

Stream of Providence Game

The Lord “leads a person as silently as an imperceptible stream or favoring current bears a vessel along” (Divine Providence 186).

They who are in the stream of Providence are all the time carried along toward everything that is happy, whatever the appearance of the means. Those who are in the stream of Providence are those who put their trust in the Divine and attribute all things to Him. Those are not in the stream of Providence who trust in themselves alone and attribute all things to themselves (see Arcana Coelestia 8478:4).



A Note to Parents:

The purpose of this game is to help children of all ages reflect on specific behaviors in daily life that lead a person toward heaven or away from it. Please use your good judgment in discussing possible answers with all ages. This game can present an opportunity for parents to learn about the struggles in their children’s lives. Special care of younger children just beginning to learn these concepts will be accomplished with a light-hearted attitude and gentle approach, with explanations for clarification where needed.

Game Directions

Game Materials

Game Board

12 “black cloud” cards for younger children with blue text (preschool-kindergarten)

12 “black cloud” cards for primary age children with black text (kindergarten-third grade)

23 “well” cards with quotes from the Old and New Testaments

Color Die (see pattern below) **OR** a regular die

For Game pieces, fold the tiny lambs and tape at the top and side. These can fit over a marker cap or stand on their own.

Rules of the Game

1. Begin by placing game markers at START.
2. If you are using the number die, move the number of spaces rolled.
3. If you are using the color die, move to the next space with the color you roll.
4. If you roll the black cloud or well, move to the nearest space with that symbol.
5. When you land on a black cloud space, draw a “black cloud” card and read it aloud or have someone read it for you. Black clouds are times when we aren’t following the Lord very well. Lose one turn.
6. When you land on a space with a well, draw a “well” card and read it aloud or have someone read it for you. The Lord’s Word is like a well, and it shows us how to follow the Lord. Move ahead one more space.
7. If you land at the top of the rapids, you shoot down through the rapids to the space below.
8. Continue playing until everyone reaches heaven where the Lord gathers His sheep into the fold!

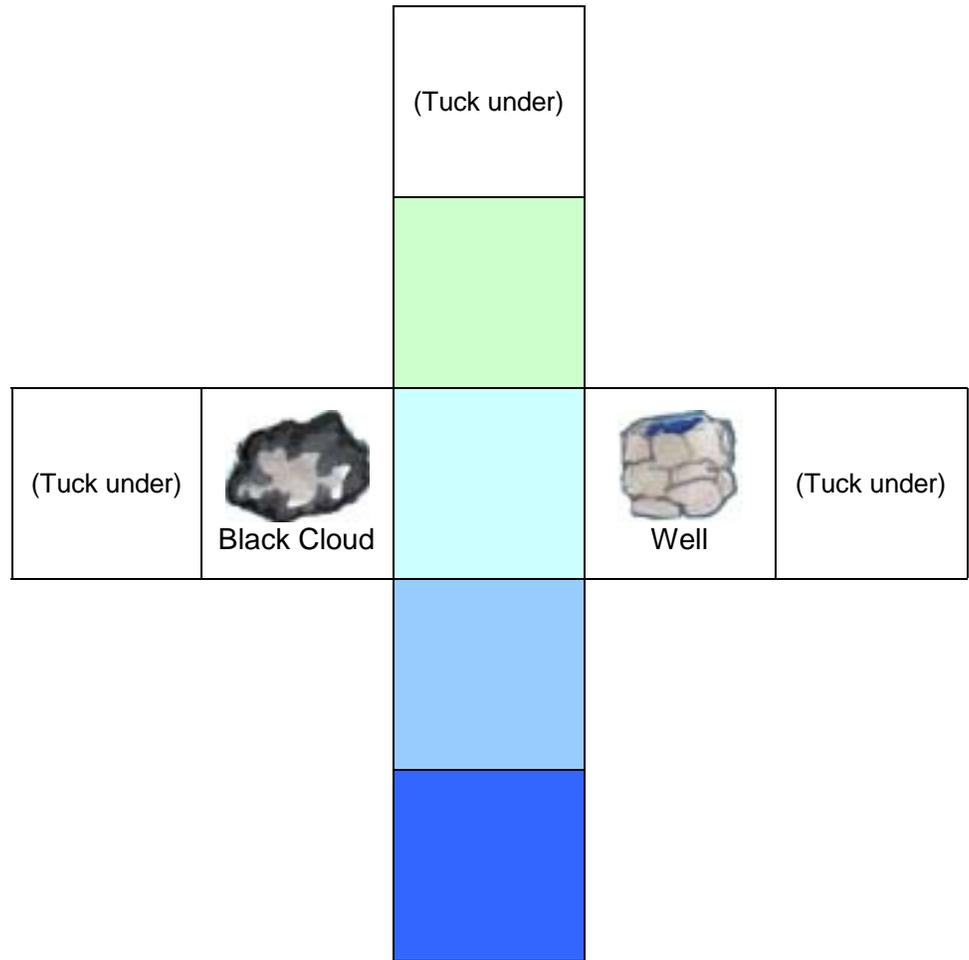
 <p>You shall love the Lord your God with all your heart, with all your soul, and with all might. (Deuteronomy 6:5)</p>	 <p>Oh, come let us worship and bow down; let us kneel before the Lord our Maker. (Psalm 95:6)</p>
 <p>What does the Lord require of you, but to do justly, to love mercy, and to walk humbly with your God? (Micah 6:8)</p>	 <p>You shall not steal. (Deuteronomy 5:19)</p>
 <p>I am the door. If anyone enters by Me, he will be saved, and will go in and out and find pasture. (John 10:9)</p>	 <p>Be strong and of good courage; do not be afraid, nor be dismayed, for the Lord your God is with you wherever you go. (Joshua 1:9)</p>
 <p>This is My commandment, that you love one another as I have loved you. (John 15:12)</p>	 <p>And I say to you, ask, and it will be given to you; seek, and you will find; knock, and it will be opened to you. (Luke 11:9)</p>
 <p>He who has My commandments and keeps them, it is he who loves Me. (John 14:21)</p>	 <p>If you abide in My word, you are My disciples indeed. (John 8:31)</p>
 <p>He shall give His angels charge over you, to keep you in all your ways. (Psalm 91:11)</p>	 <p>Honor your father and mother as the Lord your God has commanded you. (Deuteronomy 5:16)</p>

 Sandy saw a plate of cookies on the table and took one without asking, even though he knew they were meant for dessert that night.	 Max and Janna are eating cookies and won't share them when their little brother comes along.
 Jack sees 2 children playing with a ball and takes it away from them.	 Landon gets angry and will not play by the rules in a game because he is not winning.
 Kerry picks pretty flowers from a neighbor's yard without asking.	 Melissa and Anne are taking turns using one swing, but then Anne wants to swing longer and won't let the Melissa have a turn.
 Sam refuses to get ready for bed when his mom tells him it is past his bedtime.	 When it is time to put away her toys, Jane hides in the closet and does not help clean up as she promised she would.
 Jonathan breaks a lamp when throwing a ball in the house. Then he tells his parents that he did not do it.	 When mom will not buy June a toy she sees in the store, June has an angry pout and refuses to move.
 Sally and Jenny won't let Mara play with them when she asks.	 Ronnie knows he should ask before leaving his own yard, but when he sees some children playing down the street, he runs to join them.

 Jeremy lies to his father when asked who broke the window with a baseball.	 Anna makes fun of her younger brother when he makes a mistake.
 Becky is angry with her best friend when she is chosen to be the princess in the school play.	 Danny tells his parents that he doesn't have any homework, because he wants to watch television.
 Sally lies to the babysitter because she wants to watch a television show that her parents never let her watch.	 Stephen takes candy from his brother's room without his permission.
 Mark wanted a dog and promised to help take care of it. Now his parents can't get him to feed the dog or take it for walks.	 When Joy's mother says that she is not allowed to go outside after dinner, she asks her father instead.
 Tommy is feeling grumpy and hits his little sister for no reason. His sister is very unhappy, and her crying wakes the baby from his nap.	 Sarah's parents insist that she always wear her helmet when riding her bicycle, but Sarah disobeyed.
 Sonya wants a rabbit just like the one Mary has in the backyard. When Sonya goes over to play with Mary's rabbit, she decides to let it go. Mary is very sad.	 Frank takes money that doesn't belong to him. He keeps quiet when his mother asks if anyone saw the money she left on the table.

Game Cube

Cut out along outside lines.
Then fold into a cube and
secure with tape.

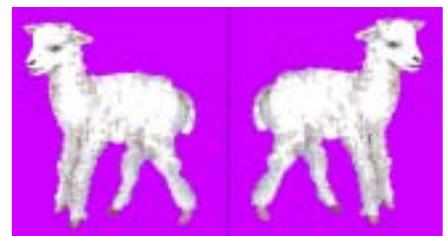
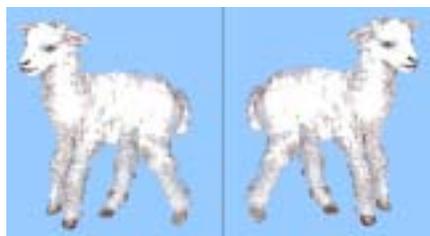
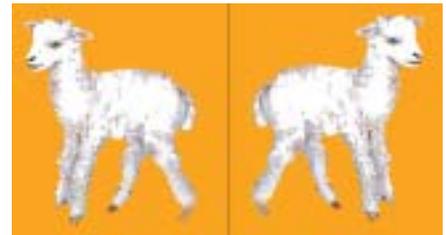
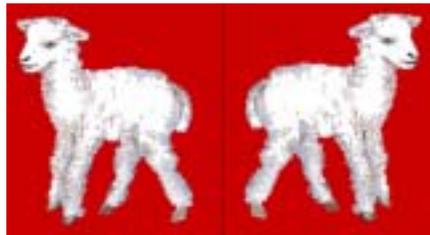


Game Pieces:

Cut out each pair of
lambs.

Fold in half along line,
and tape the top
and sides closed.

Each piece can now
fit over a marker cap,
or stand on its own.



The Stream of Providence

