SUBMITTED BY
eeo_03

ON
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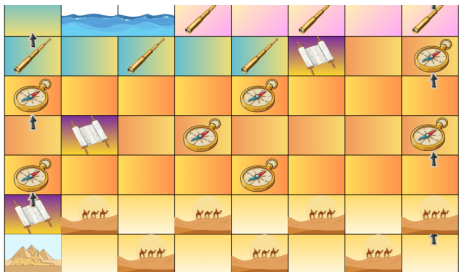
★ ★ ★ ★ ★
100% / 1 Stimme

The road through the red sea



A game about the passage of the people of Israel through the Red Sea. Using methods from the game "Snakes & Ladders". Can be done indoors and outdoors.

Aim of the game
Children experience how the Lord can overcome obstacles if they are with Him on the journey.

Story
We are in Egypt and Pharaoh finally lets us go.

Game description
The starting field is in the bottom left corner.

Play in several teams, depending on the total number of children.

Each team looks for their own pawn to go on the course.

Someone on the team rolls the dice. They move forward with as many squares as they rolled the die. If the pawn lands on a particular field the whole team must solve a task according to the number rolled. The higher the number, the more difficult the task. The task is solved at a station somewhere on the field and after solving it the group returns to the game plan and wait in line until it is their turn.

At the scripted field the pawn must stop regardless of the die number. There they receive a task from the game leader which is dependent on how far the group has advanced from the others. For example to do a skit about a Bible story, learn a verse by heart, sing a song, etc.

At the red tide the whole group has to wait until all teams have reached the red tide. Then the game gets stuck and a leader brings Moses. Through him the sea opens and the game continues depending on who reached the sea first.

The lesson connects the feeling of being stuck at an obstacle with the liberation one feels when the obstacle is overcome by someone else's hand.

Tasks according to the number thrown:

1 Easy Sports/Easy Tasks

2 Pantomime: one volunteer in the team is given a word and has to show it to the others through pantomime

3 Throw ball: children form a circle and have to throw the ball 10 times without falling.

4 Bible: Children are given a question from the Bible and/or the lesson.

5 Hard sport: The whole team has to do a harder sport (10 push ups, form a pyramid of people, running, etc.)

6 Little Explorers: Knots, using a compass, solving a morse code

The file is for printing on A3 or A4. After printing paste the papers together and it becomes A0 or A1.

Weitere Informationen

Categories
Games and Activities

Tags
Moses
Group game
Game
Dice game
Ladder game

Age
Ages 8–12
13–16 years

Number of participants
1–20

Bible
History
Person

Duration
1–2 hours

Material
Almost effortless

File download
File download available

KI Generierter Inhalt
Contents
Age
Number of participants
Bible
Material

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