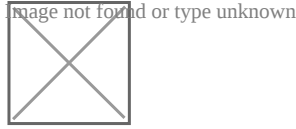


Bible Game: The Ten Commandments

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This is a Bible Game for helping your students learn to “follow” the Ten Commandments.

In the book of Exodus, God gave Moses the Ten Commandments to share with the Hebrew people. The commandments help us to understand God’s nature and what He considers to be right and wrong, but they don’t actually help us get close to Him. For that, we need Jesus!

Object: For students to follow the path of the Ten Commandments, which leads to Christ Jesus in Graceland.

Materials Needed:

- 1 copy of the Ten Commandments
- 11 pieces of construction paper
- 1 dark crayon

Preparation:

Cut the first 10 pieces of construction paper into the shape of a foot print, or simply draw a footprint on each. Number each foot print 1-10 using the crayon (you can also use a marker, but not a Sharpie that bleeds through). Then turn the footprints over. Write on the back of each one of the following simple versions of “Ten Commandments for Kids.”

1. Put God first.
2. Worship Him only.
3. Use God’s name with respect.
4. Remember God’s Sabbath.
5. Respect your parents.
6. Don’t kill or hurt people.
7. Be faithful in marriage.
8. Don’t steal.

9. Don't lie.
10. Don't get jealous of others.

Place these upside down on the floor in a crooked little path so that the numbers and footprints are showing. Take the final sheet of construction paper and mark on it "Christ Jesus in Graceland" and place it after the 10th Commandment.

Bible Game Instructions:

Say the Ten Commandments slowly for all students using your list. Encourage them to say what they can along with you as you repeat them several times.

Have students form a line behind the first footprint. The first student should try to recite the first commandment. As he does, turn it over and show everyone if he has it right or wrong. If he has it right, he may proceed to stand next to that footprint and try to guess what the second one is.

Again, turn the footprint over and show everyone if he is right or wrong. If he is right, he may again proceed to the next Commandment.

When a student misses, he must remain beside the last footprint that he got right while other students take a turn. Right or wrong, turn any Commandments back over again, so that only the footprint and number are showing.

The next student's turn begins, and the game is repeated.

The first student to reach "Graceland" wins. However, have all students reach it, and the repetition will help all students learn the Commandments.

Note: This bible game uses repetition as a memorization principle. However, it will get harder as children move along, as they will most likely have forgotten some of the final commandments by the time they get there. Feel free to offer clues by play acting, such as, for Commandment 9, saying "Of course I walked the dog after school, Mom!" with a lying look on your face.

Conclusion:

Tell your students, "Now that we've all made it to Jesus' Grace, let's repeat what we learned!" and have all repeat the Ten Commandments in order.

Source: <http://www.christianitycove.com/this-game-helps-teach-the-ten-commandments-to-kids-0727/1318/>