

Lesson 55

God Parts the Red Sea

God provided a way of escape from Pharaoh and his army by parting the Red Sea.

Studying God's Word

Lesson Time

Don't forget! Review the Optional Supplements and determine where you can use them.

Have the students assemble in a circle away from the tables—either on the floor or in their chairs.

Bring your stuffed animal, Bible, Flip Chart, and any items you brought or prepared for this lesson.

Prayer

This prayer time is designed to help the students begin to understand some simple concepts about prayer and to encourage them to pray.

We start our Bible lesson with prayer. Turn to the Flip Chart Prayer Page. Briefly review the different types of prayer presented there.

Today let's say prayers of thanksgiving and tell God thank you.

I'll start. Dear God, thank you for . . . (insert personal prayer here).

Pass a special stuffed animal—prayer bear—around the circle, giving all the students an opportunity to pray or choose a volunteer to stand beside you and pray.

Very good! Now let's put our stuffed animal away, and we'll answer our Bible Truth questions.

I love you prayers—Adoration
I'm sorry prayers—Confession
I'm thankful prayers—Thanksgiving
Please prayers—Supplication

Bible Truths

These four questions will be repeated each week to help the students learn foundational truths.

What word means God is all-powerful? Omnipotent.
What does it mean that God is sovereign? God is in control of everything.
What promise is told all through the Old Testament? A Savior would come.
Who saves sinners from the punishment of sin? Jesus.

Bible Treasure Hunt

Before Bible Treasure Hunt, place a sticky note in your Bible to mark the first passage to be read.

Each week before class, hide your Bible somewhere in the room. You can use different methods each week to keep the students excited about finding the Bible. For example, you might set a timer, play music while the students search, tell students when they are getting warmer and colder, or choose a student to hide the Bible and let you or classmates find it.

We are going to start out today by looking into God's Word, the Bible. God's Word is true, and we can always trust what it says. It's like a great treasure that tells us about who God is and what he has done for us. But where is this treasure? You will have to help me with that. We're going to go on a Bible Treasure Hunt. Somewhere in this room, I've hidden the Bible. When I say "Go," you will need to look for it. Whoever finds the Bible must bring it back to their seat and hold it very carefully until it is time to look in it. When it is time to read, you can bring it to me, and we'll open it to see what we are going to talk about today! Explain the method you chose for today. Ready? Set! Go!

K-1st Lesson continues next.

Pre-K Lesson

K-1st Lesson

Pre-K Lesson

Review

Refer to Lesson 53 Flip Chart.

We've learned about nine terrible plagues God sent on Egypt as punishment for sin.

But Pharaoh was stubborn and would not let the Israelites go, so God sent a tenth plague.

What happened during the tenth plague? The firstborn of all Egyptian families and animals died.

Refer to Lesson 54 Flip Chart. How did God protect the Israelites from this plague? What did he tell them to do? Kill lambs and spread the blood on their doorposts.

When God saw blood on the doorposts, he would pass over their homes without harming their firstborn.

God also commanded them to eat a special meal of lamb, unleavened bread, and bitter herbs. What was the name of this meal? Passover.

God Leads His People

The Egyptians wanted the Israelites to leave their country quickly because of the plagues God had sent. God even made them give the Israelites gifts of jewelry and clothes before they left.

Then God led the Israelites out of Egypt with their families, all their animals, and the gifts from the Egyptians. They left in such a hurry that they didn't even have time to let their bread dough rise, so they carried it with them!

Exodus 13:21-22

But how did the Israelites know which way they were supposed to go out there in the wilderness? Who has the Bible? Have the student bring up the Bible and open it to the sticky note. Listen and see if you can figure out how God led them. Read Exodus 13:21-22.

Who went before them to lead them? The Lord.

By day, the Lord went before them in what? A pillar of cloud.

And at night, the Lord went in a pillar of what? Fire.

Reread the verses as necessary so the students can hear the answers straight from God's Word.

Show Lesson Illustrations #1 and #2. God used a pillar of cloud during the day and a pillar of fire at night to guide the Israelites. All they had to do was follow it! God was faithful to stay with his people and show them the way.

Meanwhile, back in Egypt, Pharaoh thought about what had just happened. And he was sorry he let the Israelites go. He just lost all his slaves! Who would make all their bricks, work in the fields, and build their cities now that the Israelites were gone?

So what would Pharaoh do now? Any guesses? Allow guesses.

Show Lesson Illustration #3. Pharaoh got his army and his chariots and raced after the Israelites. Uh oh!

God Parts the Red Sea

When the Israelites left Egypt, they marched toward the Red Sea. But when they looked back, who did they see chasing them? Pharaoh and his army of chariots and horses!

Oh no! Now they were trapped! Behind them, Pharaoh was coming fast, but in front of them was a huge sea called the Red Sea! What would they do? They couldn't swim across all that water. And they had no boats. Would they be captured and taken back to Egypt to be slaves again?

Exodus 14 tells us what happened, and we're going to act it out together.

Have the Red Sea Role Play Script printed and props ready. Follow the Red Sea Role Play Script then continue with the lesson.

Show the [Lesson Flip Chart](#). Once again, God showed his power. He protected the Israelites and led them safely through the Red Sea. And you

know what? The God who saved them back then is the same God we worship now. He hasn't changed; he is still faithful to lead those who trust in him.

Continue with the Lesson Review Game below.

K-1st Lesson

Review

Refer to Lesson 53 Flip Chart.

We've learned about nine terrible plagues God sent on the Egyptians as punishment for their sin.

But Pharaoh was stubborn and would not let the Israelites go, so God sent a tenth plague.

What happened during the tenth plague? The firstborn of all Egyptian families and animals died.

Refer to Lesson 54 Flip Chart. How did God protect the Israelites from this plague? What did he tell them to do? Kill lambs and spread the blood on their doorposts.

When God saw blood on the doorposts, he would pass over their homes without harming their firstborn.

God also commanded them to eat a special meal of lamb, unleavened bread, and bitter herbs. What was the name of this meal? Passover.

God Provides Possessions

How many of you remember Abraham? Show of hands.

Abraham was the great-great-grandfather of the Israelites—they were his descendants. Many years before the Israelites became slaves in Egypt, God told Abraham that they would be slaves. But God also promised that he would set them free and take them to a land they could call their own, the Promised Land of Canaan. God also said that when the Israelites were free to leave Egypt, they would come out with great possessions—lots of gold and silver jewelry and beautiful clothes.

But if they were slaves, how would they get all those nice things? Let's find out how God kept that part of his promise!

Exodus 12:35–36

Who has the Bible? Please bring it up. Have the student bring up the Bible and open it to the sticky note. Listen to Exodus 12:35–36. Read the verses.

What did the Israelites ask the Egyptians for? Silver and gold jewelry and clothing.

And what did the Egyptians do when the Israelites asked for jewelry and clothing? They let them have what they asked for!

Moses told the people to ask the Egyptians for jewelry and clothing. God caused the Egyptians to give them all they asked for. After all the horrible plagues, the Egyptians didn't want the Israelites around anymore. They gave the Israelites whatever they asked for so they would hurry up and leave. This was another miracle that shows how God kept his promise and provided everything they needed as he led them out of slavery.

God Leads His People

God led the Israelites out of Egypt with their families, their flocks of sheep and herds of goats, and all the nice things they got from the Egyptians. And they left in such a hurry that they didn't even have time to let their bread dough rise, so they carried it with them!

Exodus 13:21-22

But how did the Israelites know which way they were supposed to go out there in the wilderness? Listen and see if you can figure out how God led them. Read Exodus 13:21-22.

Who went before them to lead them? The Lord.
By day, the Lord went before them in what? A pillar of cloud.
And at night, the Lord went in a pillar of what? Fire.

Reread the verses as necessary so the students can hear the answers straight from God's Word.

Show Lesson Illustrations #1 and #2. God used a pillar of cloud during the day and a pillar of fire at night to guide the Israelites. All they had to do was follow it! And it never left them. God was faithful to stay with his people and show them the way.

Meanwhile, back in Egypt, Pharaoh thought about what had just happened. And he soon changed his mind about letting the Israelites go!

Why do you think Pharaoh and his people were sorry they let the Israelites go? Allow discussion. They lost all their slaves! They just lost all their slaves! Who would they have to make bricks, work in the fields, and build their cities now that the Israelites were gone? So what would Pharaoh do now? Any guesses? Allow guesses.

Exodus 14:6-8

Let's find out! Read Exodus 14:6-8.

What did they decide to do? Chase after the Israelites to get them back.

Show Lesson Illustration #3. That's right! Pharaoh got his army and his chariots and raced after the Israelites. He had over 600 chariots with fast horses. Pharaoh's army was fast and powerful! Uh oh! They could easily catch up to the Israelites.

God Parts the Red Sea

After the Israelites left Egypt, they walked toward the Red Sea. But it wasn't long before they looked back, and who did they see chasing them? Pharaoh and his army of chariots and horses!

Oh no! Now they were trapped! Behind them Pharaoh's army was coming fast, but in front of them was the Red Sea! What would they do? They couldn't swim across all that water. And they had no boat that could carry them all across. Would they be captured and taken back to Egypt to become slaves again?

Exodus 14 tells us what happened, and we're going to act it out together.

Have the Red Sea Role Play Script printed and props ready. Follow the Red Sea Role Play Script then continue with the lesson.

Show the Lesson Flip Chart. Once again, God showed his omnipotence and his faithfulness to keep his promises. He protected the Israelites and led them to safety through the Red Sea. And you know what? The God who saved them back then is the same God we worship now. He hasn't changed; he is still all-powerful and faithful to keep his promises and to lead those who trust in him.

Continue with the Lesson Review Game.

Lesson Review

We all learn best with review and repetition! We encourage you to play a lesson review game.

Basket Toss

Students give the correct answer and toss the beanbags to see how many points they can collect for their team. Each basket has greater points.

Materials

- Review Questions
- Two beanbags
- Three laundry baskets or boxes
- Masking tape

Instructions

Print one copy of the Review Questions for your use. Use masking tape to make a tossing line. Bring in three laundry baskets or boxes. Set the baskets in a line, making each one a little farther away from the tossing line. Label the baskets with 5, 10, and 25 points so the farther away it is the higher the score.

Divide the class into two or more teams depending on size. Have the teams line up at the tossing line. Take turns asking the first students in line from each team a review question. When a student answers correctly, he will have a chance to toss a beanbag into a basket then go to the end of the line. If the beanbag misses, there are no points scored. If someone does not answer correctly, he may ask his teammates for help. Keep track of the scores for each team on the board. Continue until all the questions have been answered. Repeat questions if necessary.

Board Game

Teams will answer questions and make their way to the finish on the Game Board.

Materials

- Review Questions
- Game Board (provided in the Teacher Kit)
- Dice, numbered cards, or spinner
- Buttons or other small items as game pieces for each team

Instructions

Print one copy of the Review Questions for your use. Divide the class into teams.

Team members will take turns answering the review questions. If they answer correctly, they will roll the dice, spin, or draw a numbered card and move that number of spaces on the Game Board. Follow the directions on the spaces to move ahead, fall back, or switch places with another team. If someone does not know or does not answer correctly, he may ask his teammates for help. Alternate between teams as long as time permits, repeating questions if necessary. The first team to make it all the way to the Finish wins.

Bible Baseball

Students will answer questions and run the bases!

Materials

- Review Questions
- Three chairs set out for bases
- Optional: gift wrap tube and a large balloon

Instructions

Print one copy of the Review Questions for your use. Set out chairs as bases. Have the students line up by the home base area facing you (at the pitcher's mound). Each student up to "bat" will have a chance to answer a review

question. If he can answer it correctly, let him run the bases. If he can't answer correctly, give the answer and ask him to go to the end of the line and try again.

You may want the students to sit on the chair at each base while they wait to run to the next base or have them run all the way around and return to the line. Repeat the questions until all the students have run around the bases.

For some added fun, you can use a gift wrap tube as a bat and toss a large balloon for students to hit after they answer each question.

Bowling

What do you do with extra water bottles and softballs? Go bowling, of course. Students will answer questions then bowl for points.

Materials

- Review Questions
- Six to ten empty water bottles
- Softball or other small playground ball
- Masking tape
- Optional: dried corn or beans

Instructions

Print one copy of the Review Questions for your use. If available, pour a small amount of dried corn or beans into the bottom of each water bottle (to add weight) and tighten the lid. Set out the bottles on one end of the room. Use masking tape to form a "lane" from the bottles to where the students will line up across the room.

Divide students into teams. Have students line up. Ask the first student a review question. If he answers correctly, let him roll the ball down the lane toward the bottles. Each bottle that is knocked down is worth 1 point. A strike (knocking down all the bottles) is worth 20 points. Take turns asking questions of each team. If a student gives an incorrect answer or does not know the answer, he can ask his teammates for help. Keep track of scores.

Goofy Golf

Hit the sock with the noodle? Teams must work together to answer the questions and putt to get a hole-in-one in this crazy golf game!

Materials

- Review Questions
- Swimming noodles or rolled up newspapers
- Rolled up socks
- Masking tape

Ten sheets of paper
Markers

Instructions

Print one copy of the Review Questions for your use. Use the markers to number sheets of paper 1–10 (use more or less depending on class size and time). Tape down the sheets of paper around the room in a random pattern to form a golf course. You may want to add chairs as obstacles in the path.

Divide the class into teams. Give each team a rolled up sock and a swimming noodle. Ask the first student a review question from the lesson. If he answers correctly, allow him to use the noodle to drive the rolled up sock toward the first sheet of paper labeled #1. Continue with the next team. Take turns allowing team members to answer questions and continue putting the socks along the course to each hole, continuing from where the last teammate left off. The sock must touch or roll over the sheet of paper to consider it in the hole. The first team to reach the tenth hole wins.

Racetrack

Who will reach the checkered flag first? Teams will race to the finish by answering review questions.

Materials

Review Questions
White board or chalkboard
Markers/chalk
Optional: paper cutouts for each team (cars, animals, circles, etc.),
tape/poster putty

Instructions

Print one copy of the Review Questions for your use. Draw a racetrack on the board. It may be as simple as a straight horizontal path or a curvy circle. Label "Start" and "Finish" (with a checkered flag) at either end of the track. Add numbers along the track (e.g., 1–10) at equal intervals between Start and Finish. The numbers will be used as placement points for the racers as they progress along the track.

Divide the class into teams. You may draw a different symbol (e.g., stick figure, circle, X or O) to represent each team at the Start, or use paper cutouts as team markers and stick them to the board with tape/poster putty.

Ask the first team a review question. If they answer correctly, move their marker or redraw their symbol along the track at #1. If they answer incorrectly, give the next team a chance to answer and move to the first number. If they do not know, give the answer and ask that question again later. Continue to alternate asking review questions and moving teams' markers

along the racetrack according to the numbers along the track. The first team to reach the Finish wins!

Toss for It

How many points? Toss for it! Students answer the questions and toss the beanbag to earn points for their team.

Materials

Review Questions

A deck of numbered cards, or numbers and "wild" written on index cards

One beanbag

Masking tape

Two baskets or containers for cards

Instructions

Print one copy of the Review Questions for your use. Place several rows of numbered cards facedown with a few inches between them to form a grid pattern (make sure to put several wild cards or Jokers down, too). Use the masking tape to make a tossing line several feet from the cards.

Divide students into teams and have them line up behind the tossing line. Ask the first student a review question. If he gives the correct answer, have him toss the beanbag onto a card. Turn the card over to reveal the points he receives for his team. Face cards or word cards are 10 points each. Wild or Jokers are also 10—plus another turn. All other cards are face value.

Have the student pick up his card and put it in the team's basket to be counted at the end of the game. Next team's turn. If a student gives an incorrect answer, he should go to the end of the line. Give the answer and repeat that question later. Continue taking turns until all the questions have been answered. Add more cards to the grid if necessary.

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