

# 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

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The contents of this CD may be printed out and copied for classroom use only.

## 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 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.

## To Play:

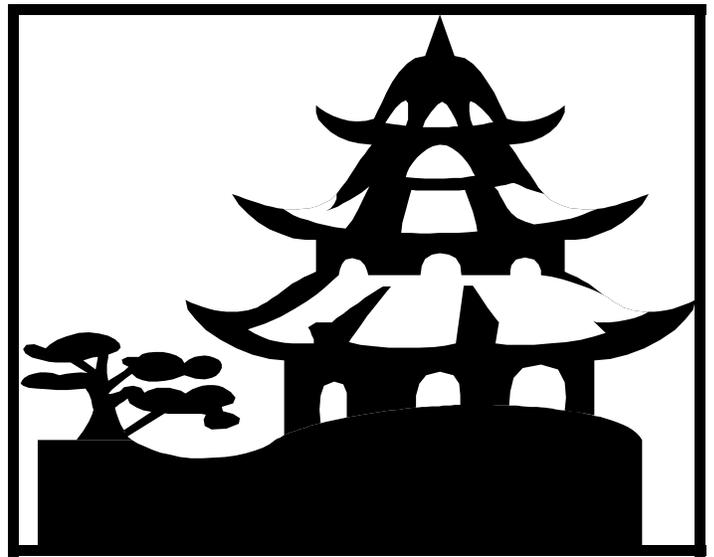
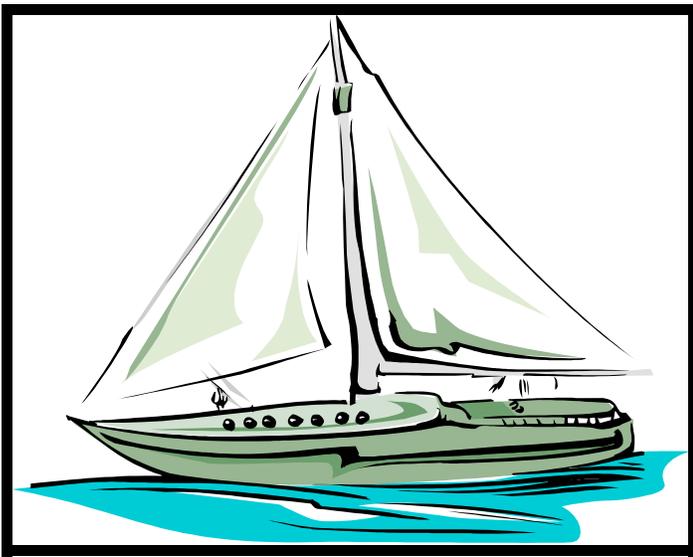
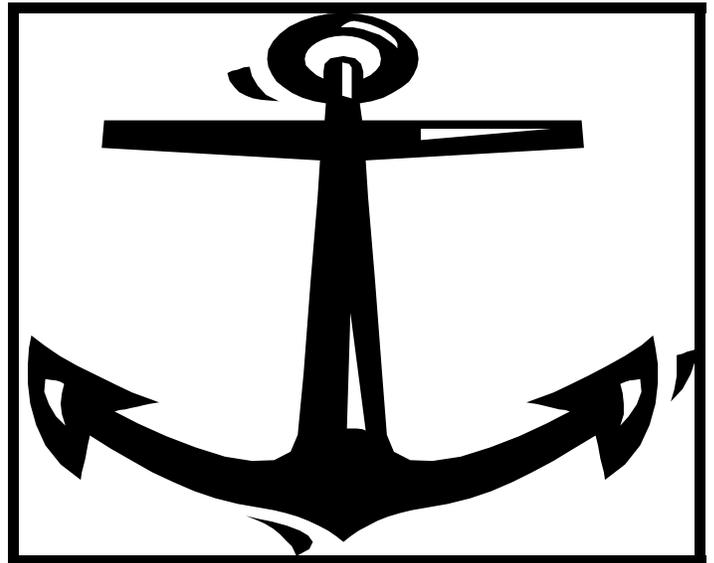
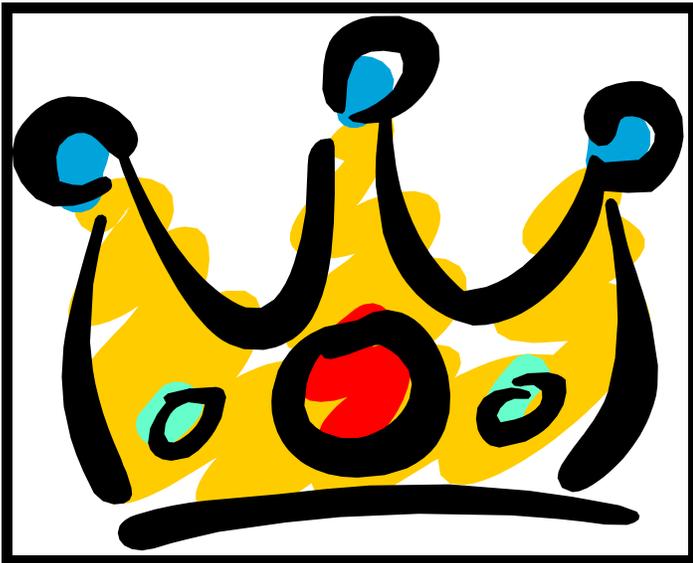
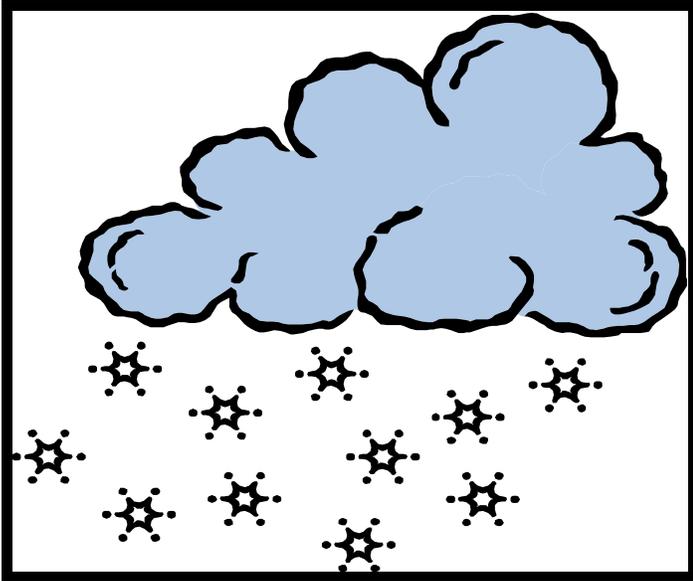
1. Seat players in a row so that everyone can see the cards.
2. One player deals out three equal piles face down.

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 face up. For instance,



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 translators. 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

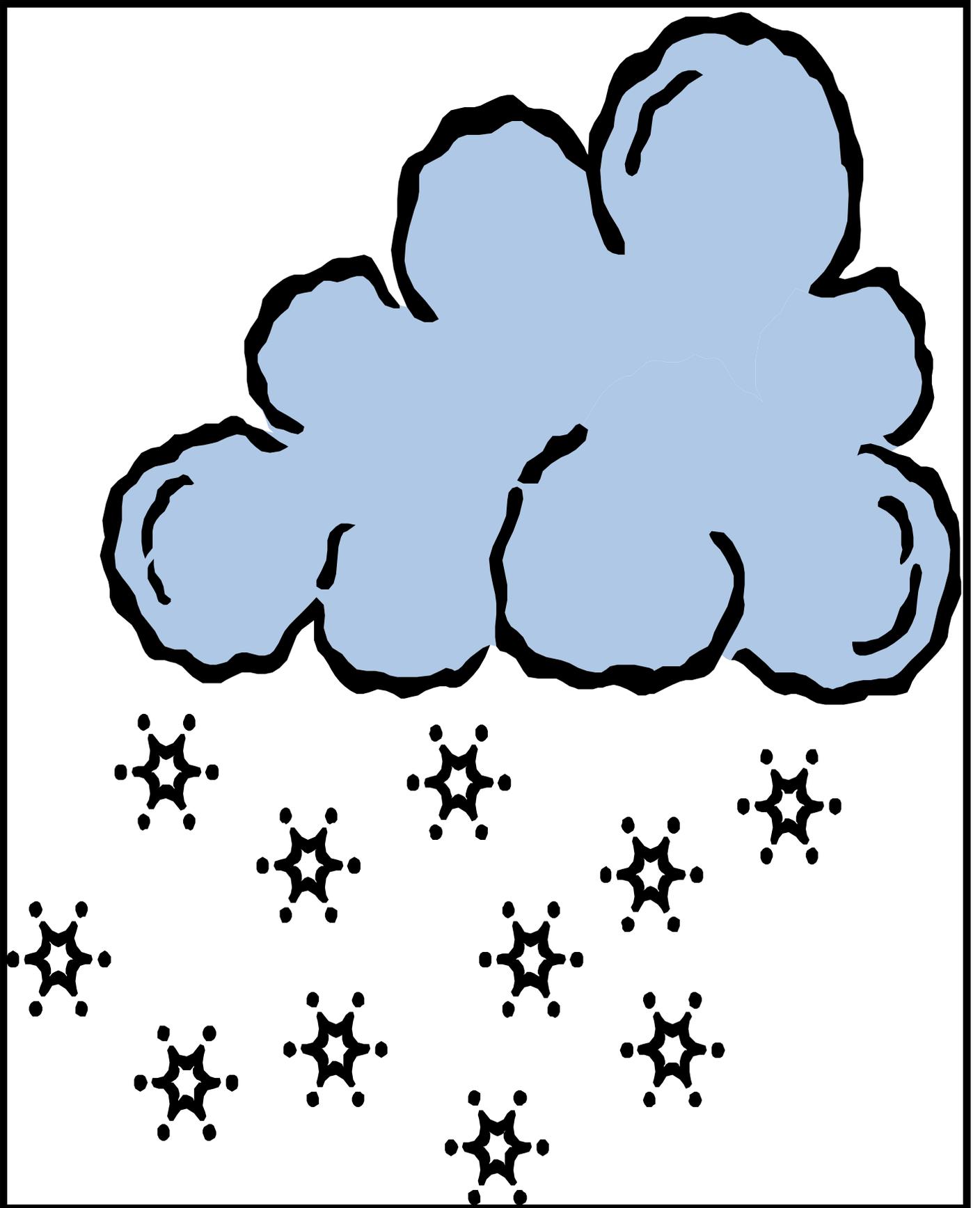
keeps farm  
animals dry  
and warm

shows  
who is  
ruler

stops a  
boat from  
drifting off

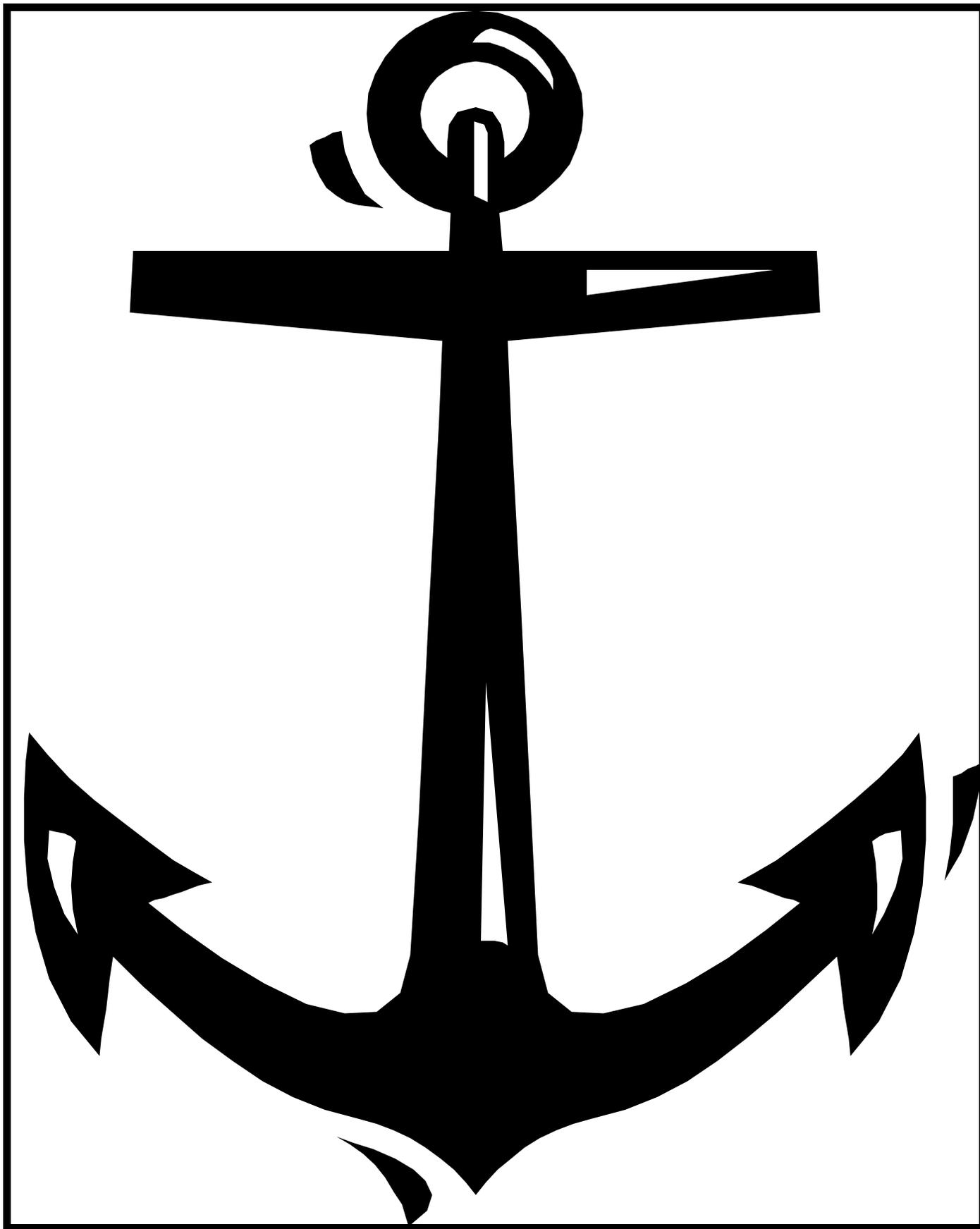
travels  
on  
water

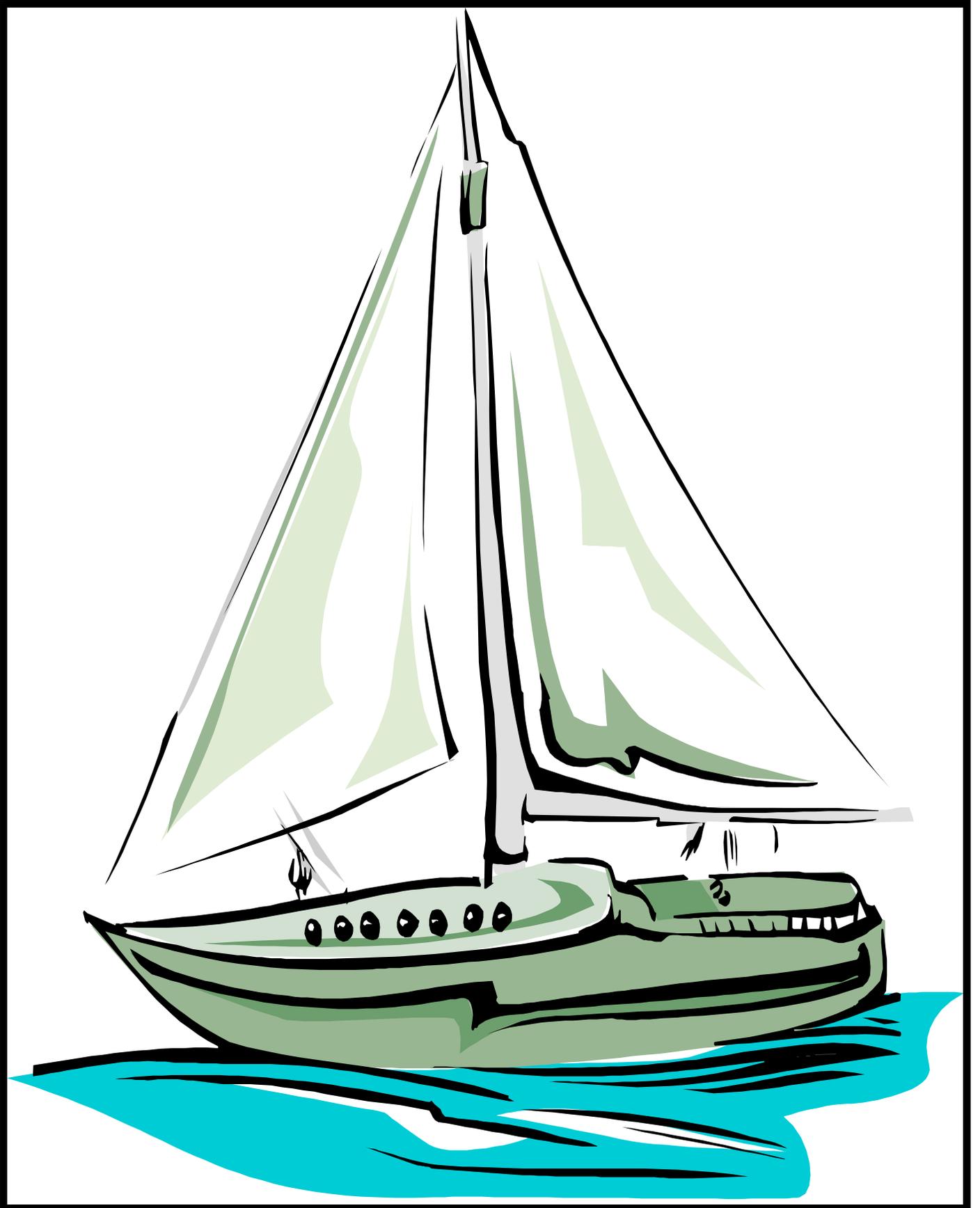
keeps  
idols  
inside

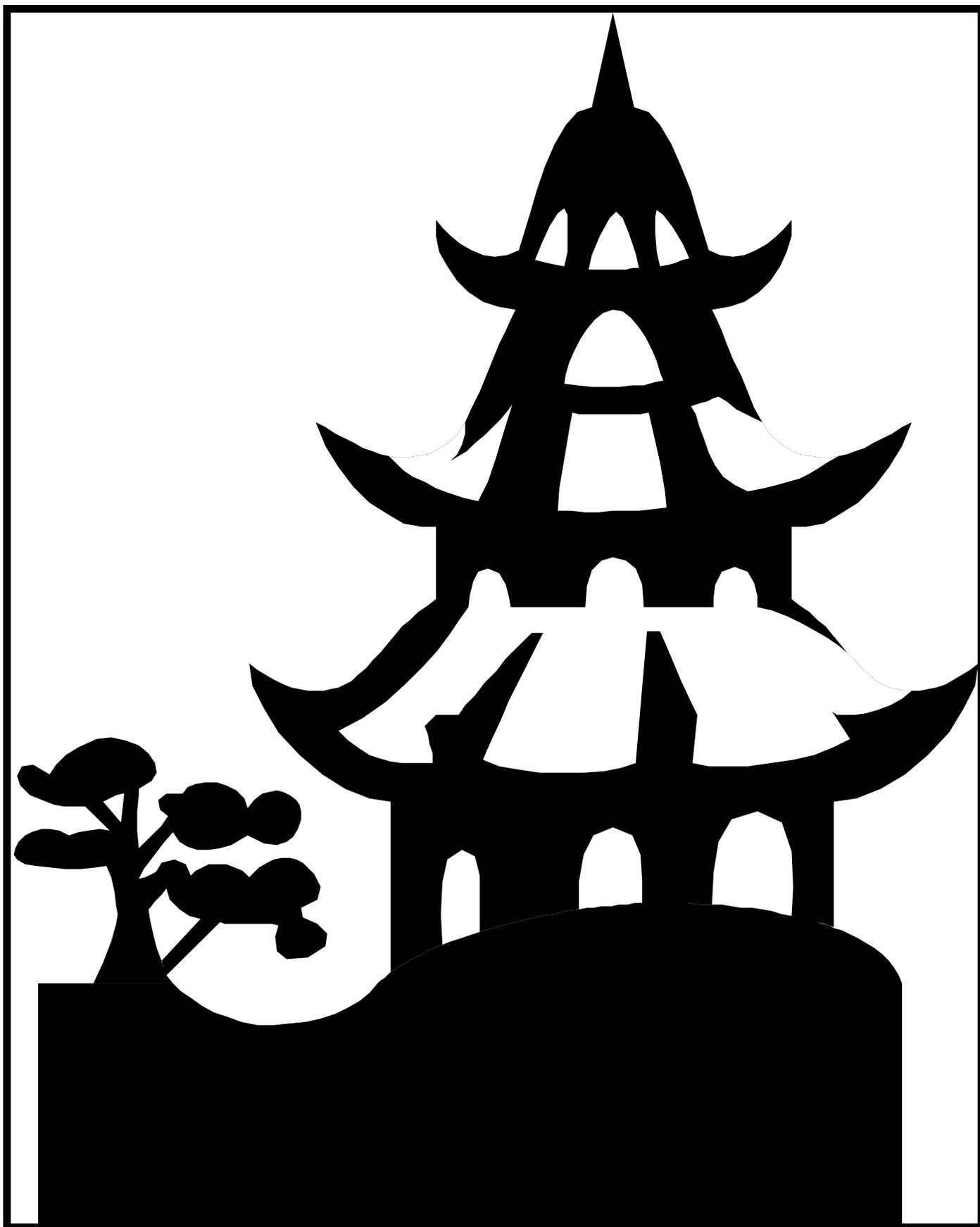












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