



## Make it Snappy

**Description:** A game that teaches children to think about different meanings of words

**Aim:** To show one part of producing an accurate translation

**Audience:** Primary, any size group

**Time:** 15–20 minutes

**Equipment:** Sets of snap cards (for each group of three players you need six sets of matching cards, or use one set of huge cards for a group game)

**Scripture to study:** Isaiah 1:18

### Leader's instructions

Before the session, make up sets of cards. Use card, or laminate paper. (Make it simple by laminating the whole sheet first and then cutting it into six individual cards.) For each group of three players, you need six sets of cards (six copies of each card on pages 3–5). You could also make one set of huge cards (pages 6–23) if you would prefer to play as one big group.

### Introduction



The Kouya people in Cote d'Ivoire (Ivory Coast), Africa, have no word for snow in their language. So every time the word 'snow' crops up in the Bible, translators 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 when it is cold. (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 this aloud.)



'Come now, let us settle the matter,' says the LORD. 'Though your sins are like scarlet, they shall be as white as snow; though they are red as crimson, they shall be like wool.'



So tell me, why do you think God used snow here? Because of what it looks like or what it does? Yes, because of what it looks like – 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 think the translators chose that instead? Yes, because the people have lots of coconuts and the inside of a coconut is pure 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.
3. At the same time, all players turn over one card and lay it in front of them, face up. A snap occurs when any two cards from the *same set* are face up. (Not necessarily identical – eg a *picture* of snow with a *description* of snow.)
4. Whoever shouts 'Snap' first wins all the cards in those two piles. Keep playing until someone wins all the cards.



**Pray for Bible translators.** Pray that they'll make good choices about which words to use in every situation, so that the meaning of God's word is clear.

(Snap cards for photocopying follow, on pages 3–23.)



White,  
cold and  
flaky

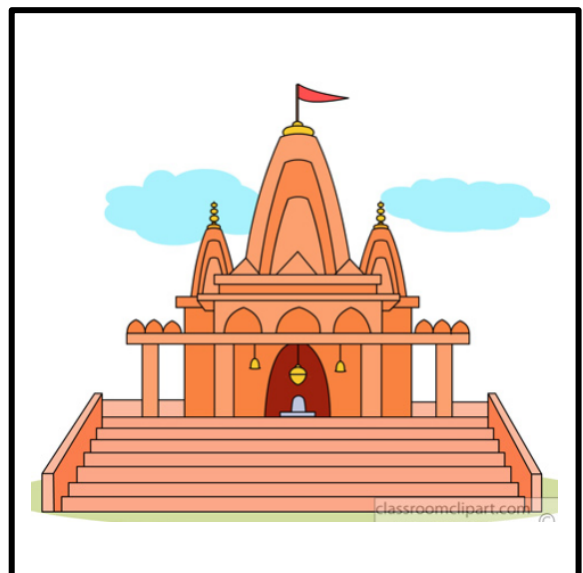
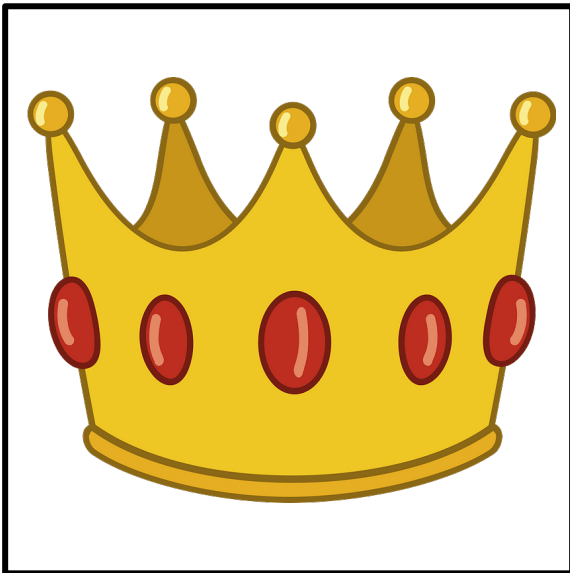
A wooden  
farm  
building

A golden  
head-piece

A heavy  
metal hook

A vessel with  
oars, a sail or  
an engine

A place to  
worship  
idols





Falls from  
the sky in  
winter

Keeps farm  
animals dry  
and warm

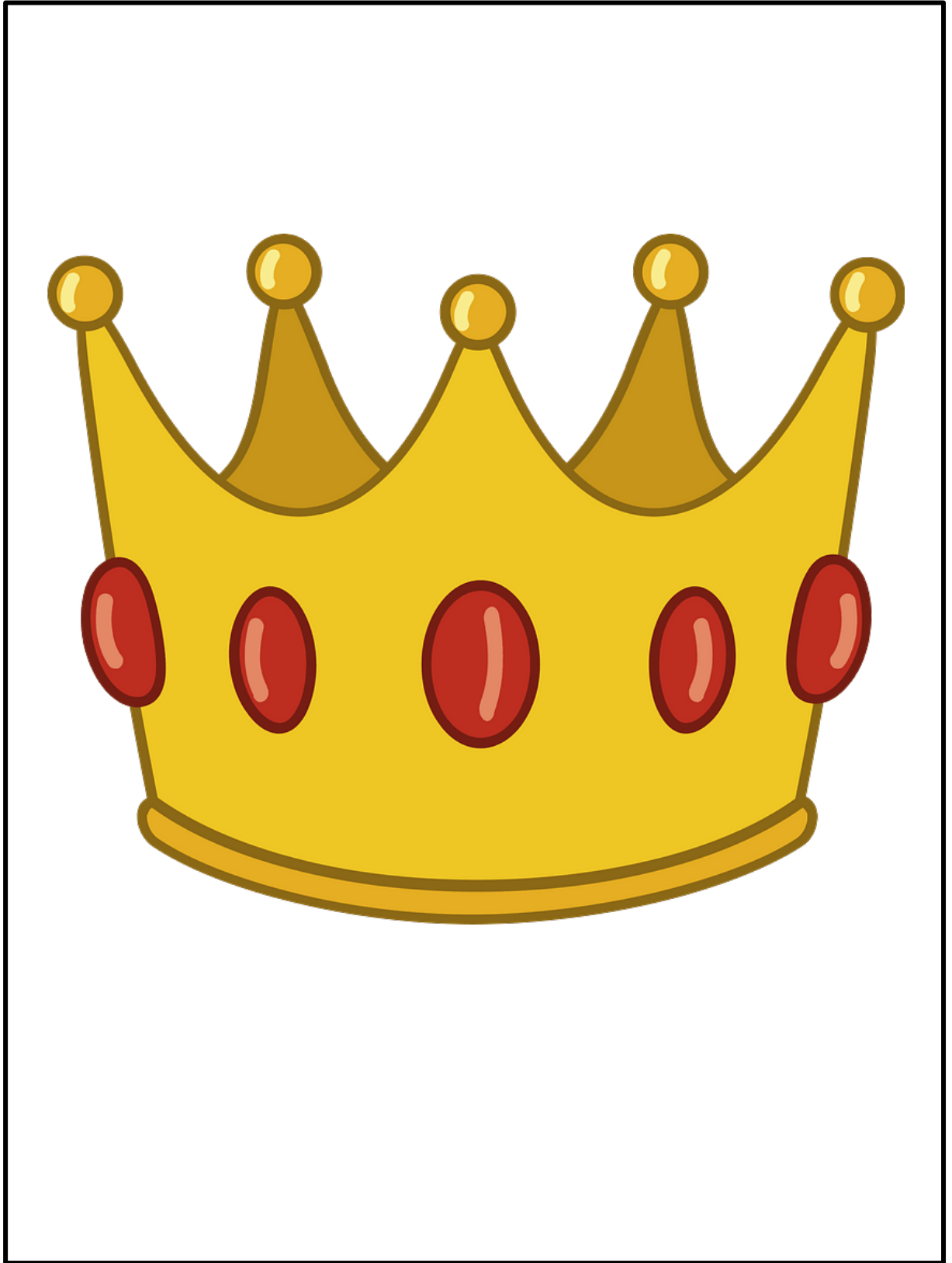
Shows who  
is ruler

Stops a boat  
from drifting  
off

Travels on  
water

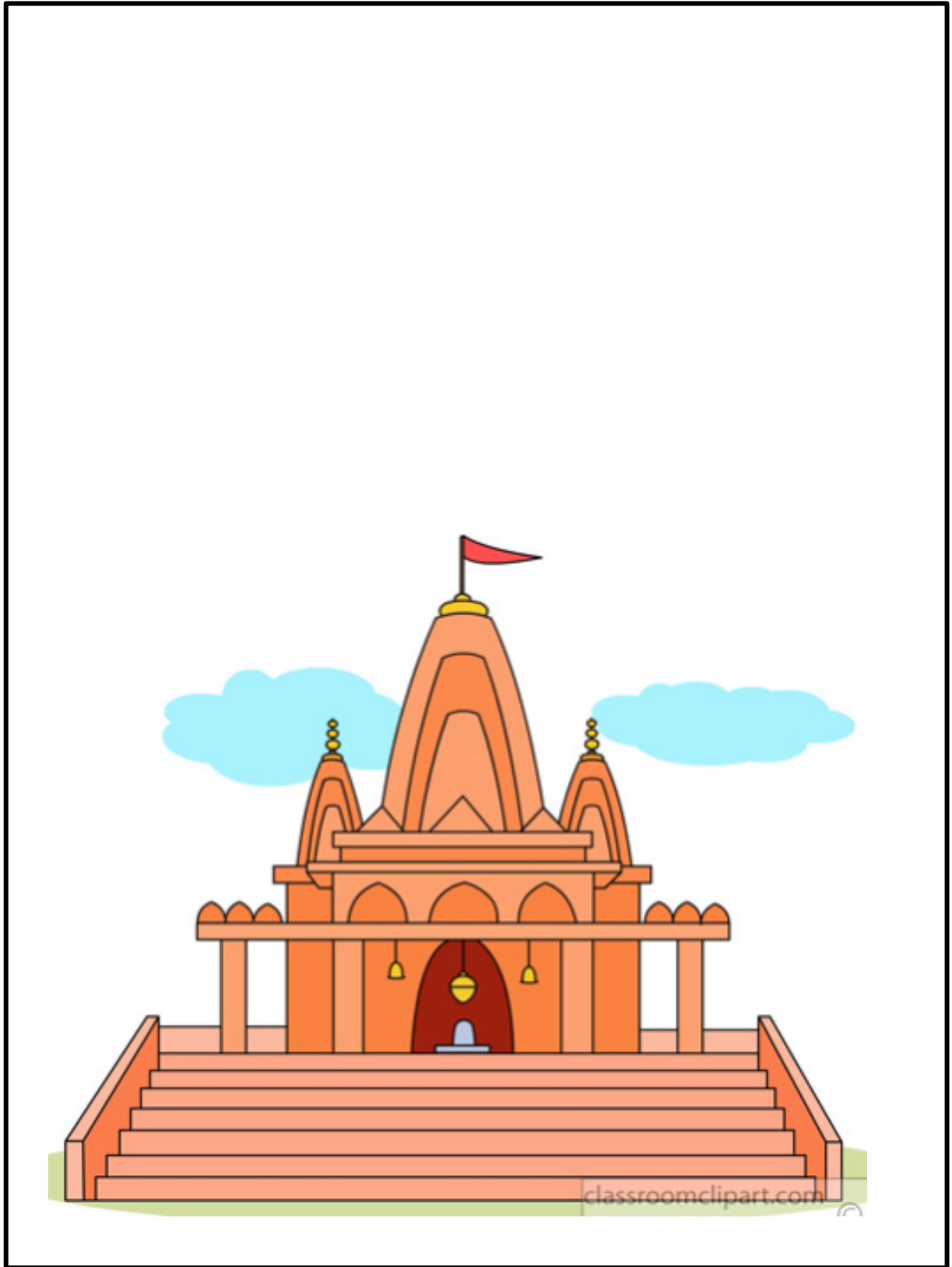
Idols are  
kept inside

















Falls from  
the sky in  
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A wooden  
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A golden  
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A heavy  
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A vessel  
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Keeps farm  
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A place to  
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Travels on  
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kept inside



White, cold  
and flaky