TRUST	OBEY	GIVE UP	GIVE IN	DOUBT	DISOBEY
FEAR OTHERS	EVIL PLANS	UNBELIEF	SIN	SELF-ASSURED	REBELLION
TRUST		GIVE UP	GIVE IN	DOUBT	DISOBEY
FEAR OTHERS	EVIL PLANS	UNBELIEF	SIN	SELF-ASSURED	REBELLION
TRUST		GIVE UP	GIVE IN	+ — — — +   DOUBT	DISOBEY
FEAR OTHERS	EVIL PLANS			+	REBELLION
		GIVE UP	GIVE IN	+ — — — +   DOUBT	DISOBEY
FEAR OTHERS	EVIL PLANS		 SIN	+	REBELLION
		GIVE UP	GIVE IN	+ +	DISOBEY
FEAR OTHERS	EVIL PLANS	UNBELIEF		+	REBELLION
TRUST		GIVE UP	GIVE IN	+ — — — +   DOUBT	DISOBEY
FEAR OTHERS	EVIL PLANS		SIN	SELF-ASSURED	
TRUST	OBEY	GIVE UP	<b>GIVE IN</b>	+ +	DISOBEY
FEAR OTHERS	EVIL PLANS	UNBELIEF	SIN	+ +	REBELLION
TRUST	OBEY	GIVE UP	<b>GIVE IN</b>	+ + +	DISOBEY
FEAR OTHERS	EVIL PLANS	UNBELIEF	SIN	+ +   SELF-ASSURED   _ '	REBELLION

Print at least one page for each team. Cut cards apart and store sets of cards in separate envelopes for each team. Teams will sort through all the cards looking for the "Trust" and "Obey" cards. Give them 1 minute to sort through the cards. For more challenging play, print more pages in different colors and have the students sort by card color as well.

