

# Unit Four - Lessons 18 - 27

## Quiz Questions

1. Who were Moses' brother and sister.
2. Who rescued Moses from the river?
3. What special job did God have for Moses to do?
4. Where did God give Moses his instructions?
5. How many plagues did God send on the Egyptian people?
6. What was the second plague?
7. How did Pharaoh react after each plague?
8. What sign did the Israelites have to show to save their firstborn?
9. What was special about the lamb that the Israelites ate at the Passover meal?
10. Who did Moses trust when the chariots of Pharaoh were chasing the Israelites?
11. What did God do to save the Israelites from the Egyptians?
12. What was manna like?
13. What did Moses tell the people about collecting manna?
14. What miracle did God perform to give the Israelites water?
15. Where did Moses receive the ten commandments?
16. What is the first commandment?
17. What rested over God's house in the wilderness during the day and during the night?
18. Where did the materials to build the tabernacle come from?
19. What did the people have to do when the poisonous snakes bit them?
20. Why had God sent the snakes among the people?



# Activities and Games

## Activity 1: Bible Describer

### Aim

To guess as many words as possible from the cards, by having the concept or object described by a team member.

### Equipment Needed

- Word cards cut out individually.
- Minute timer

### Instructions

1. Divide the class into 2 teams; A and B.
2. Team A goes first: someone from the team must act as “describer”, and their job is to describe to his or her team the word or concept written on each card, without using the word(s) or any part of it. As soon as the team members have guessed it correctly, he or she moves on to the next card and so on until one minute is up. One point is scored for each word guessed in one minute.
3. Then Team B has their turn with their own describer and different words. Within each team the team members should each take it in turns to be the describer.
4. The winning team is the one with the highest score when either the cards run out or the lesson is finished.

### Variations

The game can be made harder by completely mixing the cards, or easier by putting them in order so that the children have some kind of context within which to guess.



Bricks	River Nile	Baby Boys
Aaron	Bulrushes	Pharoah's Daughter
Plague of Blood	Frogs	Lice
Death of Animals	Boils	Hail
Darkness	Death of Firstborn	Lamb
Doorposts	Passover	Pillar of Cloud
Quails	Wilderness	Ten Commandments



Miriam	Burning Bush	Flies
Locusts	Unleavened Bread	Pillar of Fire
Manna	Golden Calf	Tabernacle
Seven Branch Candlestick	Veil of the Tabernacle	Altar
Bronze Serpent	Bunch of Grapes from the Promised Land	Serpent Bites
Most Holy Place	Water from the Rock	Giants
Red Sea	Chariots	Moses' Rod



# Activity 2: Follow the Footsteps of Moses

## Aim

To make a game about Moses' life and play it.

## Equipment Needed

- Blank Follow the Footsteps of Moses game board, printed onto card and enlarged if possible.
- Counters
- Dice
- Colouring pens or pencils
- Writing pens or pencils

## Instructions

1. This is an opportunity for the class to make a game either as individuals, partners or as a whole.
2. Think of 9 events in Moses' life, choosing good and bad things. Write them in chronological order in the boxes on the game board. Add instructions like go forward or back a space or miss a turn. The children could draw/colour pictures from Moses' life around the board if they want to.
3. Play the game with dice and counters. It is probably best only to follow the instructions in the boxes if the footprint is fully in the box.



Follow the footsteps of

# Moses

Finish

Start