

I have hidden Thy Word in my heart that I might not sin against You. (Psalm 119:11)



Living Water Bible Games

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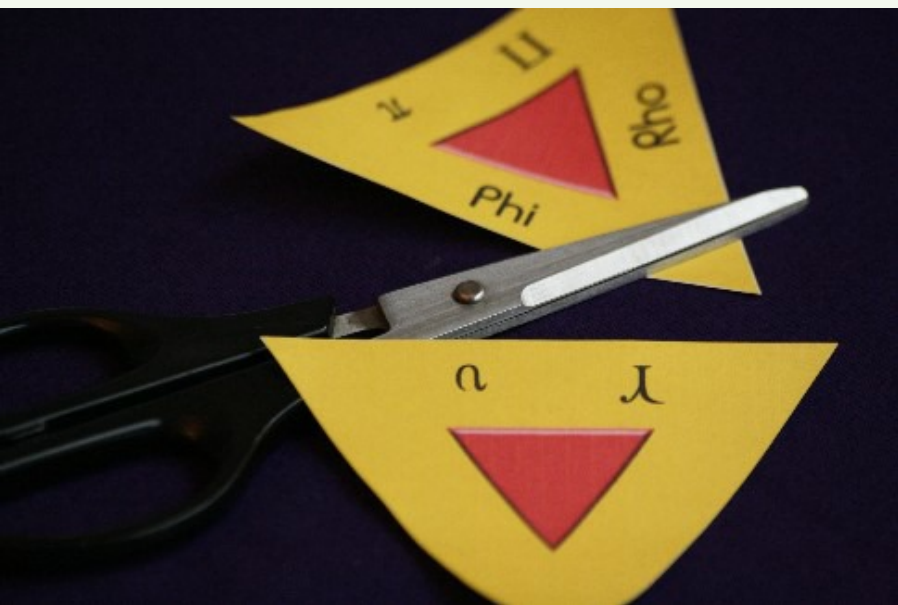
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Greek Alphabet Puzzle

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Greek Alphabet Puzzle

Have fun practicing the names of the Greek letters

Ages: 6+ (for players learning the Greek alphabet)

Number of Players: 1 to 4

How to Play

One Player

Simply arrange the pieces to make the puzzle, matching the Greek letters with their names. Jot down a mark each time you have to consult the solution table. Aim to keep improving your score until you do not have to look at the solution at all.

Two to Four Players

Rummy Style

Shuffle the puzzle pieces and share them all between the players. The player who has “Sigma” (the name, not the letter) starts by placing that piece on the table. Players take turns to put down a puzzle piece. You can only put down a card that attaches to a piece that is already on the table. Skip a turn if you do not have an attaching piece. If you put down an incorrect match, you must take back your piece and skip a turn. The first person to put down all their cards is the winner.

To help those who are still learning the pairs, you could print a copy of the solution table for them to consult during play.

Memory Style (Harder)

Lay all the cards face down on the table. Turn one card over and lay it on the table in a space large enough to fit the full puzzle. Pick a player to start. Players take turns to turn over one card. If the card fits onto one of the puzzle pieces on the table, it is added to the puzzle and the player scores 1 point (keep track of the points on a scrap of paper) and play moves to the next person. If it cannot attach to one of the pieces on the table, the card must be turned back over, and the play moves to the next person. Once all the pieces have been attached to the puzzle, the player with the most points wins.

To help those who are still learning the pairs, you could print a copy of the solution table for them to consult during play.

Non-Competitive Version

Shuffle the puzzle pieces and share them all between the players. The player who has “Sigma” (the name, not the letter) starts by placing that piece on the table. Take turns adding to the puzzle, one

piece at a time. If one person cannot place a piece, the game ends and the pieces must be reshuffled and dealt out again. The aim is to see how many rounds it takes to complete the puzzle.

To help those who are still learning the pairs, you could print a copy of the solution puzzle or the solution table for them to consult during play.

Making the Puzzle

You will need to print one copy of each of the puzzle pages (pages 7 to 9).

The puzzle pages can be printed onto paper, but they will last longer and fit together more easily if they are reinforced by either laminating them, printing them on card, or printing them on paper and sticking them onto card. Use one of the methods below.

Method 1

Print one copy of each of the puzzle pages onto plain white, light-weight card. Cut the puzzle pieces apart carefully so that they will fit together easily.

Method 2

Print one copy of each of the puzzle pages onto plain white paper. Do NOT cut out the pieces yet. Find some light-weight card (e.g. a cereal box) that is big enough to fit each page. Using a glue stick (not a liquid glue as it will wrinkle the paper), cover the back of the page with glue paying particular attention to the edges of each puzzle piece (you should be able to see through the paper slightly so that you know where to glue). Stick the pages to the plain side of the cardboard (not the printed side of a cereal box as it may show through), rubbing carefully with your hands or the edge of a ruler to smooth out the paper. Place a heavy book over each page and allow them to dry completely before cutting the puzzle into pieces. The books help prevent the pages from curling as they dry.

Method 3

For a more professional result, print the puzzle pages on premium quality inkjet paper and laminate the pages instead of sticking them onto card. Cut the puzzle pieces apart carefully, rounding the corners slightly so they will not be too sharp.

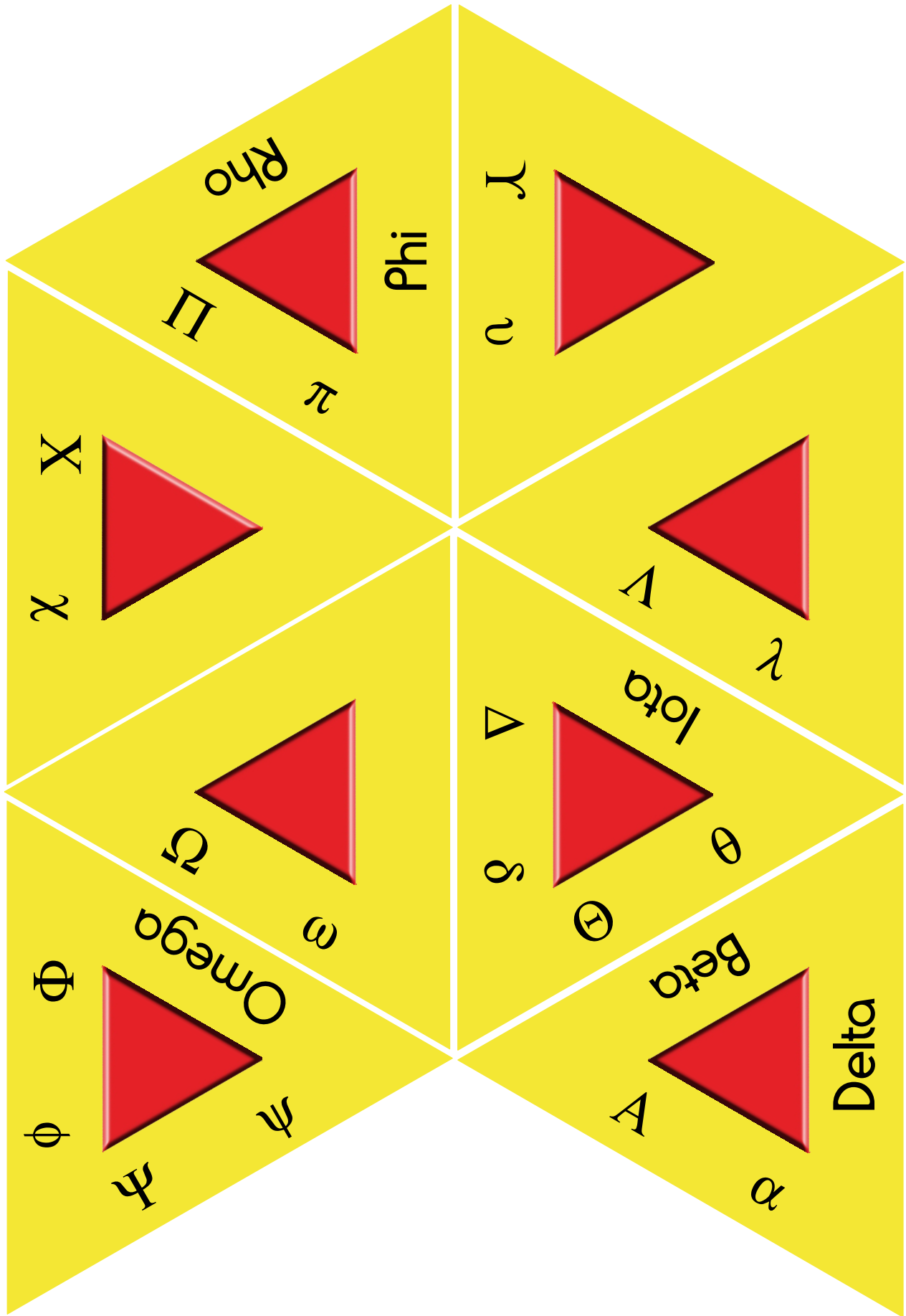
Printing Your Game

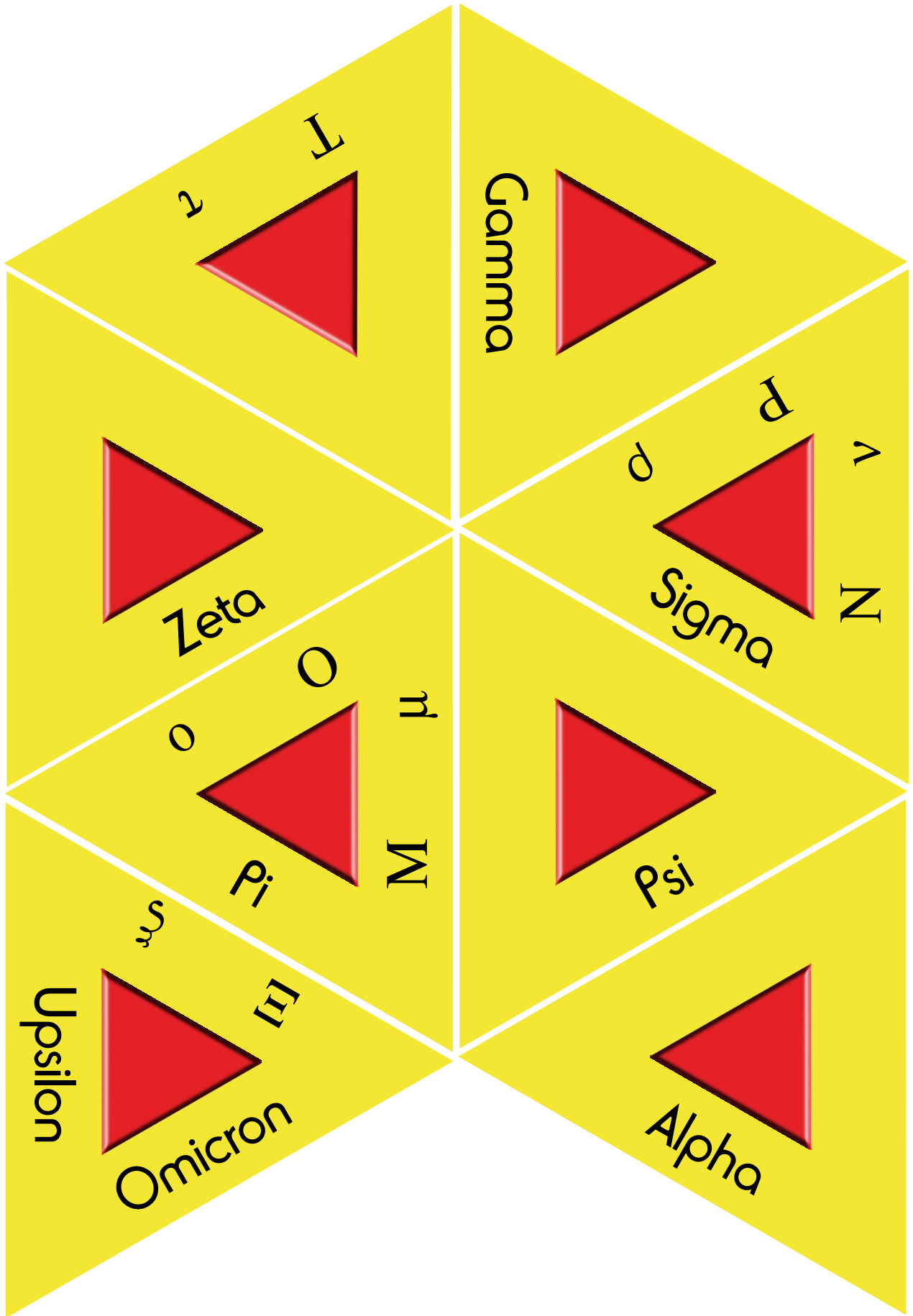
To print a PDF file, click on the “File” menu and choose “Print” (or click the print button on the toolbar). The Print Dialog Box appears. Choose the correct printer from the drop-down box at the top and then select which pages you would like to print and how many copies you want of each page. Under “Page Scaling”, choose “Fit to Printable Area”. Click “Ok” to print.

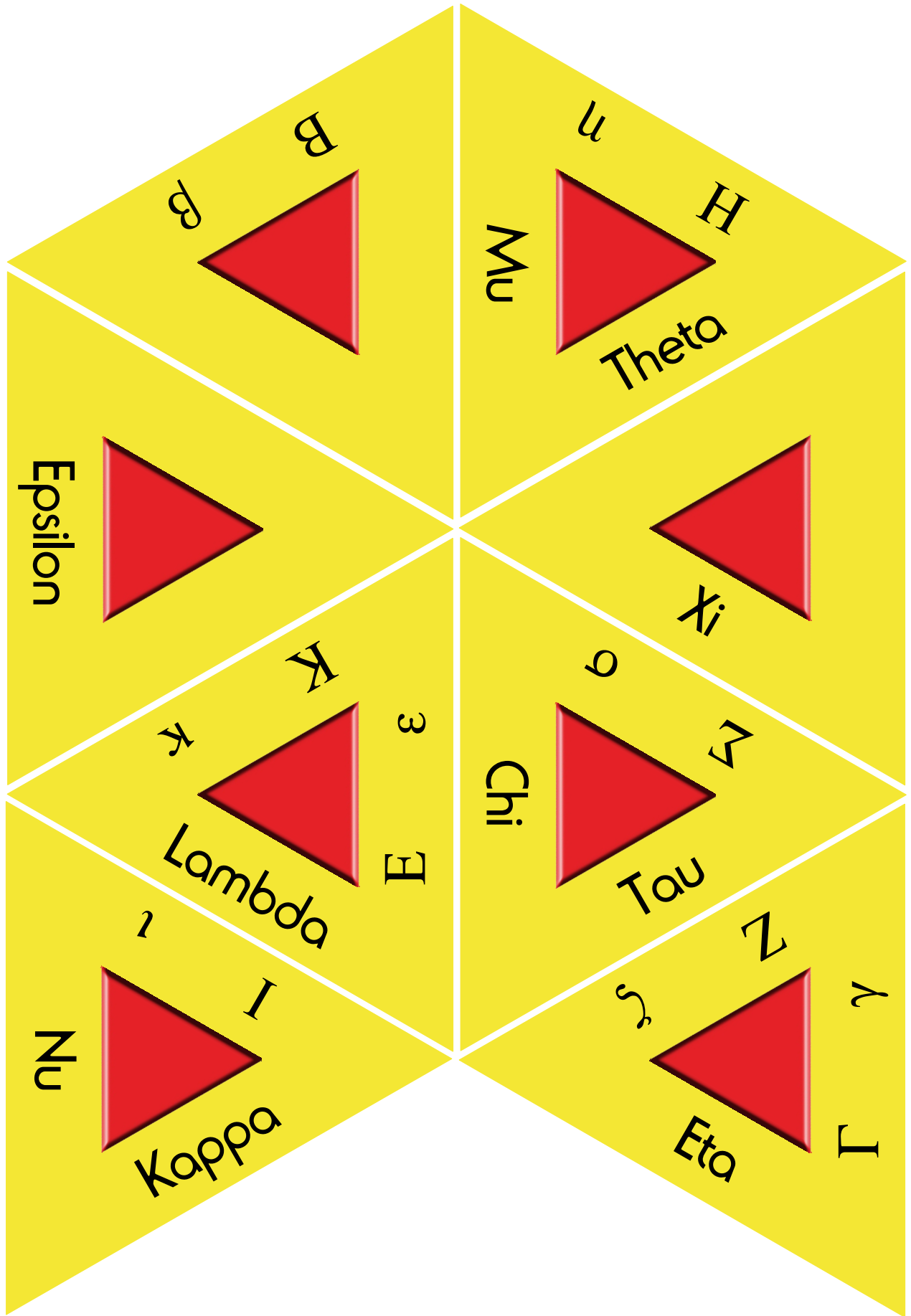
Printing Tips

- You do *not* need to print the whole of the PDF file, only the pages you want to use. It is often easier to use “Print Range: Current Page” (which only prints the page you’re looking at) or to list the page numbers you wish to print in the “Print Range: Pages” box (for example, type: 2, 4, 6-9 to print pages 2, 4, 6, 7, 8 and 9).

- If some of the image is being cut off, check that the “Fit to Printable Area” option from the drop down list in the print dialog box is selected.
- Better quality paper (bright white ink-jet paper, for ink-jet printers) will make a *big* difference to the quality of your printouts, so for “keeper” games it is worth getting good paper.
- If the document does not print correctly, you could try this method:
 - Choose File > Print (or click the print button on the toolbar)
 - Click “Advanced”
 - Tick “Print as Image”
 - Click “Ok” to exit, and then “Ok” again to print.



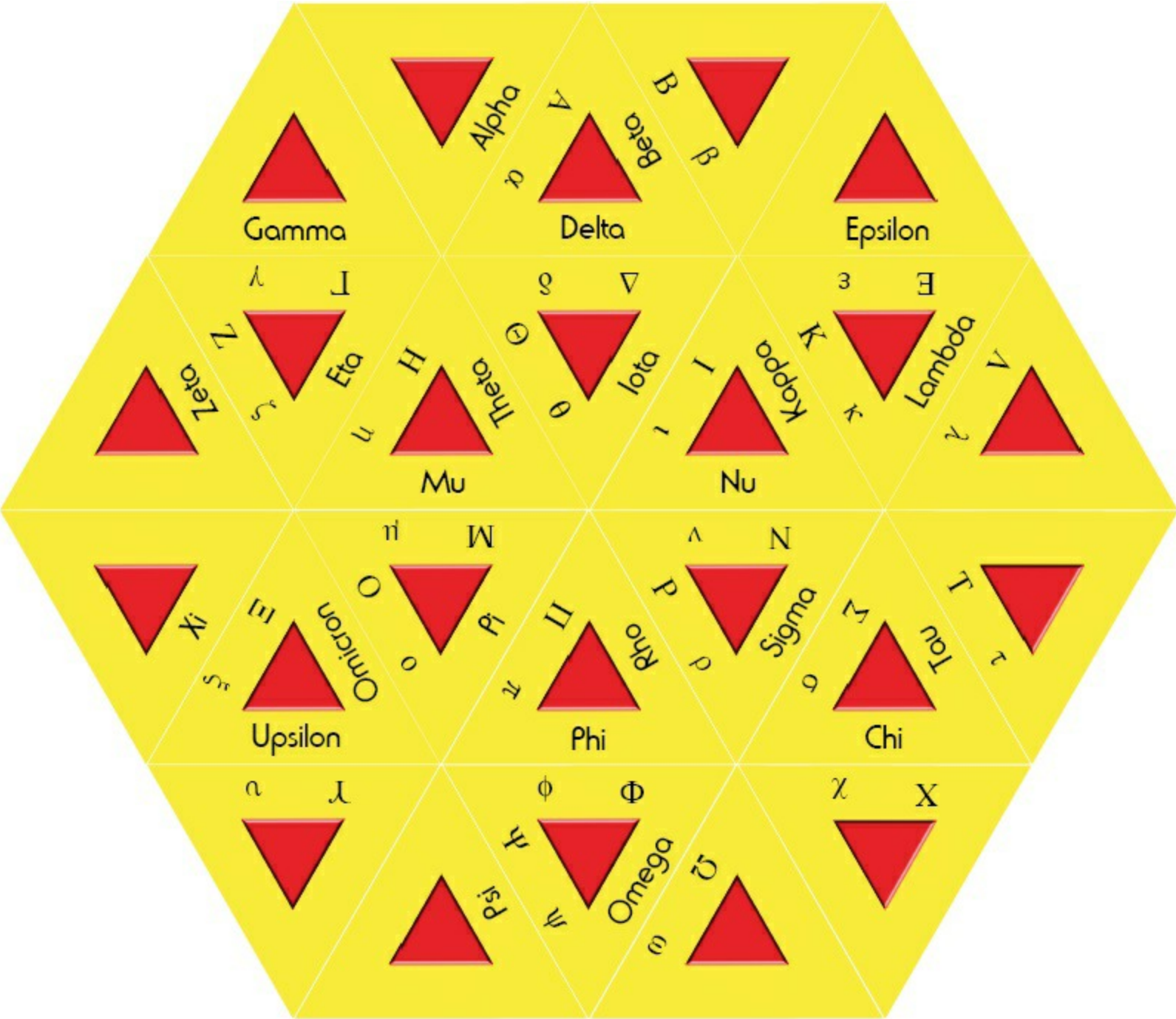




Greek Alphabet

Alpha	α	Α
Beta	β	Β
Gamma	γ	Γ
Delta	δ	Δ
Epsilon	ε	Ε
Zeta	ζ	Ζ
Eta	η	Η
Theta	θ	Θ
Iota	ι	Ι
Kappa	κ	Κ
Lambda	λ	Λ
Mu	μ	Μ
Nu	ν	Ν
Xi	ξ	Ξ
Omicron	ο	Ο
Pi	π	Π
Rho	ρ	Ρ
Sigma	σ	Σ
Tau	τ	Τ
Upsilon	υ	Υ
Phi	φ	Φ
Chi	χ	Χ
Psi	ψ	Ψ
Omega	ω	Ω

The finished puzzle



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