

1. These donkeys are ready to race to Bethlehem. You can use them to be the counters to the game on page 11 of your book.
2. Carefully cut out each donkey and fold it along the lines to create a triangular base as shown above.
3. Glue the tab to the back of the donkey's front to complete your racing donkey counter.

Made a mistake cutting out? No problem! Just download another copy of this sheet as a PDF from: www.kf.church/christmas

Want to make your racing donkey game more interesting? Use the red/green jeopardy cards below to add a little extra fun! Pick up a red/green card every time you land on a red/green space.

IF YOU LAND ON A RED SPACE DRAW ONE OF THESE CARDS

MUNCH

skip a turn, your Donkey has paused to enjoy some delicious fresh green grass!

THIRSTY

Your donkey is thirsty. Go back to the last blue space while your thirsty donkey has a drink.

ROMANS

You've been pulled over at a Roman checkpoint, skip a turn whilst they check all your belongings.

IF YOU LAND ON A GREEN SPACE DRAW ONE OF THESE CARDS

EASY

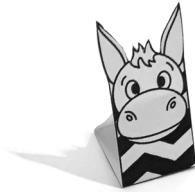
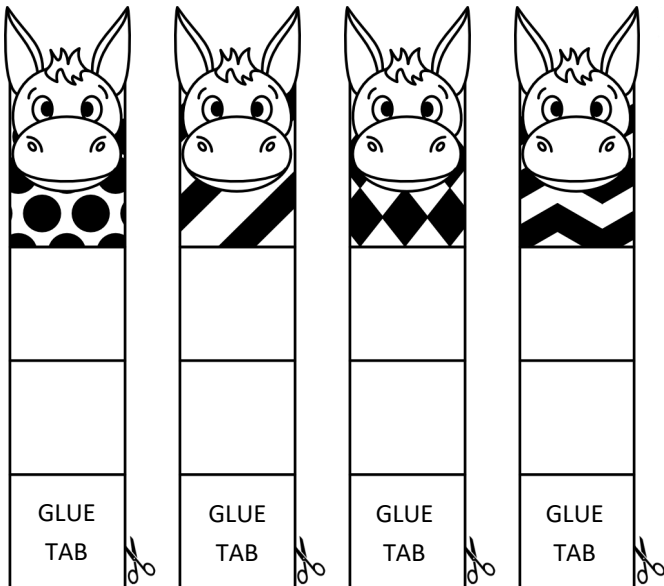
this section of road is all downhill, that's so easy! Have an extra throw of the dice!

CARROT

Your donkey has spotted a carrot in the road up ahead. Move forward to the next orange space!

SHORTER

Joseph has double checked the map and found a shorter route, move forward 3 spaces!



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