

God's Power Escape from Egypt Theme & Games

The theme and game should be done in 10 minutes or less for a 60-minute club. For a 90-minute club it can be done in 15-20 minutes. The theme ideas can be shared in the lesson and even at the end the club. The theme and games are a great way to use fun to reenforce the message. It can also help the kids stay focused. In the five-week lesson series the children will see how each lesson connects. The theme will help reinforce the message.

Stories teach us and inspire us. The games and illustrations will point to God's power and faithfulness. They will reinforce the main teaching from the lesson and or memory verse.

The children will see how God works through imperfect and sinful people. They will hear about the 10 plagues of Egypt. They will learn how God parted the Red Sea for His people to walk on dry ground. They will understand why God gave the 10 Commandments. Most importantly they will learn how God sent Jesus Christ to save us from the punishment that comes through our sins. Only Jesus can save us and give us the gift of eternal life.

The main teachings or Word Up phrases are:

- Lesson 1-** God is the Deliverer **Lesson 4-** God's way is best
Lesson 2- Remember who God is **Lesson 5-** I need God's grace
Lesson 3- I can trust God

Supplies

Lesson 1

1. Bean bag (*Active Game*)
2. Picture of a fortress (*Memory verse introduction*)
3. Rock of various sizes (*Memory verse repetition*)
4. Marbles or small candies (*Review Game*)

Lesson 2

1. Bible (*Word Up*)
2. 10 or more small items (*Active Game 1*)
3. Power cards 10-15 (*Active Game 2*)
4. Poster board or dry erase board (*Review Game*)

Lesson 3

1. Dice or Quarter (*Active Game*)
2. Small ball or paper ball (*Active Game*)
3. Dry Erase Board or marker (*Memory Verse*)
4. Masking tape (*Review Game*)

Lesson 4

1. Cards with the words "Right" and "Wrong" (*Word Up*)
2. Verse divided up into phrases. (*Memory Verse Repetition*)
3. Paper balls and baskets (*Review Game*)

Lesson 5

1. Several Balloons (*Active Game*)
2. Yarn to make a larger circle (*Active Game*)
3. 10 Commandment written on 10 separate cards (*Review Game*)

Word Up: God is the Deliverer!

(Share a short story of when you needed to be rescued.)

Have you ever needed to be rescued? Today we are going to talk how God delivered or rescued His people from a bad situation. God has also made a way for you to be rescued from a great problem. Jesus Christ came as our Savior. Will hear more about that today. (Repeat Word Up!)

Active Game: "The Bean Bag Toss"

Pass a bean bag around a circle as music plays. Whoever is holding the bean bag when the music stops, will tell the class something they do every day (eat, sleep, brush teeth etc..) You can also give them a little candy. God knows everything you do. He knows and loves you.

Memory Verse: 2 Samuel 22:2

"The Lord is my rock and fortress and my deliverer."

Introduction: Have you ever made a fort? (*Allow response*) Or show a picture of a fort. Our verse talks about another kind of fort where you can be safe.

Presentation: (Read verse or have a student read verses.) Where is this book in the Bible? Who is Samuel? Who said these words?

Explanation: "The Lord," "is my rock and my fortress," "and my deliverer" God protects, God is all-powerful, He delivers or rescues you when you are having troubles.

Application: (*Saved*) You can have peace, trusting that God is able to protect you. (*Unsaved*) God made the one way for you to be rescued from the power of sin. Jesus is the one who died for your sins.

Repetition: "Rocks" Put different size rocks in a bag. A big rock-say the verse loud. A small rock- say the verse quiet.

Review Game: "Marbles"

Have a jar of marbles. When a team answers a question correctly have them pick a numbered card. They add that number of marbles to their team's pile. You can also provide cards that read "give." They must give the number of marbles to the other team.

(*You can also use small starburst candies instead of marbles.*)

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Lesson 2

God Shows His Greatness to Pharaoh (Exodus 4:29-6:13; 7:1-12-32)

Word Up: Remember who God is!

Skit: "I lost my Bible." Ask the class if they have seen your Bible. Place the Bible in plain sight for the kids to see. *"Has anyone seen my Bible? I lost it. I don't remember where I put it. Can you help me find it?"*

People can forget about God and what He has done for us. It is important to remember who God is and the awesome things He has done in our lives. In our lesson today Moses and the Israelites were reminded of who God is.

Active Game: "Scavenger Hunt"

Divide the class into teams of 4 or 5 students. Give each team a list of items they must find and check off. The first team to find all the items is the winner. The team can yell the Word Up.

Remind the class how we might lose things, but we should not forget the great things God has done in our lives.

(Gather ten or more small items to hide around the room or outside the classroom. Hide the items either before class or ask the students to close their eyes while another teacher hides the items.)

"God's Power Game"

Divide class into two or three teams. One member at a time finds a power card and brings it back to their team. The Power cards will include pictures of power things God created or does. Example: Sun, Moon, Stars, Waterfalls, Whales, Lions, Thunder, Large Mountains, Rainbow, Cells, Elephants, Ants, Kings & Queens, People, and Airplanes.

Say: God created these and has power over them. He is all powerful. God shows His power in our story today. Listen to find out how.

Memory Verse: Isaiah 45:5a

"I am the Lord, and there is no other, beside me there is no God."

Introduction: Ask the class questions only God would know.

Example: Does anyone know the names of all the stars? Does anyone know how many hairs are on your head? Does anyone know how to make air? There is only one who knows the answers to these questions. The verse today tells us there is no one like the one true God.

Presentation: *(Read verse from the Bible.)* Where is this verse found? Who wrote it? Are there any mistakes? Is the Bible too old to trust?

Explanation: *"I am the Lord," "and there is no other," "beside me there is no God."*

Application: *(Unsaved)* God wants you to know Him and have a relationship with Him. He loves you. You can hear more in our lesson. *(Saved)* You can remember who God is. He can do things no one else can.

Repetition: *"Freeze motion"* Repeat the verse several times. Have the kids make motions for the words or phrases to the verses. When the teacher yells freeze the class must freeze.

Review Game: "Let My People Go" Guess the Phrase

Materials: Poster board or dry erase board.

Have blanks for each of the letters in the phrase "Let my people go."

Divide class into teams. For each correct answer, teams get 1,000 points. They choose a letter. For each letter in the phrase, they get 100 points for each time it appears. (L, P, O get 200 points; T, M, G and Y get 100 points and E gets 300 points.) The team to guess the phrase gets 500 points.

Word Up: I Can Trust God!

Who are the people you can trust? (Response) Can you trust God? There might be times you think God is not helping you. It is easy to be afraid or worried. If you have trusted in Jesus as your Savior, God promises He will never leave you.

Active Game: "Roll the dice – Throw the ball"

Two teams line up. Each team is given one dice and a basket of paper balls. One teammate will roll the dice. Whatever number die they role will be the number of balls their team will get to throw in their basket. (Game can be played with a quarter too. Tales= 1 ball thrown. Heads= 2 balls thrown.) The team with the most balls in their basket in 2 minutes is the winner.

Trusting God is not a role of the dice. If we trust Him, he will come through. Not always in the way we expect. I Can Trust God!

Memory Verse: Psalms 46:1

"God is our refuge and strength a very present help in trouble."

Introduction: When you are having a hard time or are having a problem.

Who do you depend on? (Response)

Presentation: The verse is found in Psalms. In the middle of your Bible.

Explanation: What is a refuge? (A shelter or protection from danger.)

God gives us strength. He is always with his children.

Application: (Saved) God is always there. You can trust Him in hard times.

(Unsaved) You must first trust in Jesus as your Savior.

Repetition: "Erase a Word" or "Add a Motion."

Review Game: "Cross the Sea"

Use masking tape to make a starting line and a finish line. Representing two sides of the Red Sea. Divide class into two teams. After each correct answer the team or a team representative will take a large step toward the finish line. The team who crosses the finish line first is the winner.

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Lesson 4

God Gives the Ten Commandments (Part 1)

(Exodus 19:1-9a, 16-20; 20:1-11; 31:18)

Word Up: God's Way is Best!

(Hold up the words "Right" and "Wrong") People have different ideas about what is right and wrong. Sometimes it's hard to know what's right and wrong. You can know God's laws (rules) are always right. God is perfect and all-knowing. He knows the best way to live.

Active Game: "Find God's Commandments"

Place the following phrases around the room one for each team.

The teams will have a different colored paper. (Example: team one blue, team two red.)

"Put God first" "God is the one true God" "God's name is special"

"Have a day of rest." Also write Commandment 1-4 on four different papers. One team member at a time finds their colored paper and brings it back to their team. The team who puts the commandment with the phrase in the right order is the winner. Both teams then yell out the commandments.

Memory Verse: Matthew 22:37-38

"And he said to him, "You shall love the Lord your God with all your heart and with all your soul and with all your mind. This is the great and first commandment."

Introduction: What's something you really enjoy? (Response) (Teacher can write what the kids say on dry erase board.) You might say you love these activities or things. But who should we love with everything we are. We should love God more than all the activities we enjoy.

Presentation: Show where the verse is found and have a student read them.

Explanation: Who said these words and why did he say them? These are the most important of all God's commandments. If you follow this command, you will follow all the commands. The most important command is to love God with all your heart.

Application: (Saved) What should you do? Love God with everything you are. You need His help to love Him and love others.

(Unsaved) You can't keep God's commands. God made a way for you. He loves you. Jesus died for your sins. You can trust in Jesus as your Savior.

Repetition: "Crazy Color" Example: Whoever is wearing green say the verse. Whoever is wearing blue say the verse.

"Put the verse together" Print the verse on paper. Divide the verse into phrases. Have two or three teams try to put the verse in the right order.

Review Game: "Garbage Ball"

Divide class into two teams. After each correct answer teams get 100 points and let them throw a paper ball into a basket. Award the team additional points if they make the ball into the basket. More points can be awarded if they throw the ball from further away.

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Lesson 5

God Gives the Ten Commandments (Part 2)

(Exodus 20:1-17; Matthew 5:21-22)

Word Up: I need God's grace!

What are the most important things we need? (Response) If you have believed in Jesus as your Savior God gives you His grace to help you live His way. Grace is His kindness to you even though you don't deserve it. He helps you do what is right and good. You need God's grace.

Active Game: "Balloon Up"

Divide into two teams or you can play the game as a whole class. Mark off an area with desks or yarn. Give the teams two minutes to see who can keep their balloon in the air the longest. Teams must pass the balloon to all their teammates.

Memory Verse: Matthew 22:37-39

"And he said to him, "You shall love the Lord your God with all your heart and with all your soul and with all your mind. This is the great and first commandment. And the second is like it, you shall love your neighbor as yourself."

Introduction: Guess the word. NEIGHBOR. (To make the intro go faster write several letters so there will be less letters to guess.)

Presentation: Where is this verse found? Who wrote it?

Explanation: Why were these verses written? What does God want us to know? Who is your neighbor?

Application: (Saved) God changes your heart by His grace so you can love others. God helps you love others. Often God uses other believers to help you love others.

(Unsaved) You need to know that God loves you and wants to change your heart. When you trust in Jesus as your Savior, believing He died on the cross for your sins, you can know you are forgiven.

Repetition: "Scatched DVD"

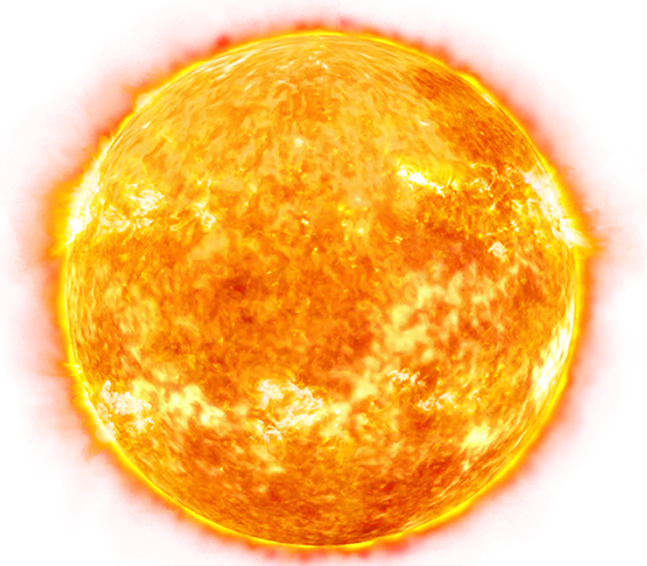
After saying the verse a few times call a child to come up. Have them move their hand in a circle like a DVD when it goes around. When the child stops their hand, the class says the word they stopped on 5 times.

Review Game: "Pick the Command"

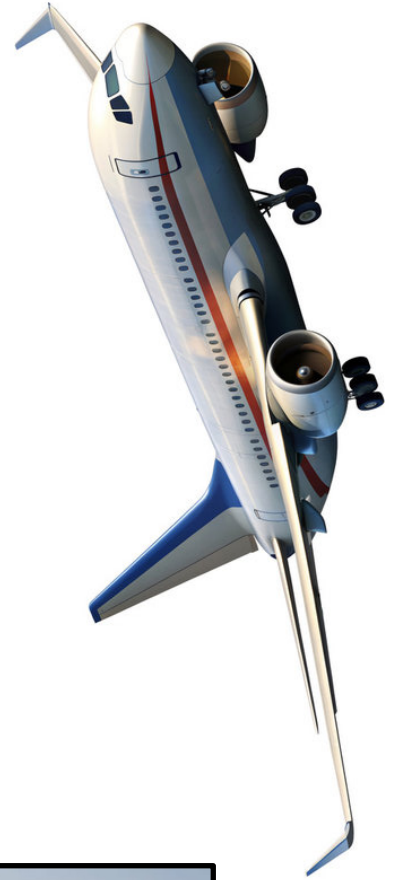
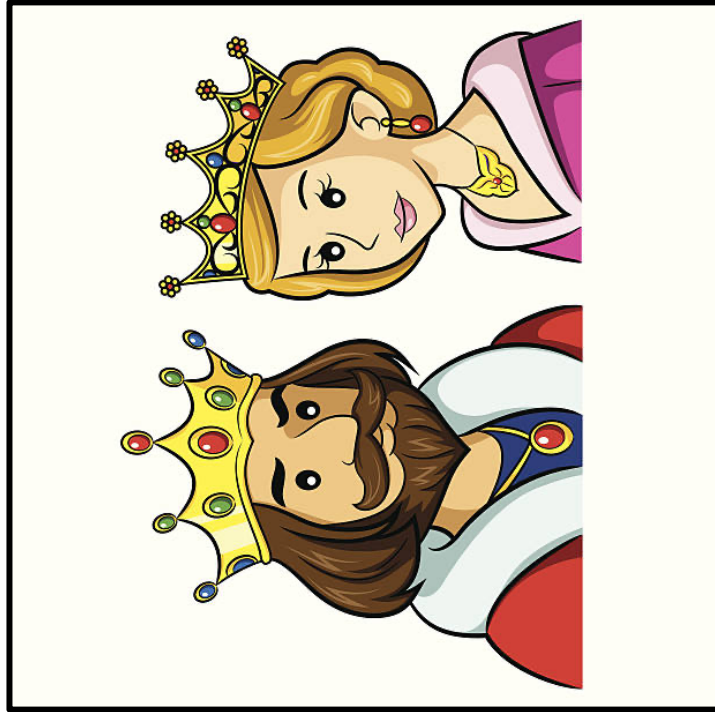
Divide class into two teams. When a team answers correctly the team is awarded 1,000 points. A student draws a commandment card from a bag or box. The team gets the number of points that match that commandment multiplied by 100 (e.g "God's name is special" is the third commandment so the team would get 300 points).



God's Power Lesson 1 Memory Verse Intro









Remember
who God is!

Remember
who God is!

Remember
Who God is!

Right

Wrong

“And he said to him,

“You shall love

the Lord your God

with all your heart and

with all your soul and

with all you mind.

*This is the great and
first commandment.”*

Matthew 22:37-38

Put God first

God is the one
true God

God's name is
special

Have a day of
rest

Show respect
to parents

Hating equals
murder

Marriage is
special

Don't take what
is not yours

Don't cover up
the truth

Be thankful for
what you have