

## Age-Level Overview

|   | Open the Bible   | Activate Faith  |
|---|--|---|
| <b>Lower Elementary</b>   |  |   |
| <b>WORKSHOP FOCUS:</b> God sends help.  | <b>SPARK RESOURCES:</b> Spark Story Bibles                                     | <b>SPARK RESOURCES:</b> None  |
| <b>TEN GUESSES:</b> Kids see what it's like to have chances by playing a guessing game.                     | <b>SUPPLIES:</b> Slips of paper with a number on each, from 1-10               | <b>SUPPLIES:</b> Slips of paper with numbers, jar filled with jelly beans, some other candy, marbles, or other countable treat, large piece of paper, marker, small prize (a sticker, marble, pencil, etc.), red poster board, mural paper or other flimsy paper, chart paper |
| <b>PHARAOH'S TEN CHANCES:</b> Kids see what it took to break Pharaoh's heart with a version of "Red Rover." |  |   |
| <b>Upper Elementary</b>   |  |   |
| <b>WORKSHOP FOCUS:</b> God is with us in difficult times.   | <b>SPARK RESOURCES:</b> Spark Bibles, Spark Bible Stickers                     | <b>SPARK RESOURCES:</b> None  |
| <b>FIND THE PLAGUES:</b> Kids find the plagues in a word search.  | <b>SUPPLIES:</b> None  | <b>SUPPLIES:</b> Plagues of Egypt Word Search (page 43), pencils, chalk board, dry erase board or poster board, blank paper, crayons, markers, slips of paper, bowl or hat, egg-timer or a clock or watch with a second-hand  |
| <b>PENCIL CHARADES:</b> Kids draw different aspects of the story for their team to guess.                   |  |   |
| <b>All Kids</b>   |  |   |
| <b>WORKSHOP FOCUS:</b> God is powerful.   | <b>SPARK RESOURCES:</b> Spark Story Bibles, Spark Bibles, Spark Bible Stickers | <b>SPARK RESOURCES:</b> None  |
| <b>FIND THE FROGS:</b> Kids focus on God's power by finding their classroom plagued with frogs.             | <b>SUPPLIES:</b> None  | <b>SUPPLIES:</b> Pictures of frogs, toy frogs, rubber frogs, slips of paper, bowl or hat, egg-timer or a clock or watch with a second-hand  |
| <b>PLAGUE CHARADES:</b> Kids act out different parts of the story for their team to guess.                  |  |   |



Visit [www.sparksondayschool.org](http://www.sparksondayschool.org) for more Spark content. Watch a short Lesson Prep Video that will prepare you and give you confidence to explore this Bible story with the kids you are leading. You will also find a downloadable Family Page for this rotation's story filled with ideas for families to use to explore this story and live out their faith at home.



**Workshop Focus:** God sends help.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids, it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.
- Be sure to visit [www.sparksondayschool.org](http://www.sparksondayschool.org) to download the Family Page for this story. Make copies of it and ask Shepherds to distribute it during the Wrap Up.

## Open the Bible (10 minutes)

### The Plagues Storytelling

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As kids enter your space, greet them warmly and help them get to their spots on the floor or around tables. Hand each kid a folded slip of paper with a number on it, from 1-10. They will use these for an activity later on. **Welcome to Bible Skills and Games! Today we'll have some fun together learning about Pharaoh, God, and Moses.**

**Let's see what God wanted Pharaoh to do, and what God had to do to get Pharaoh's attention.** Invite kids to open their Spark Story Bibles to the story of The Plagues on pages 78-82. Read the story, and talk about what the kids see in the pictures. Also make up motions for the different plagues. These can be used again in a game later on.

#### Spark Resources

Spark Story Bibles

#### Supplies

Slips of paper with a number on each, from 1-10

**Pharaoh was the king of Egypt a long time ago. He had slaves, called Israelites, and they were God's people. Pharaoh was treating the Israelites very badly, and since God loved them, how do you think that made God feel? (angry, sad, etc.) God sent Moses to Pharaoh and told him that God wanted him to let the Israelites go free, but Pharaoh didn't want to. They were doing a lot of hard work for him, and he wanted that work to continue. God gave Pharaoh 10 chances to let the Israelites go. But they were tough chances!**

## Activate Faith (25 minutes)

### Ten Guesses

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**Set Up:** Earlier each kid was given a slip of paper with a number on it, from 1-10. Depending on the number of kids in your group, some numbers may be duplicated. The number on each kid's sheet determines the number of chances they have to guess how many jelly beans (or what you've chosen to use) are in the jar.

#### Activity Instructions

**Pharaoh had 10 chances to let God's people go. You will have between one and 10 chances to guess how many items are in this jar.**

Have each kid open their slip of paper. Explain to them that this is the number of guesses they have to guess the number of items in the jar. Whoever guesses the exact amount or comes the closest without going over will win a small prize. One at a time, ask each kid to guess the amount, and allow him or her to make the number of guesses indicated on his or her slip of paper. Do not allow duplicate guesses! After all the kids have guessed, let them see the number on the bottom of the jar.

After the game, discuss who had more opportunity to guess the correct answer.

**Who had a better chance of guessing the correct number? How did you feel if you only had one or two chances? How did you feel if you had nine or 10 chances?**

#### Spark Resources

None

#### Supplies

Slips of paper with numbers (described above)  
Jar filled with jelly beans, some other candy, marbles, or other countable treat (be sure they are counted, and write the number on the bottom of the jar)  
Large piece of paper with kids' names, to record guesses  
Marker  
Small prize (a sticker, marble, pencil, etc.)

## Pharaoh's Ten Chances

This game is a variation of the old game "Red Rover."

**Pharaoh's heart was very hard toward God, and he didn't want to obey God.**

**What does it mean to have a hard heart?** (*you don't listen, you're mad, you're stubborn*) **But, God sent Moses to help change Pharaoh's mind so the Israelites could go free.**

This game is similar to the old game, Red Rover. Assign 10 kids one of each of the plagues. Then form a long line, everyone holding hands. The leader should be in the center, holding the red heart. The kid standing next to the leader should have his or her arm around the leader's waist, since the leader's hands are holding the heart. The kids assigned the plagues can be part of the line when it's not their turn.

The first kid (the plague of bloody water) leaves the line and stands about 10 feet (3 m) away. He or she may use the motion made up earlier. Everyone else in the line says, "And Pharaoh still said, 'NO!'" The kid runs to the line and hits the heart (not too hard!). His turn is over so he resumes his place in line, and the second kid (the frogs) takes her turn. For the kids who have plagues such as frogs, flies, etc., encourage them to come to the line acting out their plague: the frog kid can hop to the heart, the sore kid can itch his way to the heart. Before each kid comes to the heart, all of the kids repeat, "And Pharaoh still said, 'NO!'"

After the ninth kid takes his turn and the heart has been unbreakable, the leader holding the heart changes the heart to the breakable, flimsy one. She or he should hold it in one hand, with a kid next to her holding it in one hand. **After all those horrible things happened and Pharaoh still wouldn't budge, all the firstborn sons in Egypt died. Pharaoh had a son. How do you think he felt when his son died? Let's see what happened to Pharaoh's heart after the tenth plague.** Now the tenth kid comes to the line and can easily break through the heart.

**Pharaoh finally let God's people go.**

### Spark Resources

None

### Supplies

Red poster board cut to a large red heart (any large size)

Mural paper or other flimsy paper, also cut to a heart shape (any large size)

Chart paper with a list of the plagues in order, hanging where everyone can see it

Marker

# Send (5 minutes)

## Wrap Up

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Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**Pharaoh had 10 chances to let the Israelites go, and God kept sending Moses back to help. God will keep sending people into your lives to help you when you are in need.**

### Spark Resources

Family Pages



### Supplies

None

## Prayer Time

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**Dear God,**

**Thank you for sending people to help us when we are in need. Thank you for your love.**

**Amen.**

**Workshop Focus:** God is with us in difficult times.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids, it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.
- Be sure to visit [www.sparksondayschool.org](http://www.sparksondayschool.org) to download the Family Page for this story. Make copies of it and ask Shepherds to distribute it during the Wrap Up.

## Open the Bible (10 minutes)

### The Plagues Storytelling

As kids enter your space, greet them warmly and help them get to their spots on the floor or around tables. **Welcome to Bible Skills and Games! What do you know about obedience?** (*kids obey parents, obeying the law, etc.*)

**Let's open our Spark Bibles and read about Moses and Pharaoh, and how God was with Moses when he had to do something he had never done before—convince Pharaoh to let God's people go free.** Invite kids to open their Spark Bibles to page 66. Read the story (using these chapters/verses: Exodus 7:14-17; 8:1-4; 8:16; 8:20-21; 9:1-3; 9:8-9; 9:13-19; 10:3-6; 10:21-23; 11:4-5) pausing to allow the kids to react to the different types of plagues by asking what they think that would be like, how they'd feel, etc.

**Pharaoh was a powerful king, who held the Israelites captive. They had been slaves to the nation of Egypt for about 400 years! The Israelites were working hard for Pharaoh, building pyramids and monuments to his greatness, so that people all over the world would know that he was a mighty king. God told Moses**

#### Spark Resources

Spark Bibles  
Spark Bible Stickers

#### Supplies

None

**to go talk to Pharaoh, and tell him to let God's people go. How do you think you would have felt if you were Moses? (afraid, don't want to go) Moses loved God, and went to Pharaoh even though he was afraid. Moses knew God would help him, so he obeyed.** Invite kids to share a story about a time they had to do something really difficult. Who helped them? What happened?

## Activate Faith (25 minutes)

### Find the Plagues

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**Set Up:** Make one copy of the Plagues of Egypt Word Search from page 43 of this guide for each kid in your group.

#### Activity Instructions

The word search contains the following words:

Blood, frogs, gnats, flies, livestock, sores, hail, locusts, darkness, firstborn

1. Ask kids to name each of the plagues from memory. **Let's see if we can remember all the plagues from our story.** Kids raise their hands, naming the plagues.
2. Distribute the Plagues of Egypt Word Search and pencils. **Now let's see if we can find all the plagues in our word search.** Allow kids to work on their own or in groups. Walk around to assist where needed.

Congratulate them when they find all the words.

#### Spark Resources

None

#### Supplies

Plagues of Egypt Word Search  
from page 43 of this guide

Pencils

Chalk board, dry erase  
board or poster board for  
recording the plagues as the  
kids remember them

## Pencil Charades

**Set Up:** Write these words and phrases on slips of paper and place them in the bowl or hat (water turned to blood, flies, frogs, gnats, sick livestock, sores on people, hail, locusts, darkness, parents sad because their babies died, Moses, Pharaoh)

### Activity Instructions

Divide your group into two teams and give each team blank paper and pencils. Each team will take a turn selecting a slip of paper from the hat. Kids on the team will take turns drawing a picture to get their own team members to guess what they are drawing. When the kid starts drawing, the other kids have three minutes to guess the plague or person that he or she is drawing. All the other kids on that team should work together and decide what their guess will be. If their guess is incorrect, the other team may guess. Score one point for every correct guess. The team with the most points at the end is the winner.

**Just like the Bible tells us the story of the plagues using words, we are going to tell the story using pictures. We are going to play Pencil Charades.** Explain the game: **Each team will select a piece of paper from the hat. One person on the team will draw a picture of whatever is on the slip of paper. The rest of the team members will try to guess what that person is drawing. You'll have 3 minutes to decide together what your team's guess will be. If you guess right, your team gets the point. If you don't guess right, the other team will have a chance to guess. If they guess right, they get the point. Then it will be the other team's turn to draw. Ready? Let's play!**

Play continues until all slips of paper have been selected, or until your activity time is up.

**What plague do you think was the most uncomfortable? (*flies, sores, etc.*) If you were Moses, how would you have felt going back to Pharaoh again and again, to ask him to let God's people go?**

### Spark Resources

None

### Supplies

Blank paper  
Pencils, crayons and markers  
Slips of paper  
Bowl or hat  
Egg-timer or a clock or watch with a second-hand

# Send (5 minutes)

## Wrap Up

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Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**God was with Moses every step of the way. It was a hard thing for him to do, because Pharaoh was so powerful. But he knew that God was with him and would help him.**

**Let's thank God for being with us when we have to do things that are hard to do!**

### Spark Resources

Family Pages



### Supplies

None

## Prayer Time

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**Heavenly Father,**

**Thank you for sending people to help us, and for always being with us, even when we have to do things that are hard to do. Please help us to remember we can make a positive difference in other people's lives. Thank you for loving us and teaching us through your Word.**

**Amen.**

**Workshop Focus Statement:** God is powerful.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids, it may be the first time they are visiting your workshop!
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## Open the Bible (10 minutes)

### The Plagues Storytelling

As kids enter your room, warmly greet them. Say something like, **“Good morning, Caleb! You were created by God!” How powerful is God?** Accept all answers.

**When God sent Moses to Pharaoh to tell him to let God’s people go, Pharaoh said, “No!” over and over again.**

Invite the older kids to open their Spark Bibles to the story of the Plagues, page 66. Ask the younger kids to share the pictures of The Plagues on pages 78-83 in the Spark Story Bible. Ask for volunteers to read the following passages: Exodus 7:14-17; 8:1-4; 8:16; 8:20-21; 9:1-3; 9:8-9; 9:13-19; 10:3-6; 10:21-23; 11:4-5.

**What did God want Pharaoh to do?** (*free God’s people*) **Did Pharaoh obey God?** (*no*) **Can you list all the plagues in order?** (*water turned to blood, frogs, gnats, flies, animals die, boils and sores, thunder and hail, locusts, darkness, death*) **Let’s play some games to remember the plagues!**

#### Spark Resources

Spark Story Bibles  
Spark Bibles  
Spark Bible Stickers

#### Supplies

None

# Activate Faith (25 minutes)

## Find the Frogs

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**Set Up:** Before the kids arrive, hide the frogs all over the room. Hide some in easy to find places for the younger kids, and harder to find places for the older kids.

### Activity Instructions

**What would this room sound like if it was full of frogs? (noisy, ribbit) Well, it really is full of frogs! While you all make frog noises, you have \_\_\_\_\_ minutes to find all the hidden frogs. On your mark, get set, go!** Count them as they're found, to make sure they've all been located. Try to remember where you hid them!

**You did very well finding all the frogs. Congratulations!**

### Spark Resources

None

### Supplies

Pictures of frogs, toy frogs, rubber frogs, as many as you want, but be sure to know how many you have Egg-timer or a clock or watch with a second-hand

## Plague Charades

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**Set Up:** Write the words/phrases to the right on slips of paper and place them in the bowl or hat.

### Activity Instructions

**God created everything: Trees, flowers, butterflies, cats and dogs, and you and me. God's power is shown very clearly in us, in nature, and in the plagues God used to get Pharaoh's attention. Let's act out some of the things in this story!**

Divide the group into two teams. Each team will take turns selecting paper out of the hat. One kid on the team will act out the word or phrase on the paper they've selected. The other kids on the team will try to guess what it is they are acting out. They will have two minutes to guess. If they are incorrect or cannot guess, the other team will have a turn to guess. The team that guesses correctly gets the point. The team with the most points at the end wins. Play continues until all papers have been selected, or until activity time runs out.

### Spark Resources

None

### Supplies

Slips of paper with one of the following words or phrases on each: water turned to blood, flies, frogs, gnats, sick livestock, sores on people, hail, locusts, darkness, Moses, Pharaoh  
Bowl or hat  
Egg-timer or a clock or watch with a second-hand

# Send (5 minutes)

## Wrap Up

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Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**The story of the plagues reminds us that God is powerful, more powerful than Pharaoh. God sent Moses to help set the Israelites free, even though they lived in a country ruled by a powerful Pharaoh.**

### Spark Resources

Family Pages



### Supplies

None

## Prayer Time

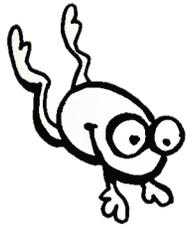
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**Dear God,**

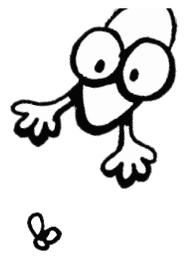
**Thank you for your power shown in our world. Thank you for sending people like Moses to help us. Help us to remember that even when bad things happen, you are taking care of us because you love us. We love you!**

**Amen.**





# Plagues of Egypt Word Search



L F R O G S D T  
 I I D O F S L O  
 V R A B L O O D  
 E S R D I N C N  
 S T K G E S U C  
 T B N R S L S O  
 O O E G N A T S  
 C R S O R E S S  
 K N S H A I L I



1. Blood
2. Frogs
3. Gnats
4. Flies
5. Livestock
6. Sores
7. Hail
8. Locusts
9. Darkness
10. Firstborn



