

God's Power Matching Game

Materials

- ☐ Game cards (following pages)

Instructions

Print and cut out two or more sets of game cards, depending on how many students or teams are playing and how long the game should last. Lay the cards out facedown. Students will turn over two cards at a time—if the cards match, they will keep them and take another turn. Otherwise, turn them back over and allow the next player to take a turn. Cards with a picture of Moses count as a wild card and can be matched with any other card. When no more matches are possible, have students count the pairs of cards they collected to determine a winner.

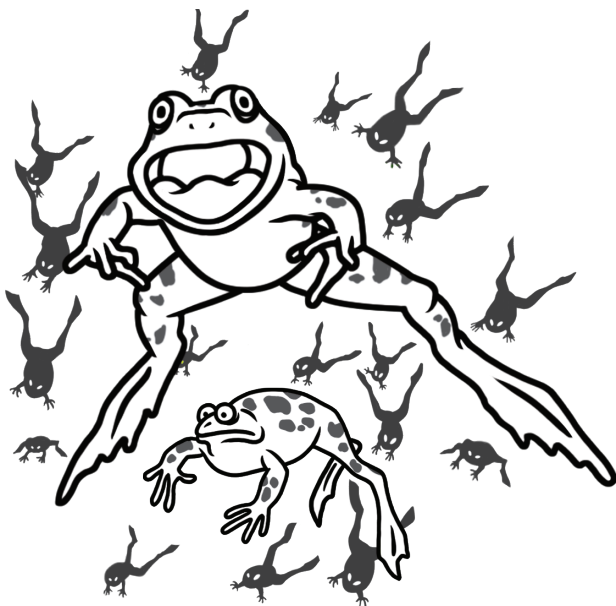
Option 1: Divide the class into teams. Lay several sets of cards out on the floor or stick them up on the wall. Have each team work together to match pairs of cards.

Option 2: Have each student or teams of two race each other or against the clock to match pairs of cards.

Suggested Discussion

God promised to rescue the Israelites from slavery in Egypt. By sending all these plagues, God showed his great power over Satan and other false gods.

- ?** Can you remember all of the plagues we talked about? *Allow discussion. Go through the matching cards in order together.*



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