

Cornerstones: Joseph Had a Little Overcoat

Destination Library: Instructions

A Between the Lions game for two or more players.

Print out the game board and all four pages of game pieces (the category cards). Cut the cards out and shuffle them into a pile.

Find some coins. All players choose a different coin to be their playing piece. Place all the coins on the A space. The youngest person goes first.

You have to hop your coin from A to Z. To move, you pick a card from the pile and try to answer the question.

In addition to the regular cards, there are several special cards. Eight of these cards will move you 2 spaces ahead or back. Two will allow you to switch places with another player. And one will send you to M, regardless of where you are. With these special cards, there is no need to think of an answer (until your next turn, of course).

If you can't answer the question on the card, you miss a turn. On your next turn, you can draw another card and try again.

If you run out of Game Pieces, shuffle them and start the pile again.

The winner is the first one to reach the library, which is one spot past Z. You do not need to land exactly on the library to win.

Cornerstones: Joseph Had a Little Overcoat

Destination Library: Game Board



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Destination Library: Card One

Name something that is old.

(Move 1 space)

Name a kind of fastener.

(Move 2 spaces)

**Name one thing that you
can wear.**

(Move 1 space)

**Name someone who might wear
suspenders and why.**

(Move 2 spaces)

Name a kind of jacket.

(Move 1 space)

Name something found in the city.

(Move 2 spaces)

**Name a word that rhymes
with "vest."**

(Move 1 space)

Name something found at a fair.

(Move 2 spaces)

**Name something that
has buttons.**

(Move 1 space)

Name a kind of dance.

(Move 2 spaces)

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Destination Library: Card Two

**Who is the main character
in the story?**

(Move 1 space)

Who did Joseph visit in the city?

(Move 2 spaces)

**Where does the story take
place?**

(Move 1 space)

What did Joseph have to drink?

(Move 2 spaces)

**What does "old and worn"
mean?**

(Move 1 space)

**What did Joseph use the
button for?**

(Move 2 spaces)

**What did Joseph wear to
the fair?**

(Move 1 space)

What is the lesson in this story?

(Move 2 spaces)

**Whose wedding did Joseph
dance at?**

(Move 1 space)

What did Joseph lose?

(Move 2 spaces)

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Destination Library: Card Three

What does "fasten your seatbelt" mean?

(Move 1 space)

Name a compound word with "no" in it.

(Move 2 spaces)

What does "show-off" mean?

(Move 1 space)

Name a compound word with "thing" in it.

(Move 2 spaces)

What does "button up" mean?

(Move 1 space)

Name a compound word with "coat" in it.

(Move 2 spaces)

What does "no-show" mean?

(Move 1 space)

Name a compound word with "some" in it.

(Move 2 spaces)

What does "on the button" mean?

(Move 1 space)

Name a compound word with "tie" in it.

(Move 2 spaces)

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Destination Library: Card Four

Oops! A monkey took your library card!
(Move back 2 spaces)

Oops! Your room was so messy, a library book disappeared!
(Move back 2 spaces)

Oops! You sneezed really loudly in the library!
(Move back 2 spaces)

Cool! Click found the book you were looking for!
(Move 2 spaces)

Cool! You returned all your books to the library on time!
(Move 2 spaces)

Cool! You finished reading a book!
(Move 2 spaces)

Cool! You got your own library card!
(Move 2 spaces)

Move to the letter M.

Switch places on the board with another player.

Switch places on the board with another player.