

DOCTRINE AND COVENANTS

SCRIPTURE-STORY

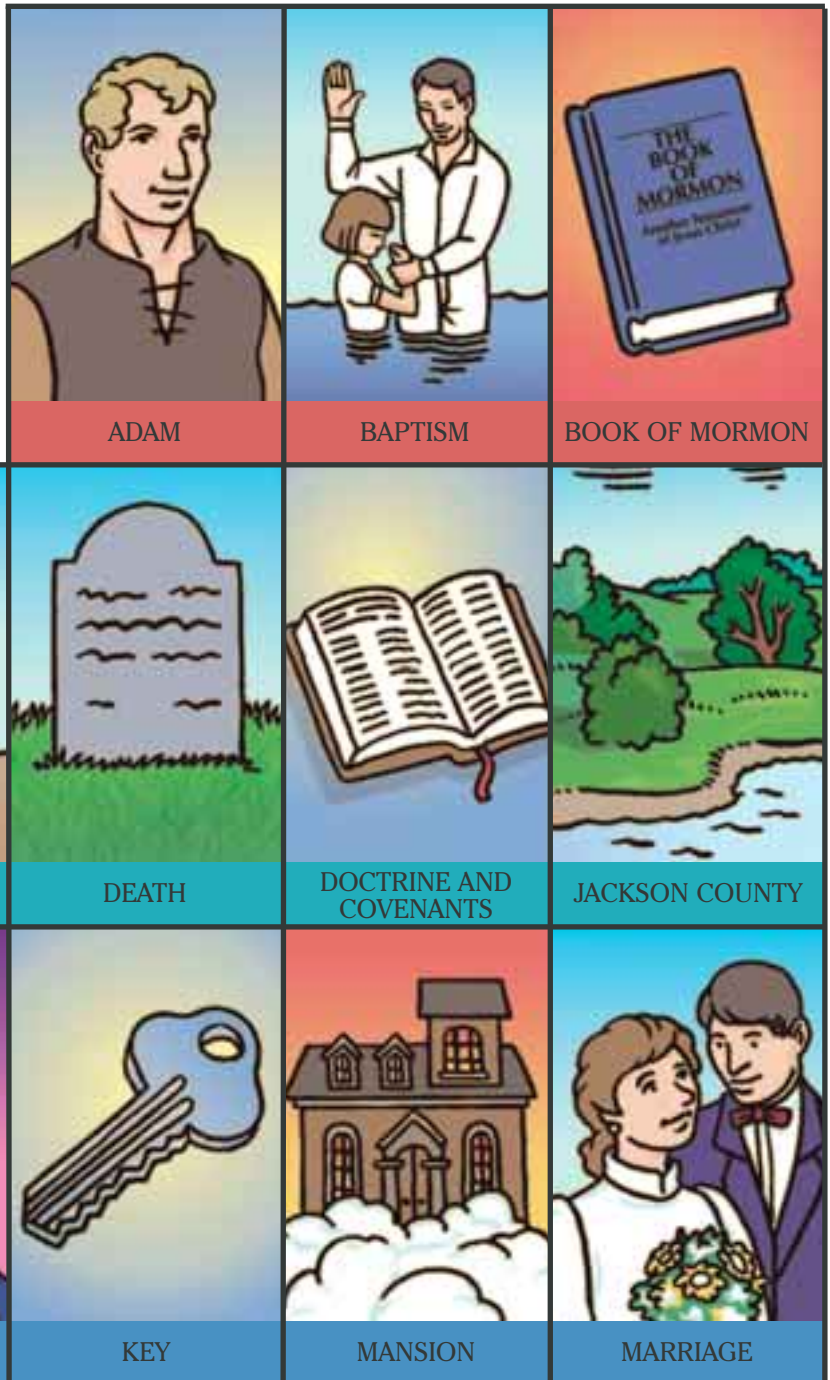
GRAB BAG

By Corliss Clayton

To play this scripture-story game, mount pages 24–25 onto lightweight cardboard; let dry. Cut out the picture cards and put them into a small, sturdy bag. Without peeking, the first player picks one card from the grab bag and tells something that the card reminds him or her of that he or she has learned from the Doctrine and Covenants or from Church history.* There are no wrong answers, but the player must explain why the card reminds him or her of that principle or story. For example, the PRISON card might remind you of Joseph Smith in Liberty Jail, of the spirit prison, or of something else. If the player can't think of a story, the other players may help. If no one can

think of a story, look up the card's word in the Index at the back of the Doctrine and Covenants and find a scripture about it.

*To expand the game, add the Old Testament Scripture-Story Grab Bag cards (*Friend*, February 1998, pages 24–25), the New Testament Scripture-Story Grab Bag cards (*Friend*, February 1999, pages 24–25), and the Book of Mormon Scripture-Story Grab Bag cards (*Friend*, February 2000, pages 24–25) and play the game by telling stories from either the Bible, the Book of Mormon, or the Doctrine and Covenants and Church history. Use both the Book of Mormon and Doctrine and Covenants Index and the Topical Guide in the Bible, if needed, to find stories to go with the cards.





MARTYR



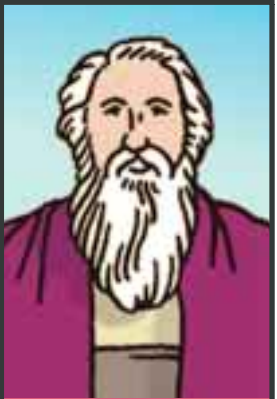
NEEDY

High Priest
Elder
Priest
Teacher
Deacon

PRIESTHOOD



PRISON



PROPHET



SACRAMENT



SECOND COMING



SERVANT



SONG



TELESTIAL GLORY



TEMPLE



TERRESTRIAL GLORY



TESTIMONY



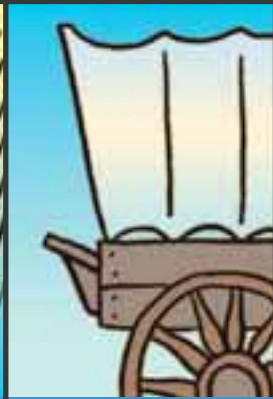
TITHING



URIM AND THUMMIM



VISION



WAGON



WITNESSES



WORD OF WISDOM



ZION