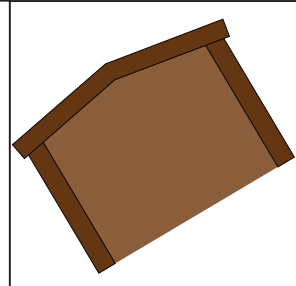
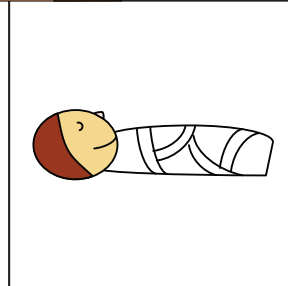
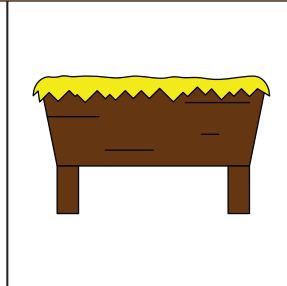
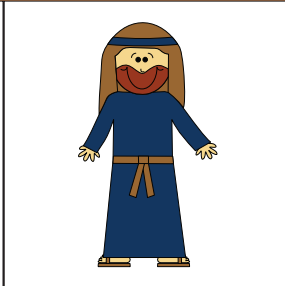
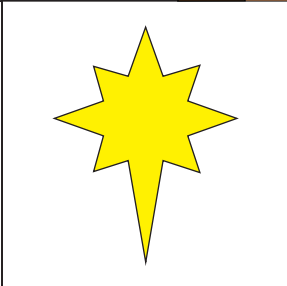
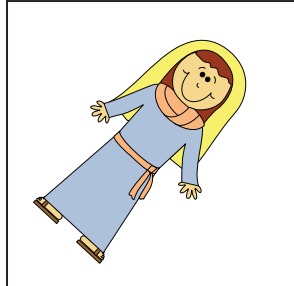
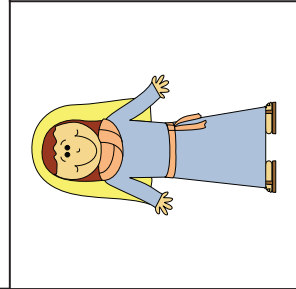
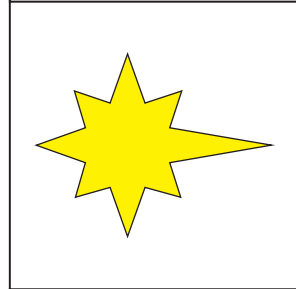
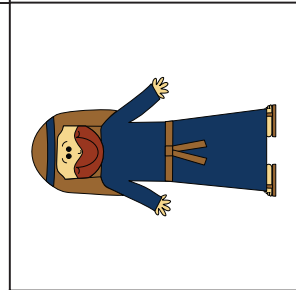
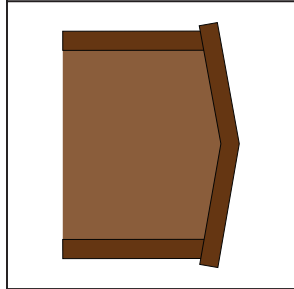
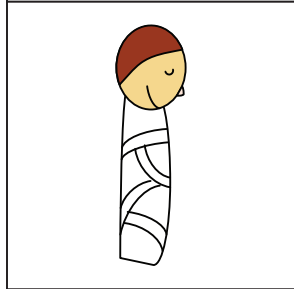
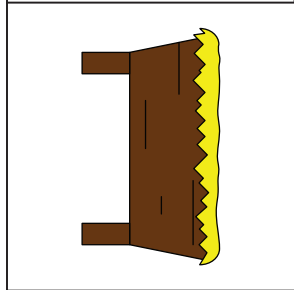
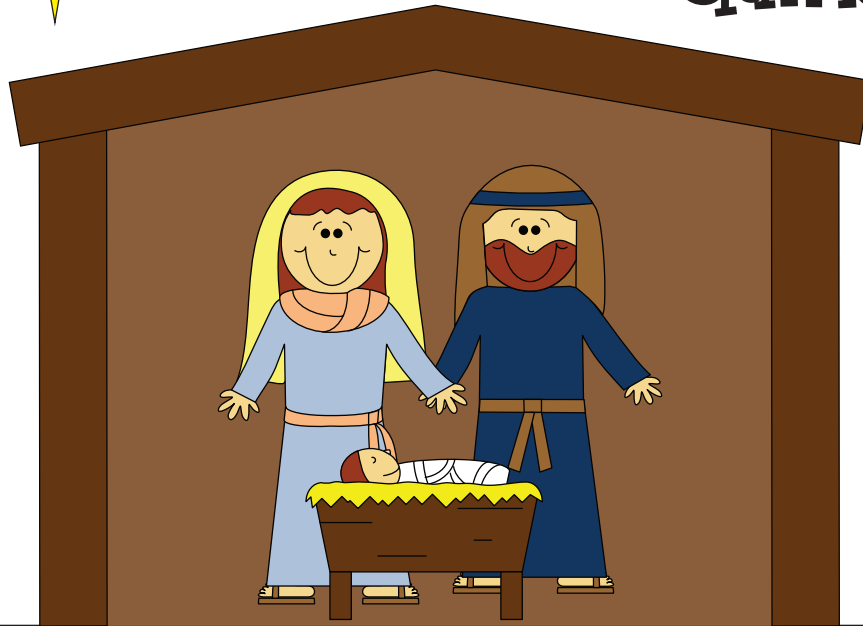
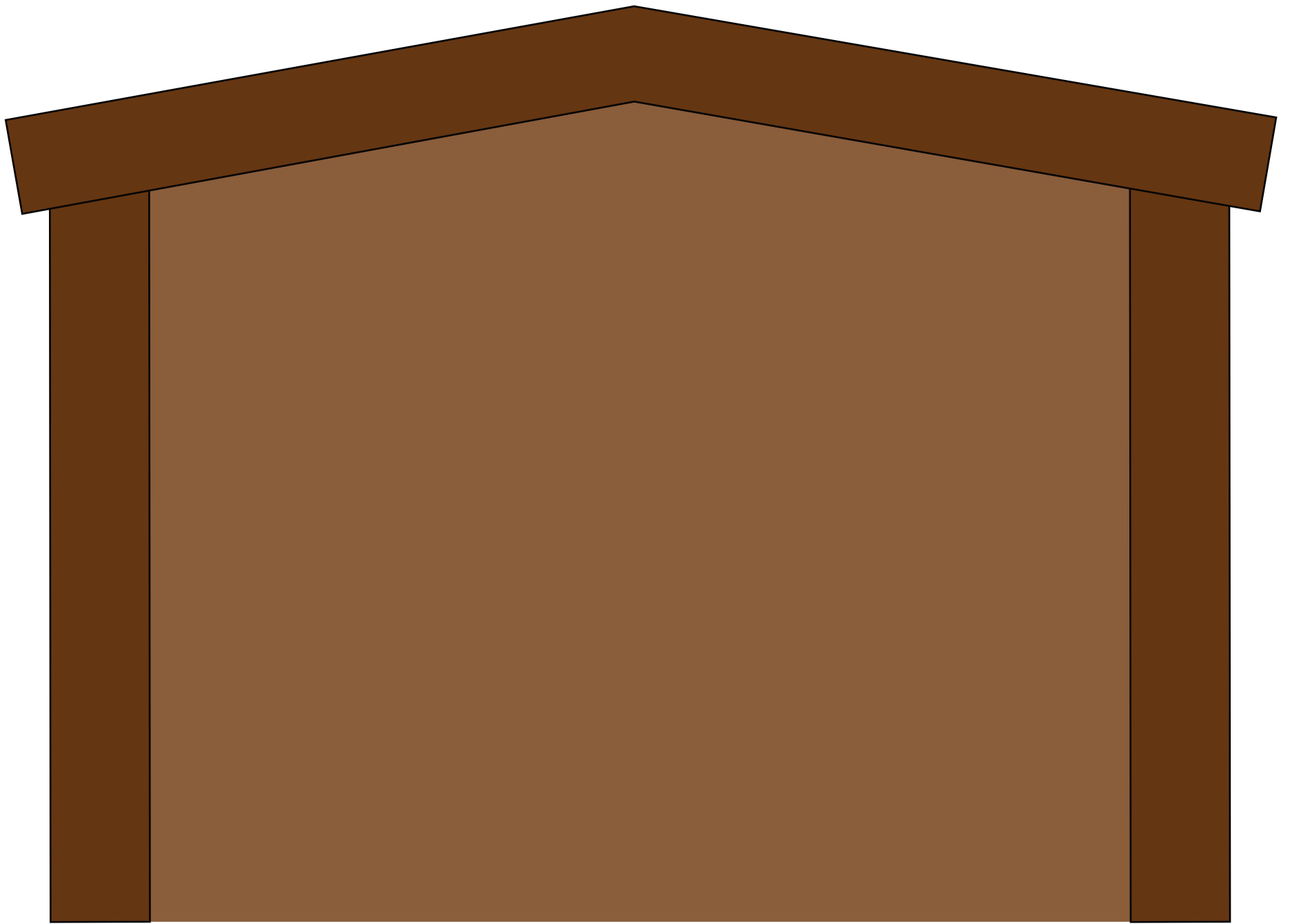
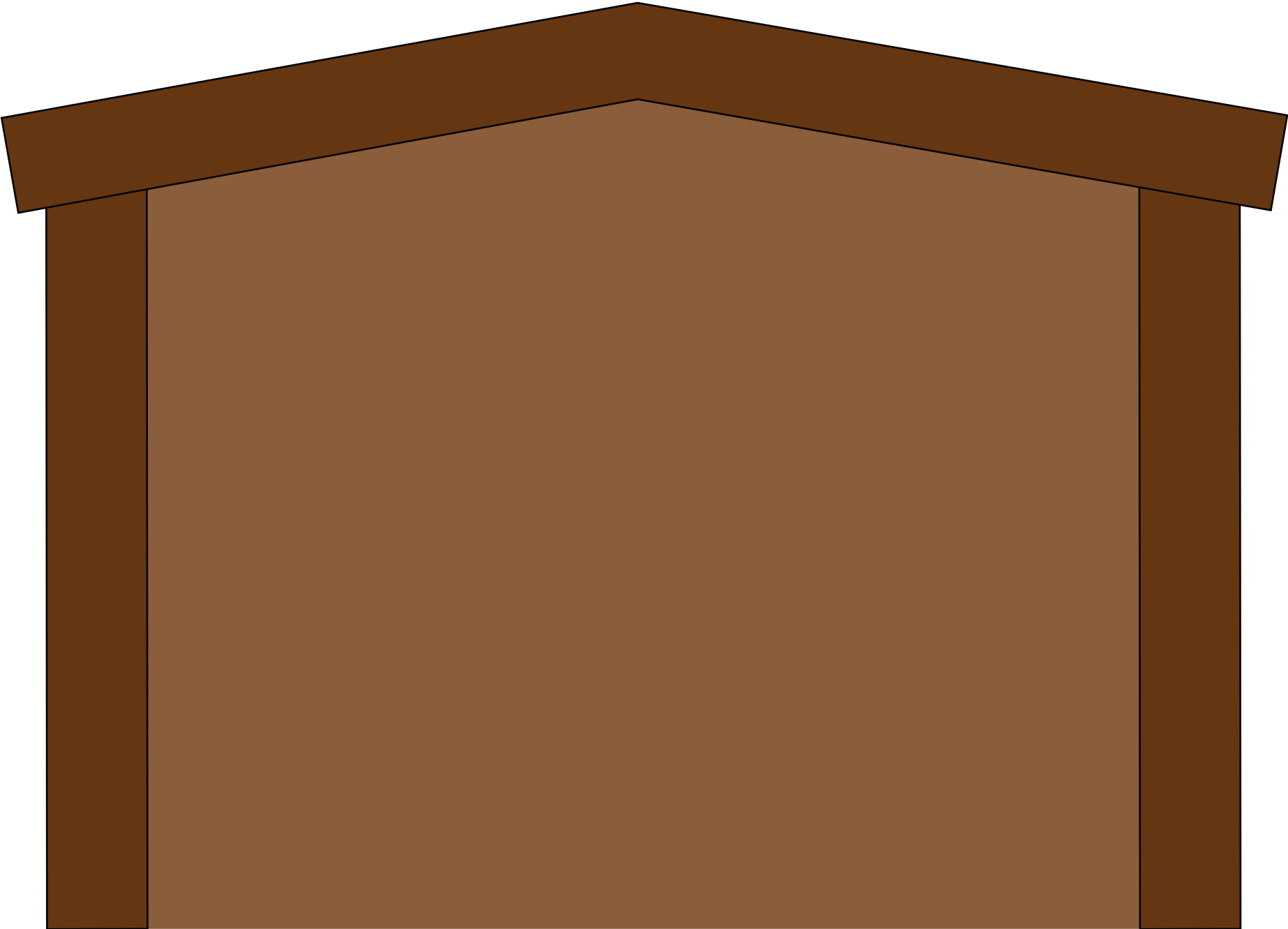


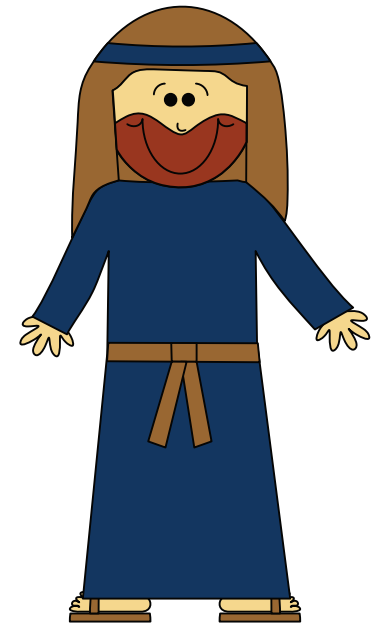
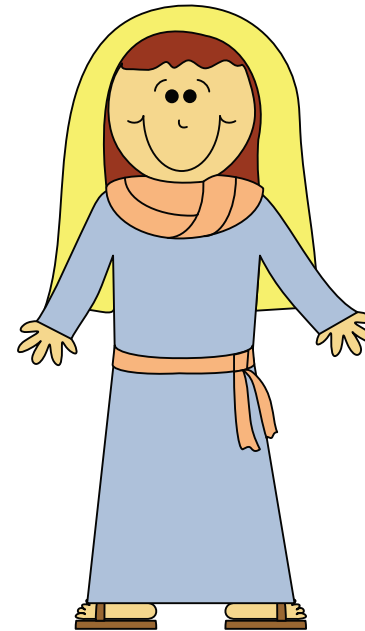
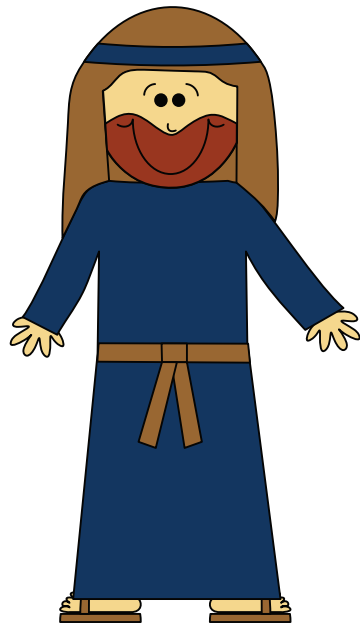
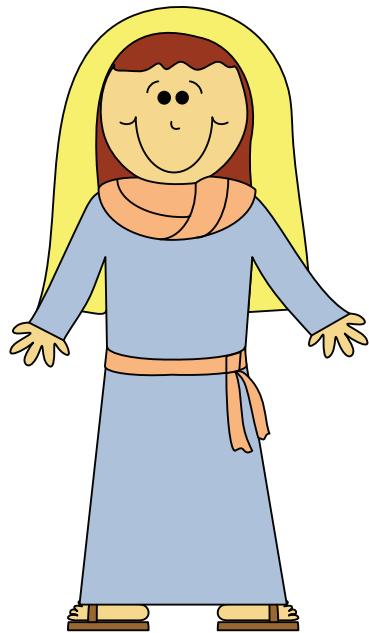
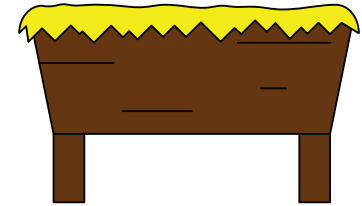
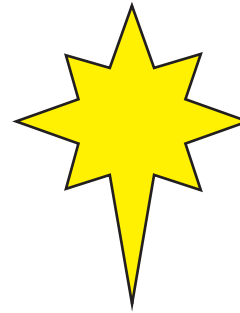
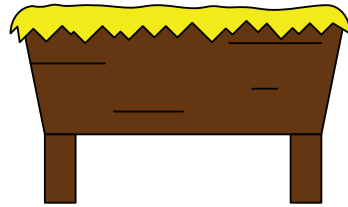
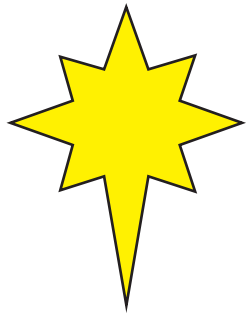
© Education Inspired

Away in a Manger  
Game



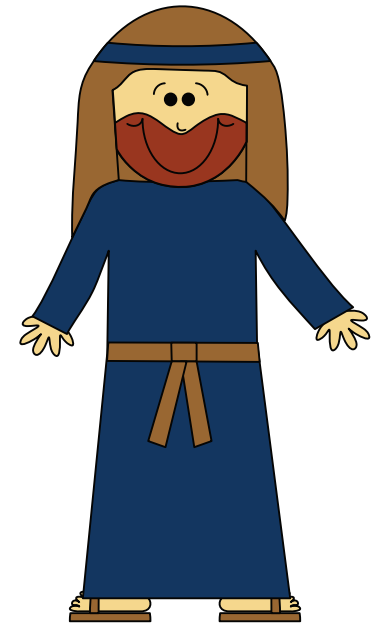
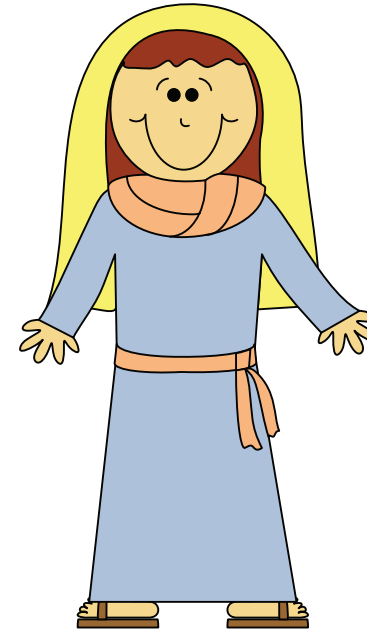
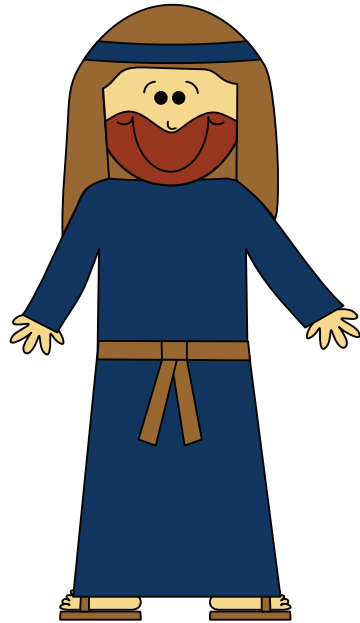
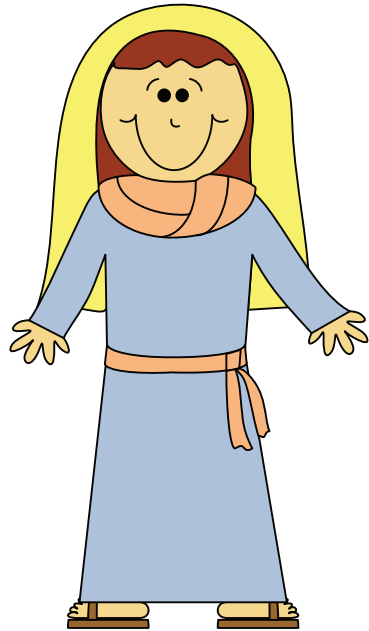
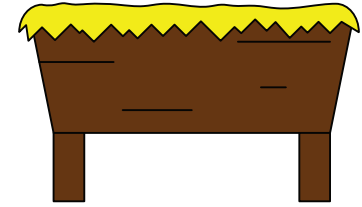
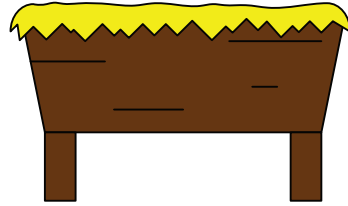
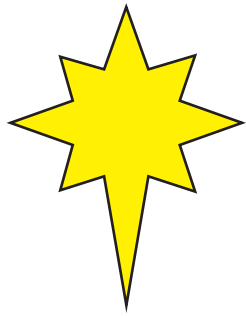






For 2-4 players who are able to count (or count with assistance).

To prepare the game, cut the characters, mangers, and stars. You need a game piece for each player and one die.



To play the game, select a game piece per player and set it on any desired square on the board. Taking turns, roll a die and move that many spaces. Collect the object that you landed on. If you already have that object, you do not do anything. The first player to collect all the pieces of the nativity wins the game.  
Option: Discuss each object and the role it had in the story of Jesus's birth during the game or when someone wins.

