Lesson 34

God Gives Moses the Ten Commandments

Exodus 20:1–24

Bible Truth

God Demands Perfect Obedience
LESSON SNAPSHOT

1. OPENING ACTIVITY AND INTRODUCTION .................. 5 MIN

2. BIBLE STORY .......................................................... 10 MIN

SUPPLIES: The Gospel Story Bible (story 34)

3. BIBLE STORY DISCUSSION ...................................... 5 MIN

Where Is Jesus?

SUPPLIES: Bible (ESV preferred); Review “Where Is Jesus?” to prepare

4. SNACK QUESTIONS .................................................. 10 MIN

SUPPLIES: Snack food/water

5. SWORD BIBLE MEMORY .......................................... 5–10 MIN

6. ACTIVITIES AND OBJECT LESSONS (CHOOSE ONE OR MORE) 20–30 MIN

Coloring Page 34

SUPPLIES: markers/crayons

The Ten Commandment Game

Rules Shmules

SUPPLIES: an old small appliance or electronic game with exposed wires (If you have an old appliance, you can cut off the plug, strip the wires, and use it in this skit or use any old electronic apparatus with exposed wires.); puppet

Mayhem

7. CLOSING PRAYER .................................................. 5 MIN

TOTAL 60–75 MIN
In today’s lesson the children will hear how God gave Israel the Ten Commandments.

Use the following exercise to teach the children the meaning of the word “commandment.” (This is really a modified version of the children’s game Simon Says.)

Line up the children and explain that you are going to give them commandments (something they must do). They are only to obey the commandments if you say, “Moses says” before the commandment you give them. If they do not hear you say “Moses says” they are not to obey your commandment. If they make a mistake, they are out of the game and must sit down. The last child standing is the winner.

Here is a list of commandments you can add to some ordinary ones.

  - Moses says:
  - Pretend you are mixing mud for bricks with your feet.
  - Pretend you are smearing lamb’s blood on your door frame.
  - Pretend you are marching out of Egypt.
  - Pretend to take off your sandals because you are on holy ground.

Pray for the remainder of the class time before moving forward with the lesson.


After reading the story, use the following questions to involve the children in a discussion:

- **What happened in this story?**
  
  *(Moses went up onto the mountain, and God gave him the Ten Commandments.)*

- **What were the commandments for?**
  
  *(They are the beginning of God’s law that shows people their sinfulness and teaches them God’s holy standards.)*
When God came to the mountain, what happened?

(When God came to the mountain there was thunder and lightning and smoke. The people trembled with fear for God had warned them not to touch the mountain or they would be killed.)

**SNACK QUESTIONS** ................................ 10 MIN

While the children are eating the snack, engage them by asking:

- Why do you think the people were afraid of God?
  (The people were afraid of God because they saw his power and might in opening the Red Sea and other miracles.)

- Who here has broken one of God’s commandments?
  (Help the children to realize that everyone breaks God’s commandments and that no one is perfect. Only God is perfect.)

Have them repeat the Ten Commandments.
- Do not worship other gods.
- Do not make idols to worship.
- Do not take God’s name in vain.
- Keep the Sabbath day holy.
- Respect your parents.
- Do not murder.
- Do not commit adultery.
- Do not steal.
- Do not tell lies about others.
- Do not covet.

**SWORD BIBLE MEMORY** ................................ 5-10 MIN

Take time during the class to review the SWORD Bible Memory verses with the class. Provide the opportunity for each child to recite the verses to an adult worker.
Where Is Jesus?

Please use the following comments connecting today’s lesson to the gospel to help inform your understanding and serve you by aiding your preparation for class. Remember, we want to do more than present disconnected Bible stories and lessons to our young children. We want them to understand how each story in the Bible plays a part in God’s greater plan of redemption.

Passage: Galatians 3:19–24

In this passage, Paul is saying many important things. But we want to focus on how the Old Testament law of God points to Jesus.

God gave Moses the law so the people would know what was evil in the sight of the Lord. Through the law the people would learn they could never satisfy God’s demands for holiness, for no one can keep God’s law. We are all sinners.

This created a problem that God’s people could never solve by themselves. We need a Savior. Jesus became our Savior by obeying God’s commandments for us and dying on the cross to take away our sin. There is no way our salvation can be earned. It is, as Paul says in verse 22, “the promise by faith in Jesus Christ ... given to those who believe.” This is how the law points us to Christ, for he is the only one who can keep God’s commandments and the only one who can take the punishment away for all the commandments we have disobeyed.

ACTIVITIES AND OBJECT LESSONS. 20–30 MIN

Coloring Activity

**SUPPLIES:**
- coloring page 34—one copy for each child

While the children are coloring, engage them by asking the following questions:

- What is Moses holding in his hands?
  
  *(the Ten Commandments)*
What are the Ten Commandments?

Have them repeat the Ten Commandments again.

Why does God want us to worship him alone?

(He is the one that made us. He is the only true God. All other gods are made up, false gods.)

Who can tell me one of the commandments?

See how many of the children can remember one of the Ten Commandments.

The Ten Commandment Game

Tell the class that you are going to play the commandment game with them. You are going to give them a commandment and they should tell you if it is one of God’s Ten Commandments. If it is one of the commandments they are to say, “That’s God’s Law.” If they think your commandment is made up they should say, “That’s not right.” Here is the list to say to the children:

You shall not lie and bear false witness against your neighbor. (9)
You shall not mix peanut butter with marshmallow fluff.
You shall not take the Lord’s name in vain. (3)
You shall not take your neighbor’s wife for yourself. (7)
You shall not ride your bike in the rain.
You shall love birthday presents more than anything.
I am the Lord God; you shall have no other gods before me. (1)
I am your teacher; you shall always bring me gifts.
You shall not make for yourself an idol in the shape of anything at all. (2)
Remember the Sabbath and keep it holy. (4)
Honor your father and mother and you will get better Christmas gifts.
Honor your father and mother that you may live long in the land. (5)
You shall not murder. (6)
You shall not mix vanilla and chocolate ice cream in the same dish.
You shall not steal. (8)
You shall not cover your neighbor’s firewood with a tarp.
You shall not covet your neighbor’s house or anything he owns. (10)
Rules Shmules

SUPPLIES:
✓ old small appliance or electronic game with exposed wires (If you have an old appliance you can cut off the plug, strip the wires, and use it in this skit or use any old electronic apparatus with exposed wires.)
✓ puppet

Before class, recruit two adults to help you perform the skit.

Tell the class that the purpose of this puppet show is to demonstrate how rules protect us from harm.

Electrician: (fixing something with exposed wires) Well, Teacher, I’ll be back in a jiffy, I need to go get a part from my truck. There is only one rule while I’m gone, don’t touch the wires.
Teacher: OK, Puppet and I will leave the wires alone. Right, Puppet?
Puppet: Yes, leave the wires alone.
Teacher: Oh, Puppet I’ll be right back. Remember don’t touch the wires.
Puppet: (now alone) I wonder why they don’t want me to touch the wires. I’ll bet they think I am too young, and I will break something. I bet I could fix that thing myself. Hey, look at those wires. I’ll bet nothing would happen if I touch them. They are always giving me rules. Don’t do this, and don’t do that. I know what is good and what isn’t good to do. They don’t need to give me rules. (Puppet moves very close to wires and blows on them) There, nothing happened. They don’t trust me. Why, I could touch these wires. (He moves his hands slowly to touch the wires, and as soon as he touches them he screams, shakes violently, and falls down unconscious.)
Teacher: (returning) Well, Puppet I’m … PUPPET! What happened? Oh no, he touched the wires! Quick, quick, somebody call a doctor!
Puppet: (rising slowly) Whaaaatt haaaaappppenned?
Teacher: That is what I want to know!
Puppet: I guess I should have listened and not touched the wires.
Teacher: Puppet, rules are for your good, to protect you from harm when you may not realize the danger. God gives rules and commandments to us and to our parents to mark dangerous areas that we might not think are so dangerous.
Puppet: From now on, I am going to follow the rules.
Ask the following questions:

■ Why does God give us commandments?
  (to protect us from harm)

■ What does the Bible call it when we don’t follow the rules?
  (sin)

■ Why do we need the rules?
  (We need the rules because we are blind to sin and cannot see the danger.)

■ Why do we disobey the rules if we know they are from God?
  (We are sinful in our hearts and do not love God. We have a sinful nature inside that does not want to follow God’s rules.)

**Mayhem**

Pick just a few of the Ten Commandments.

Ask the children to imagine what it would look like if nobody obeyed the command “you shall not steal.” Why is it good for everyone if that commandment is obeyed?

Do the same with “you shall not murder” and “you shall not lie.”

At the end of that discussion, tell the children that obeying God’s commands is not just a good thing to do but it is also good for us. And it is good for everyone else. It is how God has designed our lives to be.

**PRAY .................................................. 5 MIN**

Take time at the end of class to thank God for all you learned today. Include parts of your Bible lesson in your prayer as another way for the children to remember what today’s lesson was about.