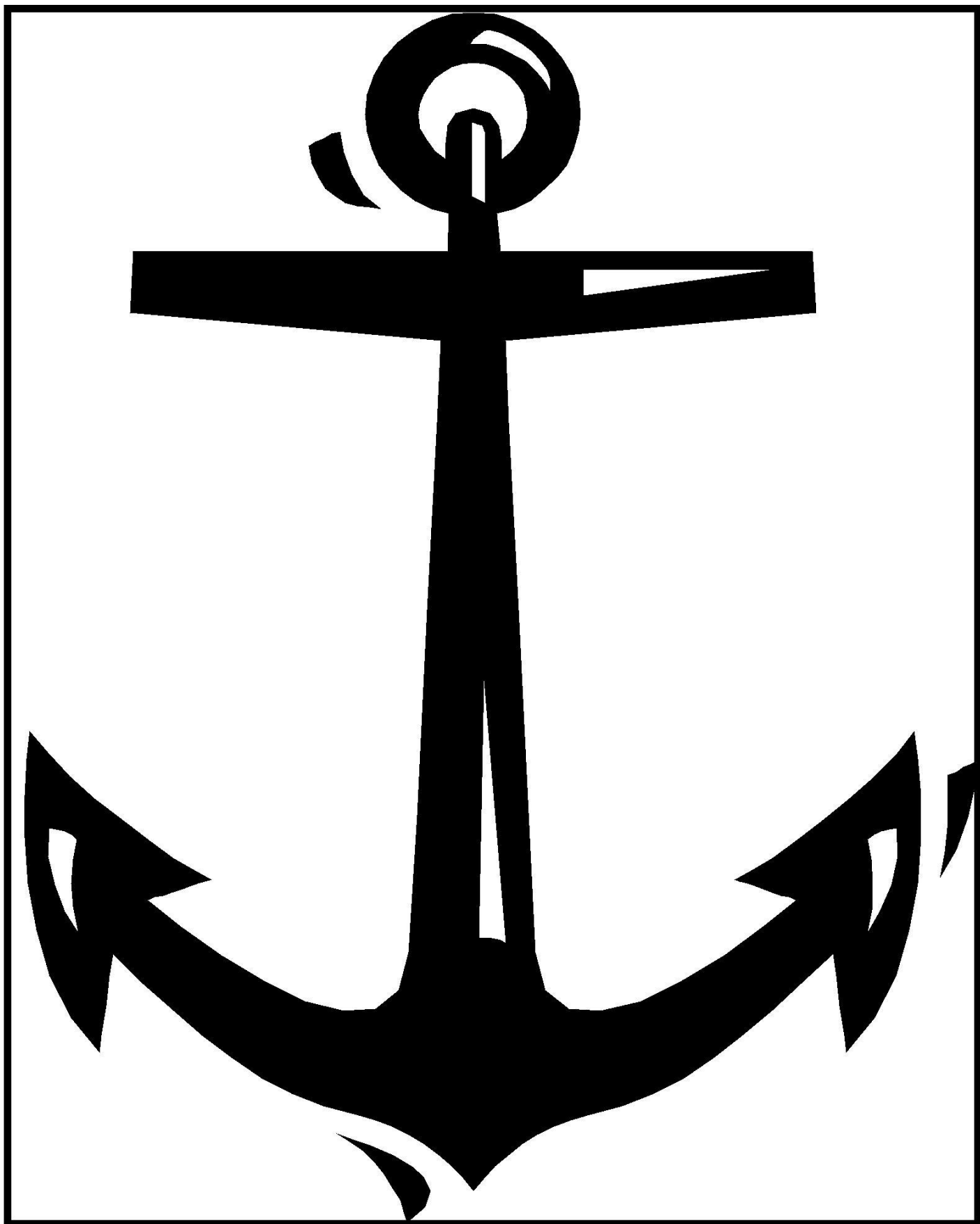
travels
on
water

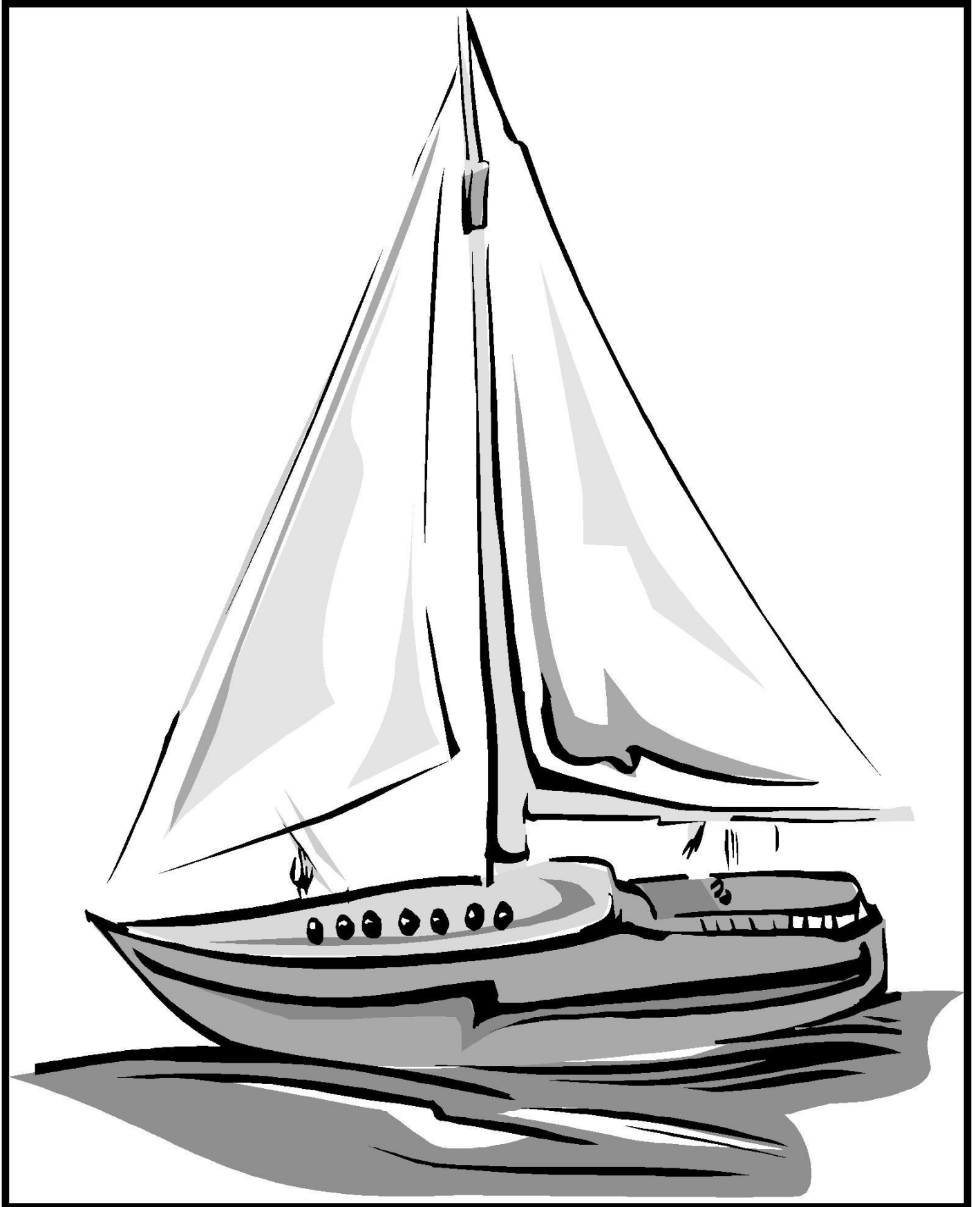
keeps
idols
inside

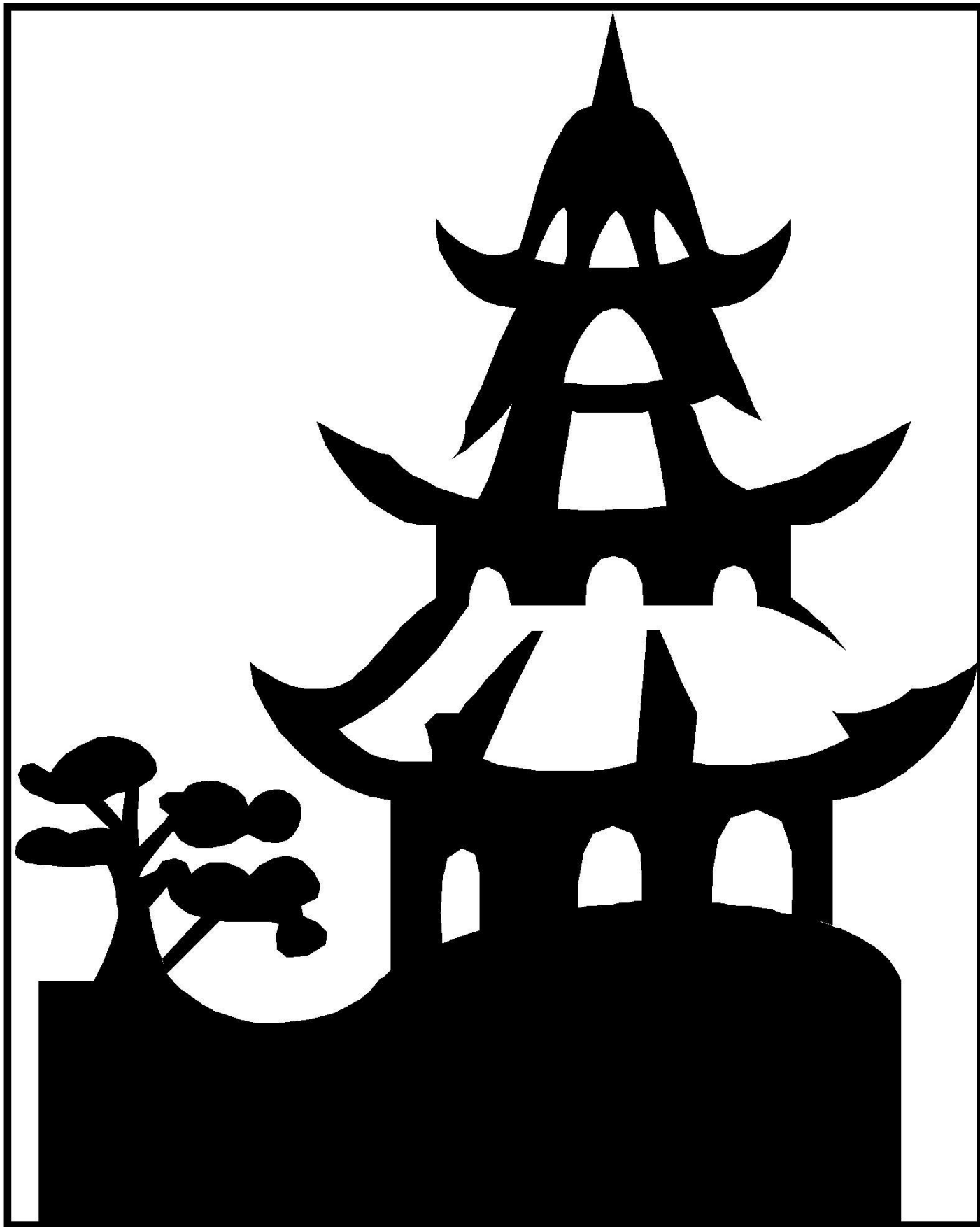












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flaky

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a heavy

metal

hook

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