# The Good Samaritan

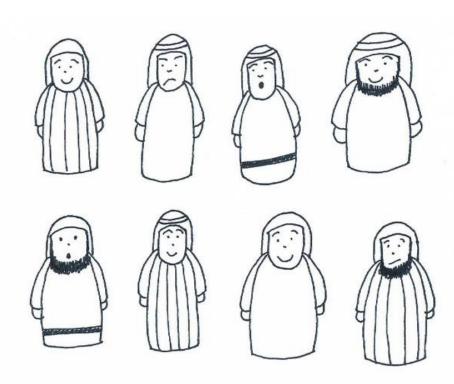
#### You will need:

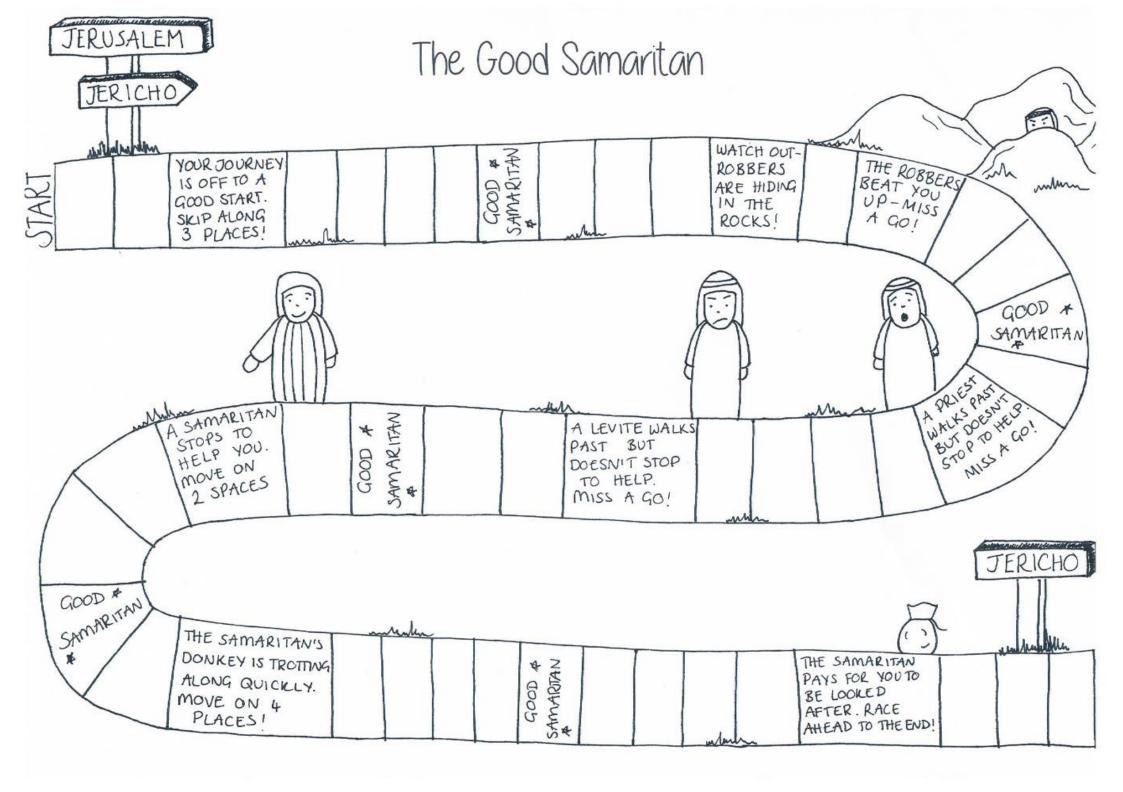
- a dice
- a counter or character for each person
- Good Samaritan cards and board

### How to play:

- roll the dice and move your counter or character that number of spaces.
- if you land on a space with an instruction, follow that instruction before your next turn.
- if you land on a Good Samaritan space, turn over a card. Read what it says and talk about what you could do to help in that situation.
- the first person to reach Jericho is the winner!

Colour in and cut out these characters to use as your counters





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### Good Samaritan cards

Cut out these cards and put them face down, ready to turn over when you land on a Good Samaritan space. Use them to talk about how you could be a Good Samaritan (kind, helpful, showing love) in each situation.

There are toys all over the floor. Mum is busy cooking dinner and someone has just fallen over. Your brother is working on his homework. He has nearly finished when a drink gets spilled on it.

Your best friend comes round to your house to show you the new toy they had for their birthday. While you're both playing with it, it gets broken.

Two new children have joined your class.
They are from another country and don't speak much English yet. No one plays with them at playtime and they look sad.

You are shopping in the supermarket with your Dad. You see someone's purse fall out of their pocket.

On old lady lives next door to you. You never see her go out anywhere except the garden and no one seems to come and visit her.

You and your sister are having a snack together. Her biscuit falls on the floor and she starts to cry.

You have just finished an art lesson at school. It's playtime, but the classroom is still very messy.

Ofter church one Sunday you notice that lots of cups have been left out. No one else seems to have noticed and the kitchen team are about to close the shutters before they leave.

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