

SCOUTING in AMERICA, BSA

RELIGIOUS EMBLEMS
for the Episcopal Church USA

Grades 1-3

B A P T I S M



I WANT TO WALK AS A CHILD OF THE LIGHT

ADULT LEADER / COUNSELOR'S GUIDE

- I. HOLY BAPTISM (grades 1-3)
- II. COMMUNION (grades 4-6)
- III. CONFIRMATION (grades 7-9)
- IV. RELATIONSHIPS (grades 10-12)

*prepared by the Rev'd Edward K. Erb
under the auspices of the Episcopal Scouts' Association
and the Brotherhood of St. Andrew
with permission from P.R.A.Y.*

10-2018

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INTRODUCTION

Thank you for agreeing to help our (your) Scouts with their Religious Emblems.

This set was written by an Episcopal priest, 30-year Adult Scouter, and recipient of the St. George Award. The series is conceived to be a *via media* between the Roman Catholic and the general Protestant awards. Subsequent editions are planned to include resources from The Evangelical Lutheran Church in America (ELCA), The United Methodist Church (UMC) and other denominations in Full Communion with the Episcopal Church with a sacramental basis.

Each set is designed to be age appropriate both in content and activities as well as circled around a Sacrament at their level:

grades 1-3

Holy Baptism

grades 4-6

Holy Communion

(and could be used for “First” Communion classes)

grades 7-9

Confirmation

(for possible use as part of a Confirmation curriculum)

grades 10-12

Relationships

(named rather than Marriage, with changes in the Church and BSA)

You will need a copy of the Student Book. This Leader’s Guide offers suggestions as to how to do each segment, but use your imagination and adapt to your situation. There are no divided or numbered sessions, *per se*. There is also no real order to the sessions. Feel free to skip around as your conversations together suggest.

Depending on the time allowed, the size of the group, and your relationship with the candidates, single sessions could be linked together. You may also wish to supplement sessions with other resources, such as *Godly Play* story-telling and activities. A list of resources is at the end.

Whenever a segment is finished, date and initial the “Table of Contents/Achievements” page. When an individual Scout has finished all segments, the application form on the last page should be submitted to P.R.A.Y. (Programs of Religious Activities for Youth, at praypub.org or 1-800-933-7729), who will then record the religious emblems program completion and present the certificate and other emblem items. If used with multiple students, the form in the back of this Leader’s book should be used.

The author welcomes any criticism and suggestions. You may contact me at

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Thank you again, for helping our Scouts grow in their Faith and their Duty to God.

Yours, *Fr. Ed*

OUTLINE of the STUDENT BOOK

DEFINITION OF SACRAMENTS

from the Catechism, 1979 Book of Common Prayer

WATER

Discussion of the description and many uses of water in general

THE EASTER VIGIL

A tale of what The Great Vigil is like

ENTRANCE TO THE CHURCH, PARTS ONE and TWO

Earliest memories of Church

Tower, Doors, Columbarium, Font

An Activity of Welcoming

TAKE A WALK

Going into the quiet Church

HOLY BAPTISM

A tale of what Baptism is like, and drawing a picture

BAPTISMAL PROMISES, PARTS ONE and TWO

A review of the Presentation of Candidates and Baptismal Covenant

BAPTISM IN THE BIBLE, PART ONE: WATER

Jewish Background, John the Baptist, the Early Church

EXODUS: THE GAME

A relay race for the whole parish

BAPTISM IN THE BIBLE, PART TWO: CANDLE & OIL

The Light of Christ, Paschal Candle and Baptismal candles, Holy Chrism

THE SIGN OF THE CROSS

Crosses on the Forehead, Crosses in the Church

BAPTISM WORD SEARCH

A “test” to see what they remember

WHAT’S IN A NAME?

The giving of the “Christian” name of the Baptized

SUGGESTIONS & HELPFUL HINTS

on individual sessions

student book page

1 INTRODUCTION

Read with the student(s) the Introduction in their book, explain the definition of Baptism, possibly discuss what a Sacrament is (on next page) and ask if they have any questions.

2 DEFINITION OF SACRAMENTS

from the Catechism, 1979 Book of Common Prayer

The age-old Anglican memorization slogan:

“An outward and visible sign of an inward and spiritual grace.”

You may wish to discuss what that means

3 WATER

Discussion of the description and many uses of water in general

You may wish to use this as the first session, just to have fun and set the atmosphere as a little less formal.

4 THE EASTER VIGIL

A tale of what The Great Vigil is like

If your parish does not observe the Great Vigil, you may wish to omit this segment. Or you could use it to introduce the idea to the parents. The Scout(s) may be a good way of beginning this ancient tradition.

7 ENTRANCE TO THE CHURCH, PARTS ONE and TWO

Earliest memories of Church

Tower, Doors, Columbarium, Font

An Activity of Welcoming

Several activities are included in these segments. You may be able to combine them into one session, or divide as time allows. The Tower, Doors, etc. segment could be deterred and used with the following.

10 TAKE A WALK

Going into the quiet Church, seeing, listening, feeling, even smelling.

This session could be combined with the middle segment above.

11 HOLY BAPTISM

A tale of what Baptism is like, and an art activity.

Instead of drawing a picture, you might consider other art expressions, such as a collage of construction paper. The finished work could be displayed in the Church or Parish Hall to involve the parish in what the children are doing.

16,17 BAPTISMAL PROMISES, PARTS ONE and TWO

A review of the Presentation of Candidates and Baptismal Covenant

Perhaps the hardest part of this segment is to explain to a 1st grader what “renounce” means. You may, depending on your own convictions of fantasy novels, enter into a discussion of literary or film stories. Other possibilities could be C. S. Lewis (*Screwtape* or *Narnia*). If Holy Water is offered at the entrance to your Church, another field trip is possible. You could also demonstrate how Holy Water is consecrated.

19 BAPTISM IN THE BIBLE, PART ONE: WATER

Jewish Background, John the Baptist, the Early Church

The Scriptural references given in the back of the Leader’s book may be read and discussed - The Pool of Siloam, John the Baptist, Philip and the Ethiopian. Children (especially boys) at this age are particularly engaged by dynamic imagery such as Creation and the Flood, plus soldiers on chariots being drowned. Allow them to enter into the story.

For that reason, The Exodus Game is offered.

22 EXODUS: THE GAME

A relay race for the whole parish

Biblical references, descriptions of activities and needed materials and sample signs to designate areas are given at the end of this book. The half-sheets of station instructions can be photocopied depending on the number of teams to be involved.

24 BAPTISM IN THE BIBLE, PART TWO: CANDLE & OIL

The Light of Christ, Paschal Candle and Baptismal candles, Holy Chrism

If your parish does not use these symbols at a Baptism, you may wish to skip this segment. Similarly the following segment on the Sign of the Cross. You may, nonetheless, want to use the “Cross Finding” activity at the end.

26 THE SIGN OF THE CROSS

Crosses on the Forehead, Crosses in the Church

28 BAPTISM WORD SEARCH

A “test” to see what they remember

If the Scout is younger, the Word Search may be difficult. It could be omitted, or you could sit with the Scout and help point out the words. It might be funny for the Scout if he sees you having problem finding all the words, too!

29 WHAT’S IN A NAME?

The giving of the “Christian” name of the Baptized

Use discretion, especially in adoption situations, divorces, broken families. Again, here is a segment that could be omitted, or you could read and discuss the change of name of Abram and Sarai, and Saul/Paul, or Isaac, Jacob, or other Biblical accounts and descriptions of names.

NOTE: These are only suggestions. Use your imagination and discretion. You may add or delete any of the segments as you see fit with time, learning abilities, size of the group, and previous learning experience (say, for example, that the Scout has no Church background or conversely that they have grown up in the parish.)

Water

What do you think of when I say 'water'?

List as many things as you can think of.

(Answers such as: drink, washing, rain, rivers, oceans, swimming, drowning, watering the gardens, fishing, cooling.)

BAPTISM WORD SEARCH

answer sheet

N	M	I	A	E	A	S	T	E	R	H	U	A	S	L
H	E	W	T	F	R	O	E	N	T	R	A	N	C	E
Q	C	W	J	A	H	M	L	X	I	Q	C	Y	J	G
F	S	E	L	M	B	A	P	T	I	S	M	Y	S	H
O	A	N	O	I	N	T	I	N	G	W	L	K	E	M
N	P	B	M	L	F	L	W	K	L	M	D	C	W	Y
T	Q	R	B	Y	K	E	W	A	S	H	I	N	G	X
O	Y	I	C	A	N	D	L	E	B	M	L	Q	H	C
R	E	S	U	R	R	E	C	T	I	O	N	D	Z	H
V	N	W	S	F	G	W	L	I	E	O	Q	W	J	U
L	H	R	T	F	U	K	A	C	N	C	J	A	U	R
L	T	K	G	K	T	O	W	E	L	Y	O	T	F	C
O	F	O	R	G	I	V	E	N	E	S	S	E	T	H
A	I	I	O	B	T	T	U	B	V	W	M	R	X	L
Y	W	L	E	Q	Z	V	W	O	J	X	H	Q	A	L

ANOINTING
BAPTISM
CANDLE
CHURCH
EASTER
ENTRANCE
FAMILY
FONT
FORGIVENESS
NEW LIFE
OIL
RESURRECTION
TOWEL
WASHING

EXODUS - The GAME

developed by The Rev'd. Edward K. Erb
for St. John the Baptist Church, York PA, Lent 1998, revised 2015

This event was designed as an intergenerational Church School activity. It would work well in a Vacation Bible School setting, Youth retreat, sleep-over, etc. Enclosed are Scripture references in case you wish to do a Bible Study along with the activity. There are 'Station Charts' to be used to aid the 'judges' at each check-point and general descriptions. A 'shopping list' is included to help with preparations. Please feel free to use your imagination and adapt as needed.

Though designed as a relay race, it would work as easily having the whole 'nation' go through the trials of the wilderness together. Have enough eggs, water, 'manna' cakes, etc. for everyone to participate.

Scriptural basis:

PSALM 105

26 He sent his servant Moses, and Aaron whom he had chosen.
27 They performed his signs among them, and miracles in the land of Ham.
28 He sent darkness, and made the land dark; they rebelled against his words.
29 He turned their waters into blood, and caused their fish to die.
30 Their land swarmed with frogs, even in the chambers of their kings.
31 He spoke, and there came swarms of flies, and gnats throughout their country.
32 He gave them hail for rain, and lightning that flashed through their land.
33 He struck their vines and fig trees, and shattered the trees of their country.
34 He spoke, and the locusts came, and young locusts without number;
35 they devoured all the vegetation in their land, and ate up the fruit of their ground.
36 He struck down all the firstborn in their land, the first issue of all their strength.
37 Then he brought Israel out with silver and gold, and there was no one among their tribes who stumbled.
38 Egypt was glad when they departed, for dread of them had fallen upon it.
39 He spread a cloud for a covering, and fire to give light by night.
40 They asked, and he brought quails, and gave them food from heaven in abundance.
41 He opened the rock, and water gushed out; it flowed through the desert like a river.
42 For he remembered his holy promise, and Abraham, his servant.
43 So he brought his people out with joy, his chosen ones with singing.
44 He gave them the lands of the nations, and they took possession of the wealth of the peoples,
45 that they might keep his statutes and observe his laws. Praise the LORD!

referring to:

Exo. 3: 10
Exo. 4: 27
Exo. 10: 21-29
Exo. 7: 14-25
Exo. 7: 26 - 8: 11
Exo. 8: 12-15
Exo. 9: 13-35
Exo. 10: 1-20
Exo. 12: 29-36

Exo. 12: 33
Exo. 13: 21-22
Exo. 16: 1-36
Exo. 17: 1-7
Exo. 15
Deu. 4: 37-40;
6: 20-25; 7: 8-11

also refer to Psalm 78 (below)

synopsis:

EXODUS (40 chapters)

The birth of Moses, he flees from Pharaoh, call at the burning bush	1-4
Moses & Aaron confront Pharaoh, nine plagues:	
water > blood, frogs, gnats, flies, disease, boils, thunder, hail, locusts, dense darkness	5-10
The Passover & Exodus: 10th plague: death of first-born	11,12
Feast of Unleavened Bread, Crossing the Red Sea	13,14
The Song(s) of Moses and Miriam	15
In the wilderness: Manna, Water from the Rock, battle with the Amalekites, Jethro's visit	16-18
At Sinai: Theophany, Commandments, other laws, commands for the Ark, Tabernacle, vestments	19-31
Golden Calf, plague, command to leave Sinai, new tablets, making of Ark, &c.	32-40

EXODUS - The GAME

PSALM 78

from the Book of Common Prayer, 1979

referring to:

- 12 He worked marvels in the sight of their forefathers, in the land of Egypt, in the field of Zoan. Exodus 14-15
13 He split open the sea and let them pass through; he made the waters stand up like walls. Exo. 14:22-25
14 He led them with a cloud by day, and all the night through with a glow of fire.
15 He split the hard rocks in the wilderness and gave them drink as from the great deep.
16 He brought streams out of the cliff, and the waters gushed out like rivers. Exo. 17: 1-7
17 But they went on sinning against him, rebelling in the desert against the Most High.
18 They tested God in their hearts, demanding food for their craving.
19 They railed against God and said, "Can God set a table in the wilderness? Exo. 16: 2-36
20 True, he struck the rock, the waters gushed out, and the gullies overflowed; *
 but is he able to give bread or to provide meat for his people?"
21 When the Lord heard this, he was full of wrath; a fire was kindled against Jacob,
 and his anger mounted against Israel;
22 For they had no faith in God, nor did they put their trust in his saving power.
23 So he commanded the clouds above and opened the doors of heaven.
24 He rained down manna upon them to eat and gave them grain from heaven.
25 So mortals ate the bread of angels; he provided for them food enough.
26 He caused the east wind to blow in the heavens and led out the south wind by his might.
27 He rained down flesh upon them like dust and winged birds like the sand of the sea.
28 He let it fall in the midst of their camp and round about their dwellings.
29 So they ate and were well filled, for he gave them what they craved. Num. 11: 33
30 But they did not stop their craving, though the food was still in their mouths.
31 So God's anger mounted against them; he slew their strongest men and laid low the youth of Israel. Num. 14: 29
32 In spite of all this, they went on sinning and had no faith in his wonderful works.
33 So he brought their days to an end like a breath and their years in sudden terror.
34 Whenever he slew them, they would seek him, and repent, and diligently search for God.
35 They would remember that God was their rock, and the Most High God their redeemer. Num. 21: 7
36 But they flattered him with their mouths and lied to him with their tongues.
37 Their heart was not steadfast toward him, and they were not faithful to his covenant.
38 But he was so merciful that he forgave their sins and did not destroy them;
 many times he held back his anger and did not permit his wrath to be roused. Exo. 32: 14
39 For he remembered that they were but flesh, a breath that goes forth and does not return. Num. 14: 20
40 How often the people disobeyed him in the wilderness and offended him in the desert!
41 Again and again they tempted God and provoked the Holy One of Israel.
42 They did not remember his power in the day when he ransomed them from the enemy;
43 How he wrought his signs in Egypt and his omens in the field of Zoan.
44 He turned their rivers into blood, so that they could not drink of their streams. Exo. 7: 14 - 11: 10;
45 He sent swarms of flies among them, which ate them up, and frogs, which destroyed them. 12: 29-36
46 He gave their crops to the caterpillar, the fruit of their toil to the locust.
47 He killed their vines with hail and their sycamores with frost.
48 He delivered their cattle to hailstones and their livestock to hot thunderbolts.
49 He poured out upon them his blazing anger: fury, indignation, and distress,
 a troop of destroying angels.
50 He gave full rein to his anger; he did not spare their souls from death;
 but delivered their lives to the plague.
51 He struck down all the firstborn of Egypt, the flower of manhood in the dwellings of Ham.
52 He led out his people like sheep and guided them in the wilderness like a flock. Exo. 14: 26-28
53 He led them to safety, and they were not afraid; but the sea overwhelmed their enemies.
54 He brought them to his holy land, the mountain his right hand had won.

EXODUS - The GAME

Overview

STATION ONE: **The Great Pyramid**

Using the sheet of paper (or poster board) provided with the 'floor plan' dimensions and building blocks, the slave labor Hebrew teams must build a pyramid (a square base and 4 triangular sides).

STATION TWO: **"Silver & Gold have I none"**

Each team must collect 5 pieces of silver and gold foil 'jewelry' planted throughout the room or with various people in the 'audience.'

STATION THREE: **"Shoo-Fly"**

The teams must 'swat' (that is, stomp) all the flies, frogs and locusts provided for them (balloons with pictures of these critters drawn on them).

STATION FOUR: **The Passover**

Each team must 'paint' the doorposts of their 'houses' with the (red tempura paint) Blood of the Lamb in order that the Angel of Death will pass over their house that night.

STATION FIVE: **"One for the Road"**

Someone in each team must peel and eat one hard boiled egg and sprig of parsley for the Seder meal.

STATION SIX: **"Wade in the water"**

Each team must separate the sea of red balloons; get every member of the team across; and 'corral' the balloons back together into a 'sea.'

by The Rev'd Edward K. Erb, 1998

STATION SEVEN: **The Water at Marah**

Someone in each team must drink a glass (8 oz.) of 'sour' water (with added lemon juice or a wedge).

STATION EIGHT: **Manna from heaven**

Another person must eat a rice cake of 'manna.'

STATION NINE: **The Ten Commandments**

The team must recite the Ten Commandments.
All in the team can help;
The commandments do not need to be in the correct order. But you get bonus points if you do!

STATION TEN: **The Golden Calf**

Taking the gold and silver foil jewelry, the team must form what looks something like a calf.

STATION ELEVEN: **Clay Tablets**

Smashed tablets of the Law will be provided. Members of the team must piece together the jigsaw puzzle.

STATION TWELVE: **The Ark of the Covenant**

The tablets of the Commandments must be placed in the 'Ark' container provided and carried across to the Promised Land.

Trick: No team member may touch the Ark itself - lest they 'die' and be disqualified (meaning they have to try this step again.)

EXODUS - The GAME

shopping list:
building blocks or
cereal boxes
newprint sheets/poster board
refrigerator boxes
tempura paint (red, black,
brown, &c.)
green & red balloons
magic markers
(fly-swatters)
hard-boiled eggs
parsley
gold & silver foil paper
cardboard
lemons
drinking glasses
rice or popcorn cakes
plaster of paris
shirt boxes
masking tape

Preparation of the site:

Using (colored) masking tape, 'draw' a large map of the Sinai desert with eastern Egypt and south western Palestine. Mark Mt. Sinai, the 'Red' Sea, &c.

Place the stations appropriately within the map. See any Bible Atlas for help.

If to be held outdoors, you could use crepe paper streamers instead. Hold done with small stones or whatever.

Having several small tables for some of the stations will be helpful.

Decorate shirt boxes with gold foil paper.

1. build pyramid

Use child's building blocks on a pre-drawn surface with 'floor' dimensions (say, 6 blocks x 6 blocks). Or use individual cereal boxes and afterwards donate to a food pantry as a 'cereal offering.'

2. collect gold & silver

Use gold and silver foil paper (gift wrap) to make necklaces, bracelets, &c. Pass out to bystanders before-hand.

3. swat flies, frogs, locusts

Draw flies, frogs, grasshoppers &c, on a large quantity of (preferably green) balloons. You can use fly-swatters, or have them stomp on the 'plagues.'

4. paint door posts

Out of refrigerator box(es) cut doorways for the number of teams. Draw door posts (and any other house decorations). Use red tempura paint for the lamb's blood.

5. eat hard-boiled eggs

For the Passover meal, have bitter herbs and hard-boiled eggs ready.

6. separate & cross red sea

Use many, many red balloons for the 'sea.' Tape 'L' shaped cardboard to the floor as the 'beach' to hold in the sea.

7. drink 'sour' water

Add lemon wedges to glasses (8 oz.) of water - one for each team.

8. eat 'manna'

Use flavored (like apple cinnamon) rice or popcorn cakes.

9. recite the ten commandments

Print them out for judges (they may not know them either!) See station charts.

10. make golden calf

Taking the jewelry that teams have collected earlier, create something that looks like a golden calf.

11. put together smashed tablets

Several days in advance make sets of tablets out of plaster of paris. Size them to fit in shirt boxes. Decorate with Roman numerals (I-IV on left tablet, V-X on right) or be really fun and use Hebrew letter-numbers, right to left. Before the plaster hardens, score into jig-saw pieces. Be sure to keep the individual sets of pieces separate.

12. place tablets into the Ark and carry into Promised Land

EXODUS - The GAME

SCRIPTURE REFERENCES

from *The Good News Bible*

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INTRODUCTION

EXODUS 3

¹ One day Moses was taking care of the sheep and goats of his father-in-law Jethro, the priest of Midian, he led the flock across the desert and came to Sinai, the holy mountain. ² There the angel of the Lord appeared to him as a flame coming from the middle of a bush. Moses saw that the bush was on fire but that it was not burning up. ³ "This is strange," he thought. "Why isn't the bush burning up? I will go closer and see." ⁴ When the Lord saw that Moses was coming closer, he called to him from the middle of the bush and said, "Moses! Moses!" He answered, "Yes, here I am."

¹⁶ Go and gather the leaders of Israel together and tell them... that I have come to them and have seen what the Egyptians are doing to them. ¹⁷ I have decided that I will bring them out of Egypt, where they are being treated cruelly, and will take them to a rich and fertile land.... ¹⁹ I know that the king of Egypt will not let you go unless he is forced to do so. ²⁰ But I will use my power and will punish Egypt by doing terrifying things there. After that he will let you go.

Sing, "Go Down, Moses"

1. THE GREAT PYRAMID

EXODUS 1, 2

⁶ In the course of time Joseph, his brothers, and all the rest of that generation died, ⁷ but their descendants, the Israelites, had many children and became so numerous and strong that Egypt was filled with them. ⁸ Then, a new king, who knew nothing about Joseph, came to power in Egypt. ⁹ He said to his people, "These Israelites are so numerous and strong that they are a threat to us. ¹⁰ In case of war they might join our enemies in order to fight against us, and might escape from the country. We must find some way to keep them from becoming even more numerous." ¹¹ So the Egyptians put slave drivers over them to crush their spirits with hard labor. The Israelites built the cities of Pithom and Rameses to serve as supply centers for the king. ¹² But the more the Egyptians oppressed the Israelites, the more they increased in number and the farther they spread through the land. The Egyptians came to fear the Israelites ¹³ and made their lives miserable by forcing them into cruel slavery. They made them work on their building projects and in their fields, and they had no pity on them.

²³ Years later the king of Egypt died, but the Israelites were still groaning under their slavery and cried out for help. Their cry went up to God, ²⁴ who heard their groaning and remembered his covenant with Abraham, Isaac, and Jacob. ²⁵ He saw the slavery of the Israelites and was concerned for them.

2. COLLECTING The SILVER & GOLD

EXODUS 3, 11

²¹ "I will make the Egyptians respect you so that when my people leave, they will not go empty-handed. ²²Every Israelite woman will go to her Egyptian neighbors and to any Egyptian woman living in her house and will ask for clothing and for gold and silver jewelry. The Israelites will put these things on their sons and daughters and carry away the wealth of the Egyptians."

¹ Then the Lord said to Moses, "I will send only one more punishment on the king of Egypt and his people. After that he will let you leave. In fact, he will drive all of you out of here. ² Now speak to the people of Israel and tell all of them to ask their neighbors for gold and silver jewelry."

3. The PLAGUES

EXODUS 8, 10

¹ Then the Lord said to Moses, "Go to the king and tell him that the Lord says, "Let my people go, so that they can worship me. ² If you refuse, I will punish your country by covering it with frogs. ³ The Nile will be so full of frogs that they will leave it and go into your palace, your bedroom, your bed, the houses of your officials and your people, and even into your ovens and baking pans.

³ Moses and Aaron went to the king and said to him, "The Lord, the God of the Hebrews, says, "How much longer will you refuse to submit to me? Let my people go, so that they may worship me. ⁴ If you keep on refusing, then I will bring locusts into your country tomorrow. ⁵ There will be so many that they will completely cover the ground. They will eat everything that the hail did not destroy, even the trees that are left. ⁶ They will fill your palaces and the houses of all your officials and all your people. They will be worse than anything your ancestors ever saw.' "

4. The ANGEL of DEATH

EXODUS 11, 12

⁴ Moses then said to the king, "The Lord says, "At about midnight I will go through Egypt, ⁵ and every first-born son in Egypt will die."

¹ The Lord spoke to Moses and Aaron in Egypt...: ³ "Give these instructions to the whole community of Israel: On the tenth day of this month each man must choose either a lamb or a young goat for his household. ⁴ If his family is too small to eat a whole animal, he and his next-door neighbor may share an animal, in proportion to the number of people and the amount that each person can eat. ⁵ You may choose either a sheep or a goat, but it must be a one-year-old male without any defects. ⁶ Then, on the evening of the fourteenth day of the month, the whole community of Israel will kill the animals. ⁷ The people are to take some of the blood and put it on the doorposts and above the doors of the houses in which the animals are to be eaten."

¹² "On that night I will go through the land of Egypt, killing every first-born male, both human and animal, and punishing all the gods of Egypt. I am the Lord. ¹³ The blood on the doorposts will be a sign to mark the houses in which you live. When I see the blood, I will pass over you and will not harm you when I punish the Egyptians."

5. The PASSOVER MEAL

EXODUS 12

⁶ "On the evening of the fourteenth day of the month, the whole community of Israel will kill the animals.

⁷The people are to take some of the blood and put it on the doorposts and above the doors of the houses in which the animals are to be eaten. ⁸That night the meat is to be roasted, and eaten with bitter herbs and with bread made without yeast.

¹³The blood on the doorposts will be a sign to mark the houses in which you live. When I see the blood, I will pass over you and will not harm you when I punish the Egyptians. ¹⁴You must celebrate this day as a religious festival to remind you of what I, the Lord, have done. Celebrate it for all time to come."

6. **"WADE in the WATER"**

EXODUS 14

⁵When the king of Egypt was told that the people had escaped, he and his officials changed their minds and said, "What have we done? We have let the Israelites escape, and we have lost them as our slaves!" ⁶The king got his war chariot and his army ready. ⁷He set out with all his chariots, including the six hundred finest, commanded by their officers. ⁸The Lord made the king stubborn, and he pursued the Israelites, who were leaving triumphantly. ⁹The Egyptian army, with all the horses, chariots, and drivers, pursued them and caught up with them where they were camped by the Red Sea.

¹³Moses answered, "Don't be afraid! Stand your ground, and you will see what the Lord will do to save you today; you will never see these Egyptians again. ¹⁴The Lord will fight for you, and all you have to do is keep still." ¹⁵The Lord said to Moses, "Why are you crying out for help? Tell the people to move forward. ¹⁶Lift up your walking stick and hold it out over the sea. The water will divide, and the Israelites will be able to walk through the sea on dry ground.

²⁷Moses held out his hand over the sea, and at daybreak the water returned to its normal level. The Egyptians tried to escape from the water, but the Lord threw them into the sea. ²⁸The water returned and covered the chariots, the drivers, and all the Egyptian army that had followed the Israelites into the sea; not one of them was left. ²⁹But the Israelites walked through the sea on dry ground, with walls of water on both sides.

7. **THE WATER AT MARAH**

EXODUS 15

²²Moses led the people of Israel away from the Red Sea into the desert of Shur. For three days they walked through the desert, but found no water. ²³Then they came to a place called Marah, but the water there was so bitter that they could not drink it. That is why it was named Marah. ²⁴The people complained to Moses and asked, "What are we going to drink?" ²⁵Moses prayed earnestly to the Lord, and the Lord showed him a piece of wood, which he threw into the water; and the water became fit to drink.

8. MANNA FROM HEAVEN

EXODUS 16

² There in the desert the whole company of Israel complained to Moses and Aaron ³ and said to them, "We wish that the Lord had killed us in Egypt. There we could at least sit down and eat meat and as much other food as we wanted. But you have brought us out into this desert to starve us all to death." ⁴ The Lord said to Moses, "Now I am going to cause food to rain down from the sky for all of you."

¹³ In the morning there was dew all around the camp. ¹⁴ When the dew evaporated, there was something thin and flaky on the surface of the desert. It was as delicate as frost. ¹⁵ When the Israelites saw it, they didn't know what it was and asked each other, "What is it?" Moses said to them, "This is the food that the Lord has given you to eat."

9. The TEN COMMANDMENTS

EXODUS 20

Tablet One

1. I am the Lord your God who brought you out of bondage. You shall have no other gods but me.
2. You shall not make for yourself any idol.
3. You shall not invoke with malice the Name of the Lord your God.
4. Remember the Sabbath Day and keep it holy.

Tablet Two

5. Honor your father and your mother.
6. You shall not commit murder.
7. You shall not commit adultery.
8. You shall not steal.
9. You shall not be a false witness.
10. You shall not covet anything that belongs to your neighbor.

10. The GOLDEN CALF

EXODUS 32

¹ When the people saw that Moses had not come down from the mountain but was staying there a long time, they gathered around Aaron and said to him, "We do not know what has happened to this man Moses, who led us out of Egypt; so make us a god to lead us." ² Aaron said to them, "Take off the gold earrings which your wives, your sons, and your daughters are wearing, and bring them to me." ³ So all the people took off their gold earrings and brought them to Aaron. ⁴ He took the earrings, melted them, poured the gold into a mold, and made a gold bull-calf. The people said, "Israel, this is our god, who led us out of Egypt!"

⁷ The Lord said to Moses, "Hurry and go back down, because your people, whom you led out of Egypt, have sinned and rejected me. ⁸ They have already left the way that I commanded them to follow; they have made a bull-calf out of melted gold and have worshiped it and offered sacrifices to it. They are saying that this is their god, who led them out of Egypt. ⁹ I know how stubborn these people are. ¹⁰ Now, don't try to stop me. I am angry with them, and I am going to destroy them. Then I will make you and your descendants into a great nation." ¹¹ But Moses pleaded with the Lord his God and said...,

¹² Stop being angry; change your mind and do not bring this disaster on your people. ¹³ Remember your

servants Abraham, Isaac, and Jacob. Remember the solemn promise you made to them to give them as many descendants as there are stars in the sky and to give their descendants all that land you promised would be their possession forever." ¹⁴ So the Lord changed his mind and did not bring on his people the disaster he had threatened.

11. Clay Tablets

EXODUS 32

¹⁵ Moses went back down the mountain, carrying the two stone tablets with the commandments written on both sides. ¹⁶ God himself had made the tablets and had engraved the commandments on them.

¹⁹ When Moses came close enough to the camp to see the bull-calf and to see the people dancing, he became furious. There at the foot of the mountain, he threw down the tablets he was carrying and broke them. ²⁰ He took the bull-calf which they had made, melted it, ground it into fine powder, and mixed it with water. Then he made the people of Israel drink it.

³⁰ The next day Moses said to the people, "You have committed a terrible sin. But now I will again go up the mountain to the Lord; perhaps I can obtain forgiveness for your sin." ³¹ Moses then returned to the Lord and said, "These people have committed a terrible sin. They have made a god out of gold and worshiped it. ³² Please forgive their sin."

12. The Ark of the Covenant

EXODUS 25, JOSHUA 3

¹⁰ "Make a Box out of acacia wood, 45 inches long, 27 inches wide, and 27 inches high. ¹¹ Cover it with pure gold inside and out and put a gold border all around it. ¹² Make four carrying rings of gold for it and attach them to its four legs, with two rings on each side. ¹³ Make carrying poles of acacia wood and cover them with gold ¹⁴ and put them through the rings on each side of the Box. ¹⁵ The poles are to be left in the rings and must not be taken out. ¹⁶ Then put in the Box the two stone tablets that I will give you, on which the commandments are written."

⁵ Joshua told the people, "Purify yourselves, because tomorrow the Lord will perform miracles among you." ⁶ Then he told the priests to take the Covenant Box and go with it ahead of the people. They did as he said. ⁷ The Lord said to Joshua..., ⁸ "Tell the priests carrying the Covenant Box that when they reach the river, they must wade in and stand near the bank." ⁹ Then Joshua said to the people, "Come here and listen to what the Lord your God has to say. You will know that the living God is among you ¹¹ when the Covenant Box of the Lord of all the earth crosses the Jordan ahead of you. ¹² Now choose twelve men, one from each of the tribes of Israel. ¹³ When the priests who carry the Covenant Box of the Lord of all the earth put their feet in the water, the Jordan will stop flowing, and the water coming downstream will pile up in one place."

When the people left the camp to cross the Jordan, the priests went ahead of them, carrying the Covenant Box. As soon as the priests stepped into the river, ¹⁶ the water stopped flowing and piled up... ¹⁷ The people walked across on dry ground, the priests carrying the Lord's Covenant Box stood on dry ground in the middle of the Jordan until all the people had crossed over.

INTRODUCTION

for the group

When all is set up and the children are gathered...

Welcome the group.

Divide into 'teams' or 'tribes' anyway you wish.

Gather them in a circle.

Read:

Exodus 3: 1-4, 16-17, 19-20

Sing:

“Go down, Moses” Hymnal 1982 #648
or in Lift Every Voice #228

*At each 'station' gather the group / tribes / families
and read the portion of Scripture that describes the activity.*

*Or, please feel free to tell the story in your own words! If you
have a good story-teller in your congregation, she/ he can “set
the stage” for each activity.*

INTRODUCTION

EXODUS 3:

¹ One day Moses was taking care of the sheep and goats of his father-in-law Jethro, the priest of Midian, he led the flock across the desert and came to Sinai, the holy mountain. ² There the angel of the Lord appeared to him as a flame coming from the middle of a bush. Moses saw that the bush was on fire but that it was not burning up. ³ "This is strange," he thought. "Why isn't the bush burning up? I will go closer and see." ⁴ When the Lord saw that Moses was coming closer, he called to him from the middle of the bush and said, "Moses! Moses!" He answered, "Yes, here I am."

¹⁶ Go and gather the leaders of Israel together and tell them... that I have come to them and have seen what the Egyptians are doing to them. ¹⁷ I have decided that I will bring them out of Egypt, where they are being treated cruelly, and will take them to a rich and fertile land.... ¹⁹ I know that the king of Egypt will not let you go unless he is forced to do so. ²⁰ But I will use my power and will punish Egypt by doing terrifying things there. After that he will let you go.

EXODUS - The GAME

(the Scripture reading is on the reverse)

Exodus 1: 6-13, Exodus 2: 23-25

STATION ONE:

The Great Pyramid

Using the sheet of paper (or poster board) provided with the 'floor plan' dimensions and building blocks, the slave labor Hebrew teams must build a pyramid (a square base and 4 triangular sides).

1. THE GREAT PYRAMID

EXODUS 1:

⁶ In the course of time Joseph, his brothers, and all the rest of that generation died, ⁷ but their descendants, the Israelites, had many children and became so numerous and strong that Egypt was filled with them. ⁸ Then, a new king, who knew nothing about Joseph, came to power in Egypt. ⁹ He said to his people, "These Israelites are so numerous and strong that they are a threat to us. ¹⁰ In case of war they might join our enemies in order to fight against us, and might escape from the country. We must find some way to keep them from becoming even more numerous." ¹¹ So the Egyptians put slave drivers over them to crush their spirits with hard labor. The Israelites built the cities of Pithom and Rameses to serve as supply centers for the king. ¹² But the more the Egyptians oppressed the Israelites, the more they increased in number and the farther they spread through the land. The Egyptians came to fear the Israelites ¹³ and made their lives miserable by forcing them into cruel slavery. They made them work on their building projects and in their fields, and they had no pity on them.

EXODUS 2:

²³ Years later the king of Egypt died, but the Israelites were still groaning under their slavery and cried out for help. Their cry went up to God, ²⁴ who heard their groaning and remembered his covenant with Abraham, Isaac, and Jacob. ²⁵ He saw the slavery of the Israelites and was concerned for them.

EXODUS - The GAME

(the Scripture reading is on the reverse)

Exodus 3: 21-22, Exodus 11:1-2

STATION TWO:

“Silver & Gold have I none”

Each team must collect 5 pieces of silver and gold foil ‘jewelry’ planted throughout the room or with various people in the ‘audience.’

2. COLLECTING The SILVER & GOLD

EXODUS 3:

²¹ "I will make the Egyptians respect you so that when my people leave, they will not go empty-handed. ²² Every Israelite woman will go to her Egyptian neighbors and to any Egyptian woman living in her house and will ask for clothing and for gold and silver jewelry. The Israelites will put these things on their sons and daughters and carry away the wealth of the Egyptians."

EXODUS 11:

¹ Then the Lord said to Moses, "I will send only one more punishment on the king of Egypt and his people. After that he will let you leave. In fact, he will drive all of you out of here. ² Now speak to the people of Israel and tell all of them to ask their neighbors for gold and silver jewelry."

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION THREE:

“Shoo-Fly”

The teams must ‘swat’ (that is, stomp) all the flies, frogs and locusts provided for them (balloons with pictures of these critters drawn on them).

3. The PLAGUES

EXODUS 8, 10

¹ Then the Lord said to Moses, "Go to the king and tell him that the Lord says, "Let my people go, so that they can worship me. ²If you refuse, I will punish your country by covering it with frogs. ³The Nile will be so full of frogs that they will leave it and go into your palace, your bedroom, your bed, the houses of your officials and your people, and even into your ovens and baking pans.

³ Moses and Aaron went to the king and said to him, "The Lord, the God of the Hebrews, says, "How much longer will you refuse to submit to me? Let my people go, so that they may worship me. ⁴ If you keep on refusing, then I will bring locusts into your country tomorrow. ⁵ There will be so many that they will completely cover the ground. They will eat everything that the hail did not destroy, even the trees that are left. ⁶ They will fill your palaces and the houses of all your officials and all your people. They will be worse than anything your ancestors ever saw.' "

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION FOUR:

The Passover

Each team must 'paint' the doorposts of their 'houses' with the (red tempura paint) Blood of the Lamb in order that the Angel of Death will pass over their house that night.

4. The ANGEL of DEATH

EXODUS 11, 12

⁴ Moses then said to the king, "The Lord says, "At about midnight I will go through Egypt, ⁵ and every first-born son in Egypt will die."

¹ The Lord spoke to Moses and Aaron in Egypt...: ³ "Give these instructions to the whole community of Israel: On the tenth day of this month each man must choose either a lamb or a young goat for his household. ⁴ If his family is too small to eat a whole animal, he and his next-door neighbor may share an animal, in proportion to the number of people and the amount that each person can eat. ⁵ You may choose either a sheep or a goat, but it must be a one-year-old male without any defects. ⁶ Then, on the evening of the fourteenth day of the month, the whole community of Israel will kill the animals. ⁷ The people are to take some of the blood and put it on the doorposts and above the doors of the houses in which the animals are to be eaten."

¹² "On that night I will go through the land of Egypt, killing every first-born male, both human and animal, and punishing all the gods of Egypt. I am the Lord. ¹³ The blood on the doorposts will be a sign to mark the houses in which you live. When I see the blood, I will pass over you and will not harm you when I punish the Egyptians."

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION FIVE:

“One for the Road”

Someone in each team must peel and eat one hard boiled egg and sprig of parsley for the Seder meal.

5. The PASSOVER MEAL

EXODUS 12

⁶ "On the evening of the fourteenth day of the month, the whole community of Israel will kill the animals. ⁷The people are to take some of the blood and put it on the doorposts and above the doors of the houses in which the animals are to be eaten. ⁸That night the meat is to be roasted, and eaten with bitter herbs and with bread made without yeast.

¹³ The blood on the doorposts will be a sign to mark the houses in which you live. When I see the blood, I will pass over you and will not harm you when I punish the Egyptians. ¹⁴You must celebrate this day as a religious festival to remind you of what I, the Lord, have done. Celebrate it for all time to come."

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION SIX:

“Wade in the water”

Each team must separate the sea of red balloons; get every member of the team across; and ‘corral’ the balloons back together into a ‘sea.’

optional:

sing, “Wade in the Water”

Lift Every Voice #143

6. “WADE in the WATER”

EXODUS 14

⁵ When the king of Egypt was told that the people had escaped, he and his officials changed their minds and said, "What have we done? We have let the Israelites escape, and we have lost them as our slaves!" ⁶ The king got his war chariot and his army ready. ⁷ He set out with all his chariots, including the six hundred finest, commanded by their officers. ⁸ The Lord made the king stubborn, and he pursued the Israelites, who were leaving triumphantly. ⁹ The Egyptian army, with all the horses, chariots, and drivers, pursued them and caught up with them where they were camped by the Red Sea.

¹³ Moses answered, "Don't be afraid! Stand your ground, and you will see what the Lord will do to save you today; you will never see these Egyptians again. ¹⁴ The Lord will fight for you, and all you have to do is keep still." ¹⁵ The Lord said to Moses, "Why are you crying out for help? Tell the people to move forward. ¹⁶ Lift up your walking stick and hold it out over the sea. The water will divide, and the Israelites will be able to walk through the sea on dry ground.

²⁷ Moses held out his hand over the sea, and at daybreak the water returned to its normal level. The Egyptians tried to escape from the water, but the Lord threw them into the sea. ²⁸ The water returned and covered the chariots, the drivers, and all the Egyptian army that had followed the Israelites into the sea; not one of them was left. ²⁹ But the Israelites walked through the sea on dry ground, with walls of water on both sides.

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION SEVEN:

The Water at Marah

Someone in each team must drink an 8 oz. glass of 'sour' water (with added lemon juice or wedge).

7. The WATER at MARAH

EXODUS 15:

²² Moses led the people of Israel away from the Red Sea into the desert of Shur. For three days they walked through the desert, but found no water. ²³ Then they came to a place called Marah, but the water there was so bitter that they could not drink it. That is why it was named Marah. ²⁴ The people complained to Moses and asked, "What are we going to drink?" ²⁵ Moses prayed earnestly to the Lord, and the Lord showed him a piece of wood, which he threw into the water; and the water became fit to drink.

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION EIGHT:

Manna from heaven

Another person must eat a rice cake of 'manna.'

8. Manna from Heaven

EXODUS 16

² There in the desert the whole company of Israel complained to Moses and Aaron ³ and said to them, "We wish that the Lord had killed us in Egypt. There we could at least sit down and eat meat and as much other food as we wanted. But you have brought us out into this desert to starve us all to death." ⁴ The Lord said to Moses, "Now I am going to cause food to rain down from the sky for all of you."

¹³ In the morning there was dew all around the camp. ¹⁴ When the dew evaporated, there was something thin and flaky on the surface of the desert. It was as delicate as frost. ¹⁵ When the Israelites saw it, they didn't know what it was and asked each other, "What is it?" Moses said to them, "This is the food that the Lord has given you to eat."

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION NINE:

The Ten Commandments

The team must recite the Ten Commandments.
All in the team can help;

The commandments do not need to be in the correct order. But you get bonus points if you do!

1. You shall have no other gods but me.
2. You shall not make for yourself any idol.
3. You shall not invoke with malice the Name of the Lord your God.
4. Remember the Sabbath Day and keep it holy.
5. Honor your father and your mother.
6. You shall not commit murder.
7. You shall not commit adultery.
8. You shall not steal.
9. You shall not be a false witness.
10. You shall not covet anything that belongs to your neighbor.

9. The TEN COMMANDMENTS

EXODUS 20

Tablet One

1. I am the Lord your God who brought you out of bondage.
You shall have no other gods but me.
2. You shall not make for yourself any idol.
3. You shall not invoke with malice the Name of the Lord your God.
4. Remember the Sabbath Day and keep it holy.

Tablet Two

5. Honor your father and your mother.
6. You shall not commit murder.
7. You shall not commit adultery.
8. You shall not steal.
9. You shall not be a false witness.
10. You shall not covet anything that belongs to your neighbor.

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION TEN: **The Golden Calf**

Taking the gold and silver foil jewelry, the team must form what looks something like a calf.

10. The Golden Calf

EXODUS 32:

¹ When the people saw that Moses had not come down from the mountain but was staying there a long time, they gathered around Aaron and said to him, "We do not know what has happened to this man Moses, who led us out of Egypt; so make us a god to lead us." ² Aaron said to them, "Take off the gold earrings which your wives, your sons, and your daughters are wearing, and bring them to me." ³ So all the people took off their gold earrings and brought them to Aaron. ⁴ He took the earrings, melted them, poured the gold into a mold, and made a gold bull-calf. The people said, "Israel, this is our god, who led us out of Egypt!"

⁷ The Lord said to Moses, "Hurry and go back down, because your people, whom you led out of Egypt, have sinned and rejected me. ⁸ They have already left the way that I commanded them to follow; they have made a bull-calf out of melted gold and have worshiped it and offered sacrifices to it. They are saying that this is their god, who led them out of Egypt. ⁹ I know how stubborn these people are. ¹⁰ Now, don't try to stop me. I am angry with them, and I am going to destroy them. Then I will make you and your descendants into a great nation." ¹¹ But Moses pleaded with the Lord his God and said...,

¹² Stop being angry; change your mind and do not bring this disaster on your people. ¹³ Remember your servants Abraham, Isaac, and Jacob. Remember the solemn promise you made to them to give them as many descendants as there are stars in the sky and to give their descendants all that land you promised would be their possession forever." ¹⁴ So the Lord changed his mind and did not bring on his people the disaster he had threatened.

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION ELEVEN:

Clay Tablets

Smashed tablets of the Law will be provided.
Members of the team must piece together the jigsaw puzzle.

11. Clay Tablets

EXODUS 32

¹⁵ Moses went back down the mountain, carrying the two stone tablets with the commandments written on both sides. ¹⁶God himself had made the tablets and had engraved the commandments on them.

¹⁹ When Moses came close enough to the camp to see the bull-calf and to see the people dancing, he became furious. There at the foot of the mountain, he threw down the tablets he was carrying and broke them. ²⁰ He took the bull-calf which they had made, melted it, ground it into fine powder, and mixed it with water. Then he made the people of Israel drink it.

³⁰ The next day Moses said to the people, "You have committed a terrible sin. But now I will again go up the mountain to the Lord; perhaps I can obtain forgiveness for your sin." ³¹ Moses then returned to the Lord and said, "These people have committed a terrible sin. They have made a god out of gold and worshiped it. ³² Please forgive their sin."

EXODUS - The GAME

(the Scripture reading is on the reverse)

STATION TWELVE:

The Ark of the Covenant

The tablets of the Commandments must be placed in the 'Ark' container provided and carried across to the Promised Land.

12. The Ark of the Covenant

EXODUS 25

¹⁰ "Make a Box out of acacia wood, 45 inches long, 27 inches wide, and 27 inches high. ¹¹ Cover it with pure gold inside and out and put a gold border all around it. ¹² Make four carrying rings of gold for it and attach them to its four legs, with two rings on each side. ¹³ Make carrying poles of acacia wood and cover them with gold ¹⁴ and put them through the rings on each side of the Box. ¹⁵ The poles are to be left in the rings and must not be taken out. ¹⁶ Then put in the Box the two stone tablets that I will give you, on which the commandments are written."

JOSHUA 3

⁵ Joshua told the people, "Purify yourselves, because tomorrow the Lord will perform miracles among you." ⁶ Then he told the priests to take the Covenant Box and go with it ahead of the people. They did as he said. ⁷ The Lord said to Joshua..., "⁸Tell the priests carrying the Covenant Box that when they reach the river, they must wade in and stand near the bank." ⁹ Then Joshua said to the people, "Come here and listen to what the Lord your God has to say. You will know that the living God is among you ¹¹ when the Covenant Box of the Lord of all the earth crosses the Jordan ahead of you. ¹² Now choose twelve men, one from each of the tribes of Israel. ¹³ When the priests who carry the Covenant Box of the Lord of all the earth put their feet in the water, the Jordan will stop flowing, and the water coming downstream will pile up in one place."

When the people left the camp to cross the Jordan, the priests went ahead of them, carrying the Covenant Box. As soon as the priests stepped into the river, ¹⁶ the water stopped flowing and piled up... ¹⁷ The people walked across on dry ground, the priests carrying the Lord's Covenant Box stood on dry ground in the middle of the Jordan until all the people had crossed over.

ADDITIONAL RESOURCES

The *Godly Play* Christian Education series by Jerome Berryman.
available through Morehouse / Church Publishing

and especially:

Anne Kitch: *What We Do In Church* (in English and Spanish versions)
Morehouse / Church Publishing

Anne Kitch: *Water of Baptism, Water for Life: An Activity Book*
Morehouse / Church Publishing

Mary Lee Wile: *Christ's Own Forever: Episcopal Baptism for Infants and Young Children*
Morehouse / Church Publishing

Channing-Bete Scriptographic booklets:

“What Every Episcopalian Should Know About the Sacrament of Holy Baptism”


for parents

“About Faith and Your Child (from 6-12 years old)

There is an excellent article about Baptism in the early Church, written by Aidan Kavenaugh, “Rite of Passage” published in The Anglican Digest, Summer 2015, available from Hillspeak, 805 Country Road 102, Eureka Springs AR 72632 or www.anglicandigest.org. Professor Kavenaugh relates a tale of a young man’s experience in the first century.

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Cardholder's Name _____

Acct # _____ - _____ - _____

Expiration Date: _____ CV2 Code _____

The CV2 code is the last three digits on the backside of the credit card located in the signature box.

Cardholder's Address _____

Phone (Day contact) _____

Signature _____

*** SHIPPING** – All orders are assessed a standard Shipping/ Handling fee per shipping address (orders shipped together are assessed one fee) and are sent via First Class Mail. To upgrade shipping, visit <https://store.praypub.org/> for explanation and fees.

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JAN. 2018 PRINTING

God and Me Multiple Order Form – Part B

Recipient Registration Form

The following information must be provided for each candidate to ensure proper registration at church and agency headquarters. Incomplete forms will be returned. List youth recipients only (do not include counselors and mentors). You may make additional copies of this form if needed.

	NAME First Last	ADDRESS Street, City, State, Zip	DENOM ¹	AGENCY ²
1.				
2.				
3.				
4.				
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15.				

¹ Please indicate the denomination of each candidate (regardless of where the God and Me class was taught). You may use the following abbreviations:
AOG = Assembly of God; AME = African Methodist Episcopal; AMZ = African Methodist Episcopal Zion; ANG = Anglican Church in North America; BAP = Baptist; BRE = Brethren; COG = Church of God;
CMA = Christian and Missionary Alliance; CME = Christian Methodist Episcopal; CUM = Cumberland Presbyterian; DOC = Christian Church (Disciples of Christ); ELCA = Evangelical Lutheran Church in America;
EPS = Episcopal; IND = Independent; LCMS = Lutheran Church-Missouri Synod; LUT = Lutheran; MEN = Mennonite; NAZ = Nazarene; PCA = Presbyterian Church in America; PEN = Pentecostal;
PRE = Presbyterian Church (U.S.A.); PRO = Protestant/Non-denominational; REF = Reformed; SDA = Seventh Day Adventist; UCC = United Church of Christ; UMC = United Methodist Church; WES = Wesleyan.

² Agency Information: B = Boy Scouts of America; G = Girl Scouts of the U.S.A.; H = American Heritage Girls; O = Other (please indicate if Sunday School or other agency membership)