



'Pick your Plague' A Game



Bible reference

Exodus 7-10

Aim

Either: A fun team game to use as a starter for a teaching session on Moses.

Or: With younger or unchurched groups, you could focus mostly on the games with a short 'God slot' at the end.

Warning: these games are messy!

How to play

This is based on the 10 plagues of Egypt with a game for each one. If you are short of time you do not have to use all the games. We had great fun planning this and we're sure you'll enjoy adapt the ideas for your group. Unchurched kids may not know about the plagues.

- Divide the group into at least 2 teams if possible.
- Ask church kids how many plagues they can remember and write them up somewhere.
- Ask each team in turn to 'pick a plague'. They do not need to be covered in order.
- For each game they select someone to represent their team.
- Have a points system or give small prizes to the winners of each round.

Blood

Tell the teams to choose someone who is agile.

Put a few drops of tomato ketchup or some other substance that looks like blood, on their arms and tell them to lick it off. Start with somewhere that is easy to reach and move on to places that are harder to reach such as the elbow.

Frogs

Tell them to choose someone with a long tongue.

Frogs have long tongues that are good for catching food. Have some plates with powdery edible things like sugar, flour, salt, icing sugar etc. Allow contestants to have a glass of water handy.

Gnats

Tell them to choose someone with large hands.

Gnats are tiny and get in everywhere – rather like sand. Have a grains of sand race. Pour a cup full of sand or something similar into their hands and the winner is the one who can put the most sand back in the cup after running across the room and back. If this is about the same, then it's who gets back first. This has to be a race though – if they just walk they are disqualified.

Flies

Tell them to choose someone who is good at drama.

If flies are sprayed with fly killer, they fall onto their backs and wave their legs in the air for a few minutes before dying. The winner is the one who can do the best / funniest impersonation of such a fly.

Livestock die

Tell them to choose someone who is good at aiming.

Create a shooting range with 2 lines. A few team members are the animals who wander around and the 2 contestants stand behind a second line and try to hit them with a bean bag. If someone is hit, they have to do an impression of an animal dying. This is very different from a fly dying of course!!

Boils

Tell them to choose – anyone!

If you are fortunate to be able to buy doughnuts with jam and custard fillings, this game works very well. Mix up the doughnuts so you don't know which are the jam ones and which are the custard ones. Contestants have to stab a doughnut with a knitting needle. If they happen to choose a custard-filled one and they stab it in the right place so that the custard squirts out, they have successfully 'lanced the boil'. (If the knitting needles are clean, the doughnuts can still be eaten.)

Idea from Andy Back, Children's Ministry

Hail

Tell them to choose someone who is good at staying calm in difficult circumstances.

Ice cubes! Down the back of the neck, the back of their jeans etc! The winner is the contestant who make the least fuss! If you can't use ice, you could have a game throwing bean bags. After all, those hail stones were pretty big! It would have to be different from the livestock game though. Remember to keep to females working with females and males with males.

Locusts

Tell them to choose someone who is good at eating fast.

Locusts eat a lot very fast! Have a competition to see who can eat the most of something in a minute. You could give them something nice or you could be mean like Ian was and make them eat a bowl of cold brussel sprouts (cooked). One of them managed it!

Darkness

Tell them to choose someone with a good sense of direction.

Get them to do something wearing a blindfold such as guiding them through an obstacle course or playing blind man's bluff where they have to guess the identity of some of the others.

Firstborn: no we didn't have a game for this one. We are doing Passover as a separate session.

Short teaching point – 10 minutes

Some thoughts for when you need a lot of activity and just a short God slot.

So why all these plagues?

- Egypt was the great superpower of the day. Pharaoh thought that he was the most powerful man on the planet. He wasn't going to agree easily that his slave force could go free. It showed his limits and both a ruler and a 'god'. God can free anyone from anything.
- Each plague was an attack on one or more major Egyptian god. (See background notes for details)
- It showed Israel that they had a really powerful God with them, who could get them out of any scrape. He was someone they could trust.
- God wanted not only Israel but also the whole of the civilised world to see a small demonstration of his power so that many would believe in him. The stories circulated for years and the reputation of Israel's God went ahead of them – which is why 40 years later Rahab of Jericho decided to throw her lot in with them. Many people had the opportunity to come to faith because of what happened in Egypt at that time. Many of the Egyptians themselves believed in him and some of them even left Egypt at that time with the children of Israel. There are many Christians in Egypt today.

Writers: Brenda Lord and Ian Mullens, 2009

Image: clip art