

THE GOOD AND THE BEAUTIFUL



FLOWER

Game



Zinnia



ZINNIA



Lavandula



LAVENDER



Antirrhinum



» SNAPDRAGON «

Castilleja



» INDIAN PAINTBRUSH «

Gardenia



GARDENIA

Hyacinthus



HYACINTH



Orchidaceae



ORCHID



Eschscholzia californica



≡ CALIFORNIA POPPY ≡

Hyacinthoides non-scripta



BLUEBELL

The Good and the Beautiful FLOWER GAME



This game includes 40 beautiful cards designed to help children recognize, identify, and enjoy the flowers featured in *The Good and the Beautiful Flower Study*. For the purpose of the game, the flowers are divided into 10 color groups: blue, magenta, multicolored, orange, pink, purple, red, violet, white, and yellow. There are four flowers in each color group. (Note: Most of the flowers come in many different colors and shades, not just the color into which they are categorized for this game.)

Reading *The Good and the Beautiful Flower Study* and playing this game will help children learn to truly appreciate the wonders of God's magnificent creations and delight in the details of each flower they see.

There are two different gameplay ideas included with this deck: **Pick a Flower** and **Sun Hat**.

PICK A FLOWER

In this beautiful rendition of "Go Fish," children get to pick flowers from the garden to create their own gardens with flowers of matching colors.

Players: 2-6

Time: 15-30 minutes



INSTRUCTIONS

Colors

First, each player must become familiar with the 10 colors in this game. A color guide can be found on this pamphlet and on the inside cover of the game box.

Deal the Cards

For a 2- or 3-player game, deal 7 cards facedown to each player. For a 4- to 6-player game, deal 5 cards each. Then, randomly spread the remainder of the deck facedown in a single layer in the middle. This is the "garden." Players may look at their own cards.

Gameplay

Decide which player will go first (for example, the youngest player goes first or the person whose birthday is coming up next goes first, etc.). Player 1 says the name of another player and asks, "Do you have any [say a color] flowers?" Player 1 must have at least one flower of the color being requested in order to ask for it. For example, "Mom, do you have any magenta flowers?" or "Sam, do you have any purple flowers?" If the person being asked has any flower cards of that color, he or she must give all cards of that color to Player 1.

Any players who can read should say the names of all the flowers they hand over. For example, "Yes, I have a zinnia and a coneflower," or "Yes, I have a tulip." If Player 1 receives any cards, he or she gets another turn. If the person asked does not have any flowers of that color, he or she says, "Pick a flower." Player 1 picks a flower from the garden, and his or her turn is over. Now the player to the left of Player 1 has a turn, and play continues clockwise.

When a player collects 4 flowers of one color, the player places the group of 4 cards faceup to "plant a garden" of that color.

Anytime a player runs out of cards, he or she picks a flower from the garden. When there are no more flowers in the garden, any players without cards can no longer play.

When all ten color groups have been "planted," the game is over. The player(s) with the most planted gardens wins!



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