



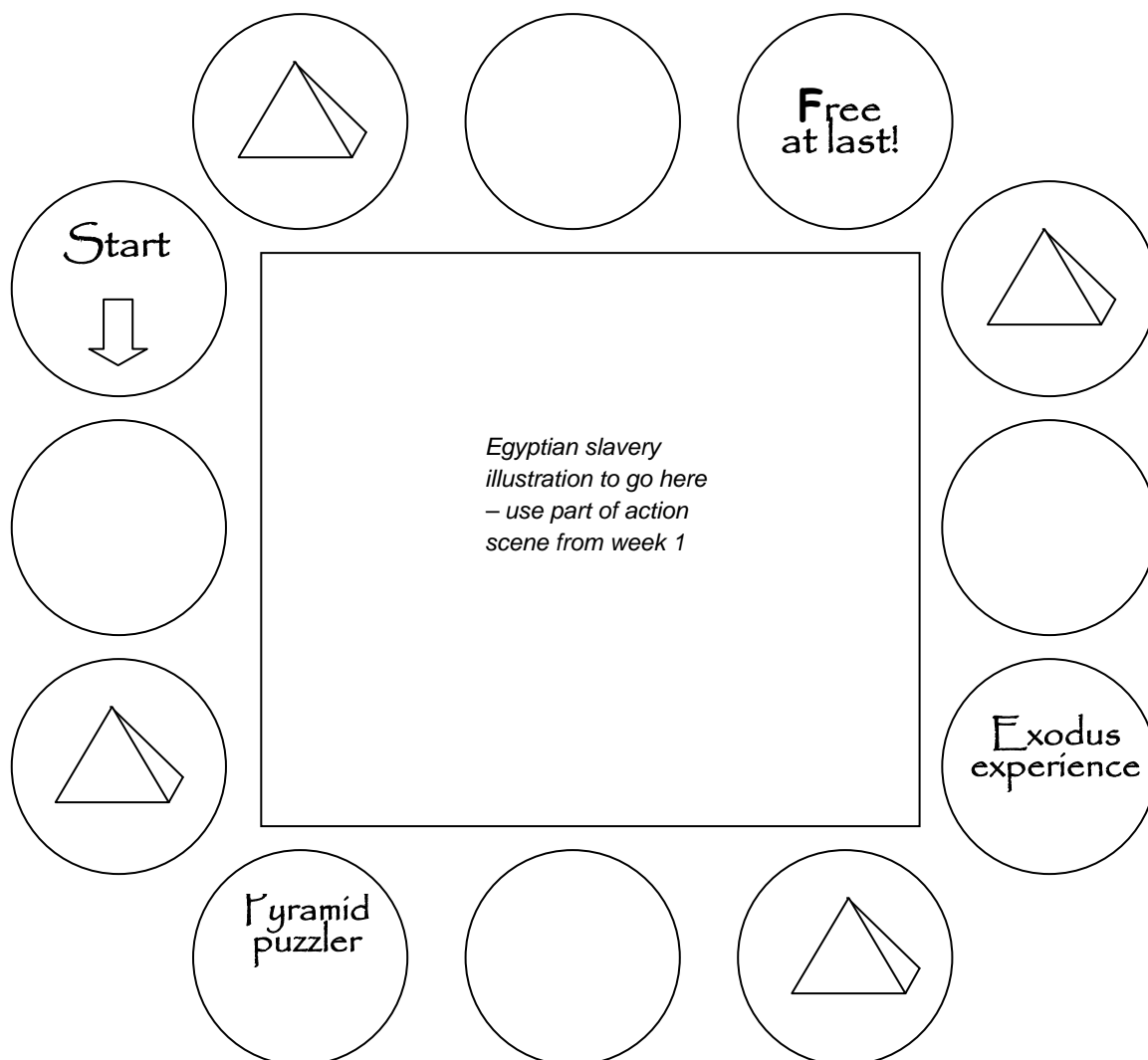
Free at last! The Exodus game

Free at last!

This board-type game is designed to help a group learn about the Exodus story and to think about the experience of being set free. Before playing the game read Exodus 6:6-8 and 12:31-39, linking the two readings with a very brief explanation of the intervening story – Moses' request for Pharaoh to let the people go and Pharaoh's repeated refusal, in spite of the signs/plagues sent by God, until the tenth sign/plague.

After playing the game, you could ask any remaining 'Pyramid puzzler' questions to finish recapping the story. Chat with the group about the game, asking how it felt to be stuck in slavery and to be set free. Although this was only a game are there any hints of how the Israelites might have felt and acted when they were set free by God?

Go on to chat about our own experiences: Christians are people who have been set free by God. Does it feel like that? What have we been set free from? Be honest about the fact that though being set free means we are completely forgiven – we still have a struggle to live up to that freedom. If we are free from being 'slaves' to getting more for ourselves – selfishness and greed – how might that make us want to change?





Game instructions:

The game requires at least five players so include leaders if necessary. With more than ten people, they can work together in teams – each team counting as one player. You will need a counter for each player, a dice and a supply of small chocolates (e.g. M&Ms). The sheet of Pyramid Puzzler questions and the ideas for the Exodus Experience cards found at the end of these instructions

The game is especially effective if you have space to lay out the floor of the room as a large-scale board, e.g. using cork tiles or pieces of card or hoops for the circles around the edge and a blanket for the central square. Large dice would be useful and the children act as human counters. If players are working in pairs or teams, one person acts as the counter and others roll the dice.

1. All players put their counters on 'Start'.
2. Players take turns to roll the dice and move in the direction of the arrow around the board.
3. When a player lands on a pyramid, they have become slaves in Egypt and must go straight to the central area. While there they play no part in the game. Play continues around the remaining players.
4. If a player lands on 'Pyramid puzzler', the leader asks them a question from the sheet. If they get this correct they receive an M&M. (The whole team gets one if playing in teams.)
5. If a player lands on 'Exodus experience', they take one of the cards at random and do what the card says. They then receive an M&M.
6. The players in 'Slavery' can only be set free by another player landing on the 'Free at last!' space. If this happens, all the 'slaves' counters are moved immediately to the 'Free at last!' space. Everyone in the game receives an M&M to celebrate. Play then continues in the original order of players.
7. If all the players get into slavery with no one left to set them free, the leader must roll the dice repeatedly until they get a six. Everyone is then released to the 'Free at last!' space.
8. The leader can choose any point to stop the game. This will be most effective immediately after a large number of players have been freed from slavery.

Option:

You can do a simpler version (e.g. for younger children) without questions and/or challenges. Also reduce the length of time spent in 'slavery' by getting out when anyone else rolls a six.

Developing the game

The game has been devised for use with Session Two of the *Preach Exodus!* resources. However, if it proved popular in the following weeks it would be a great 'coming in' game for leaders to set up so that children can join in as they enter the hall/room at any time, and the game can stop after any period. Group leaders would have to devise new Pyramid Puzzlers and Exodus Experience cards. It would be a great way of recapping the story week by week by asking questions about what has happened in the story so far.

Exodus Experience cards

Adapt these suggestions to your own group and situation and feel free to add others. Cut the ideas into separate cards. After each one is used, return to the pack and shuffle.

- Think of a time when you have been set free from something. Say how it feels. (E.g. the end of the school term.)
- Say what you think is the best thing about this group.
- Think of one thing to thank God for today.
- Can you think of a film, TV programme or story where someone is set free?
- Say what you think is the best thing about our church.



Pyramid Puzzler questions

Before using these questions quickly check that the wording of the questions and answers fits with the Bible version you are using. The correct answers are in italics.

- 1 How had the Israelite people been treated in Egypt?
as very important people
as slaves
they had been ignored

- 2 What did God promise to do for the Israelites?
help them get their work done quicker
make them good-looking
set them free from slavery to be his own people

- 3 Who ordered the Israelites to leave Egypt?
the king of Egypt
the king of Israel
the king of England

- 4 Who were the leaders of the Israelites who went to see Pharaoh?
Abraham and Isaac
Moses and Aaron
Bill and Ben

- 5 What was the last thing Pharaoh asked Moses and Aaron to do?
to leave their phone number
to pray for God's blessing on him
to hold a leaving party

- 6 What did the Israelites ask the Egyptian people to give them?
gold, silver and clothes
wood, food and horses
eggs, chips and peas

- 7 How many Israelites left Egypt?
a huge number
about 100
about 10

- 8 What else did they take a lot of?
camels and horses
cats and dogs
sheep, goats and cattle

- 9 What was different about the bread they baked after they left?
it was made without flour
it was made without yeast
it was made without water

- 10 Why did they make bread without yeast?
they had to leave in a hurry
the shops were shut
the yeast had gone bad