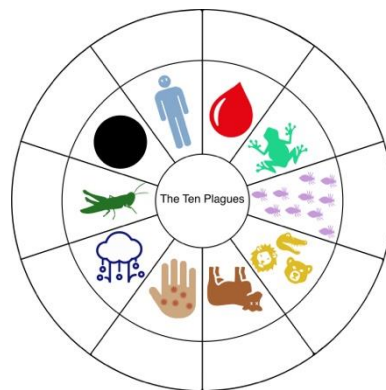




The 10 Plagues Wheel

Direction Sheet: Leader

The 10 Plagues Wheel puzzle challenges participants to match the Hebrew vocabulary card with the corresponding image on the Wheel. After completing the challenge, students will show their wheel to the leader, and if correctly completed, they will get the key!



Materials and Advance Preparation Needed

➤ The 10 Plagues Wheel – Hebrew Readers' Game



- Print both sheets of the 10 Plagues Wheel onto 11x17 ledger paper and glue them together to form the circular game board.
- Print the 10 Plagues Hebrew Vocabulary Sheet on to cardstock and cut into separate game cards.

Print the Directions Sheet and cut in two pieces. Include the half-sheet in the bag with the wheel and Hebrew cards.

- Collect 10 small clothes pins to hold the matching vocabulary in place.
- Include a *Haggadah* with the plagues listed in Hebrew and English for reference.

For students who struggle with Hebrew: Substitute picture cards for Hebrew vocabulary cards.

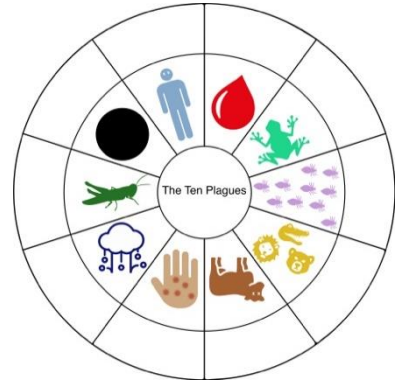


The 10 Plagues Wheel

Direction Sheet: Participants

10 Plagues Wheel for Hebrew Readers

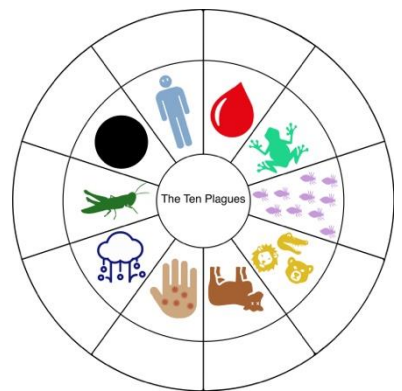
When Pharaoh refused to let the Israelites go out from Egypt, God inflicted plagues on the Egyptians. To open the key lock, match each Hebrew name card to the corresponding plague picture on the 10 Plagues Wheel. Not sure of the Hebrew? Perhaps the *Haggadah* holds the key!



Show your completed Wheel to the leader and they will deliver the key!

10 Plagues Wheel for Hebrew Readers

When Pharaoh refused to let the Israelites go out from Egypt, God inflicted plagues on the Egyptians. To open the key lock, match each Hebrew name card to the corresponding plague picture on the 10 Plagues Wheel. Not sure of the Hebrew? Perhaps the *Haggadah* holds the key!



Show your completed Wheel to the leader and they will deliver the key!



The 10 Plagues Wheel

שֶׁחִין

דָּם

בָּרָד

צִפְרִידַע

אֲרָבָה

כִּנִּים

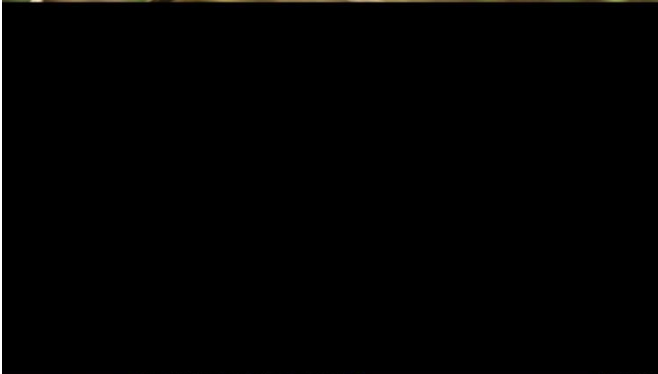
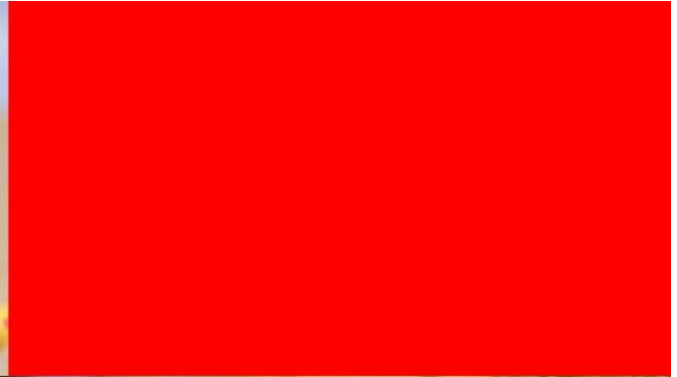
חֹשֶׁךְ

עָרֹב

מַכַּת
בְּכוֹרוֹת

דָּבָר

The 10 Plagues Wheel





Which Way Did They Go?

Direction Sheet: Leader

Participants will chart the route that the Israelites took on their journey out of Egypt.

Participants can use dry-erase markers or toothpicks to lay out their route on the map.

Some helpful hints that can be offered as participants work through the map to solve the directional lock:

- a) Let participants know that this puzzle is for the 5-letter lock.
- b) Point out that they need to focus on four directions: north, south, east, and west. While "southeast" might seem like an option here, participants must choose the best of the four main directions.

Materials needed

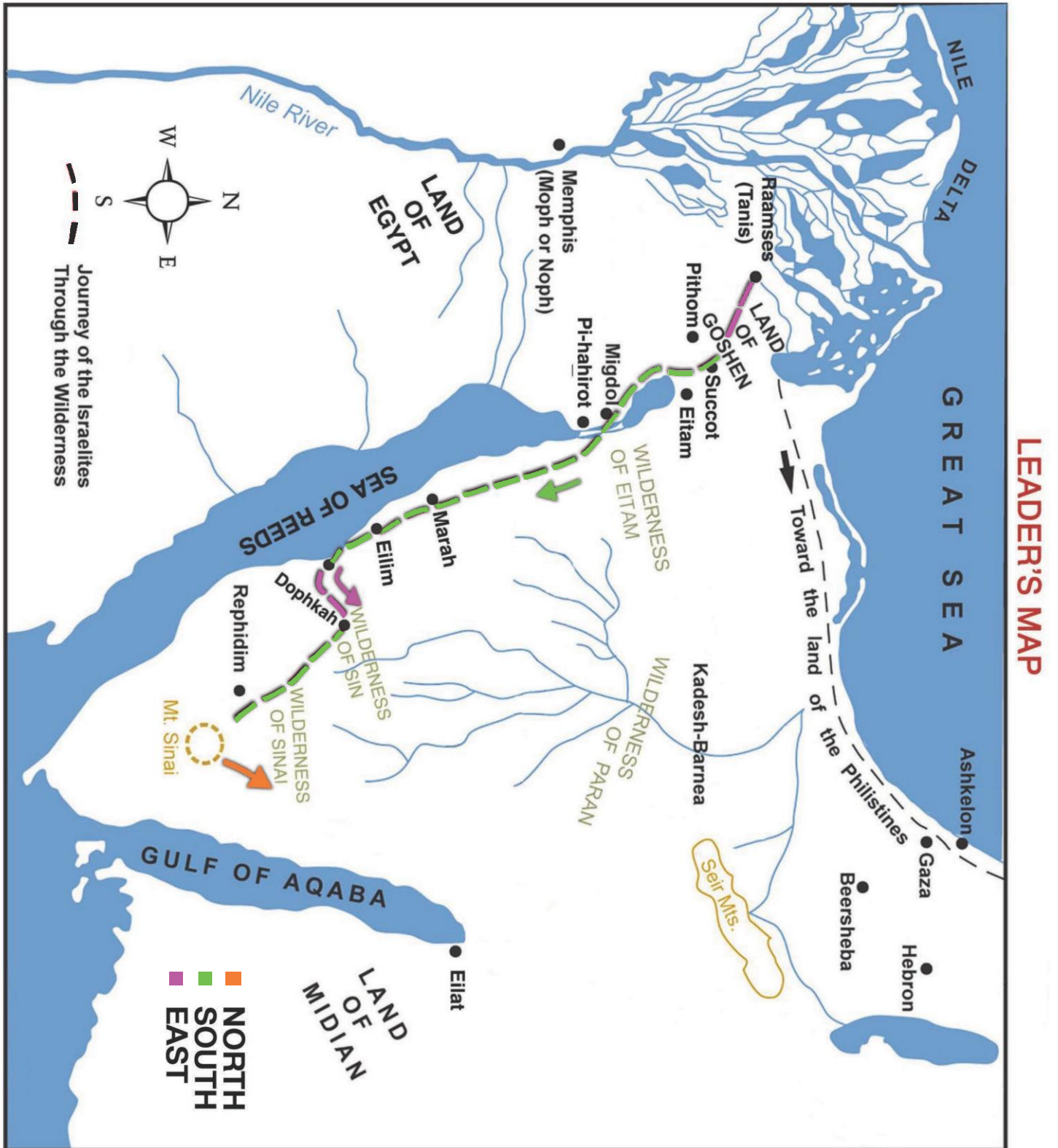
1 5-Letter lock (to be used as a directional lock)
1 Map with the Israelites' route out of Egypt – for the leader
1 Map without the Israelites' route out of Egypt – for the participants
Dry-erase markers or toothpicks
Travelogue verses from *Bemidbar* (Numbers)

Prepare in advance

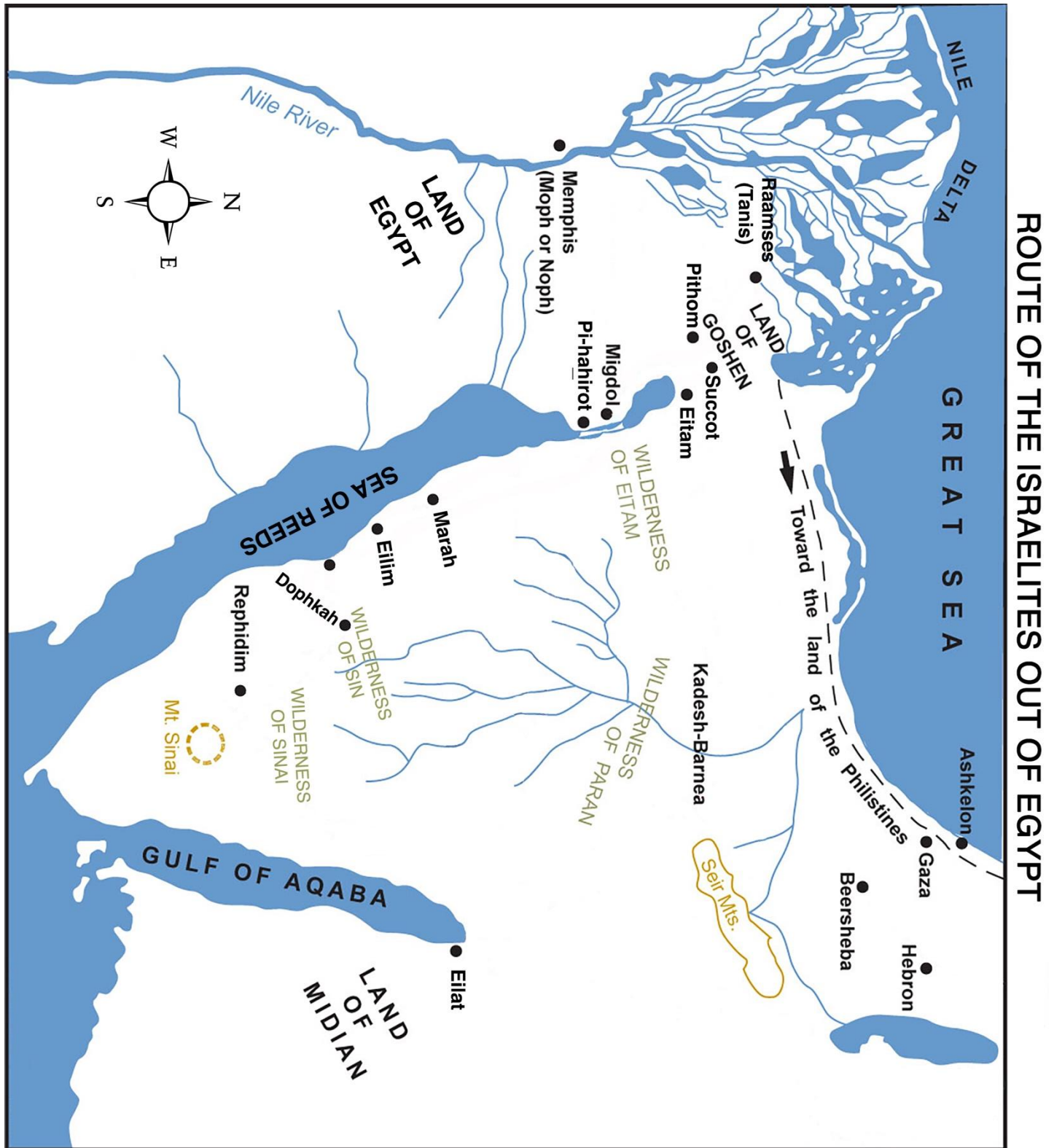
Set the 5-letter (directional) lock to E-S-E-S-N. These directions will be the equivalent of East, South, East, South, North. Place the lock on the box. Make sure participants know how to use the 5-letter lock before they begin solving the puzzle.

Remember, gather everything you need for this puzzle and put it into a large, numbered envelope.

Which Way Did They Go?



Which Way Did They Go?





Which Way Did They Go?

When *B'nei Yisrael* (the Israelites) left Egypt, they traveled for two months until they reached Mount Sinai, where they would receive the Torah three days later. If one looks at a map, this route seems strange if the idea was to arrive in the Promised Land since there was a much more direct route. In fact, the text of the Torah even indicates that God led *B'nei Yisrael* on a roundabout route for a specific purpose. Use the *pesukim* (verses) provided to follow *B'nei Yisrael's* route out of Egypt and to Mount Sinai. Use the dry-erase marker or toothpicks to lay out the route.

Note: Many of the locations along the route cannot be placed with certainty. The provided map gives one accepted theory.

	במדבר לג:א-טו	<i>Bemidbar</i> (Numbers) 33:1, 5-15
Which direction did <i>B'nei Yisrael</i> go? _____	אֵלֶּה מַסְעֵי בְנֵי־יִשְׂרָאֵל אֲשֶׁר יָצְאוּ מֵאֶרֶץ מִצְרַיִם לְצִבְאָתָם בְּיַד־מֹשֶׁה וְאַהֲרֹן	¹ These are the journeys of <i>B'nei Yisrael</i> when they went out from the land of Egypt according to their troops in the charge of Moshe and Aharon.
Which direction did <i>B'nei Yisrael</i> turn? _____	וַיֵּסְעוּ בְנֵי־יִשְׂרָאֵל מִרַעְמִסִּס וַיַּחֲנוּ בְּסֻכּוֹת	⁵ <i>B'nei Yisrael</i> journeyed from Raamses and encamped at Succot.
	וַיֵּסְעוּ מִסֻּכּוֹת וַיַּחֲנוּ בְּאֵתָם אֲשֶׁר בְּקֶצֶה הַמִּדְבָּר	⁶ They journeyed from Succot and encamped at Eitam which is at the edge of the wilderness.
	וַיֵּסְעוּ מֵאֵתָם וַיָּשֻׁב עַל־פִּי הַחִירֹת אֲשֶׁר עַל־פְּנֵי בַעַל צְפוֹן וַיַּחֲנוּ לִפְנֵי מִגְדֹּל	⁷ They journeyed from Eitam and turned about toward Pi-hahiroth which faces Ba'al-tzephon; they encamped before Migdol.
	וַיֵּסְעוּ מִפְּנֵי הַחִירֹת וַיַּעֲבְרוּ בְּתוֹךְ־הַיָּם הַמִּדְבָּרָה וַיֵּלְכוּ דֶּרֶךְ שְׁלֹשֶׁת יָמִים בְּמִדְבָּר אֶתָּם וַיַּחֲנוּ בְּמֶרֶה	⁸ They journeyed from P'nei-Hahiroth and they passed through the sea to the wilderness; they went a three-days' journey into the wilderness of Eitam and they encamped at Marah.
	וַיֵּסְעוּ מִמֶּרֶה וַיָּבֹאוּ אֵילִמָּה וּבְאֵילִם שְׁתֵּים עָשָׂרָה עֵינֹת מַיִם וְשִׁבְעִים תְּמָרִים וַיַּחֲנוּ־שָׁם	⁹ They journeyed from Marah; they came to Eilim, and in Eilim there were 12 springs and 70 date-palms. They encamped there.



Which Way Did They Go?

Which direction did <i>B'nei Yisrael</i> turn? _____	¹⁰ They journeyed from Eilim and encamped by the Sea of Reeds.	יִיָּסְעוּ מֵאֵילִם וַיֵּחָנוּ עַל־יַם־סוּף
	¹¹ They journeyed from the Sea of Reeds and encamped in the wilderness of Sin.	יִיָּסְעוּ מִיַּם־סוּף וַיֵּחָנוּ בְּמִדְבַּר־סִין
	¹² They journeyed from the wilderness of Sin and encamped at Dophkah.	יִיָּסְעוּ מִמִּדְבַּר־סִין וַיֵּחָנוּ בְּדֹפְקָה
Which direction did <i>B'nei Yisrael</i> turn? _____	¹³ They journeyed from Dophkah and encamped at Alush.	יִיָּסְעוּ מִדֹּפְקָה וַיֵּחָנוּ בְּאֱלוֹשׁ
	¹⁴ They journeyed from Alush and encamped at Rephidim, and there was not water there for the people to drink.	יִיָּסְעוּ מֵאֱלוֹשׁ וַיֵּחָנוּ בְּרֶפְיִדִם וְלֹא־הָיָה שָׁם מַיִם לָעָם לְשָׁתוֹת
	¹⁵ They journeyed from Rephidim and encamped in the wilderness of Sinai.	יִיָּסְעוּ מִרֶפְיִדִם וַיֵּחָנוּ בְּמִדְבַּר סִינַי

Which direction did *B'nei Yisrael* travel next? (Remember that they need to end up in the Promised Land.)



Three Sides to This Story



Direction Sheet — Leader

To solve this puzzle, participants must:

- Assemble a pyramid
- Unscramble and order three sentences that are major components of the Maggid (storytelling) portion of the Seder.
- Match each of the three sentences to its corresponding side of the pyramid.

The sentences to be assembled are:

1) We were slaves to Pharaoh in Egypt	עֲבָדִים הָיינוּ לַפַּרְעֹה בְּמִצְרַיִם
2) My ancestors worshipped idols	עוֹבְדֵי עֲבוֹדָה זָרָה הָיוּ אֲבוֹתֵינוּ
3) My father was a wandering Aramean	אֲרָמִי אֶבֶד אָבִי

There are decoy phrases so participants must be careful.

After unscrambling sentences, participants will match them with images and descriptions on triangles which they have built into a pyramid. There are numbers hidden on the slips of paper where the fragments are printed. Once they have matched the sentences to the correct picture, they are asked to find a shape that the clues haven't mentioned. That shape is a star; it's on the side of the pyramid with Anubis, the Egyptian dog god. The strip that matches reads: My ancestors worshipped idols. There are numbers on every strip of paper, but only one number on each strip is in bold type. The numbers on the correct strips are one and three. On the picture of Anubis, there are six stars. Once they have matched the sentence to the correct image, they will have the number 613. This is the combination that you have set to the three-number lock.

Materials needed

- Small binder clips
- Downloads of the 3 pyramid pieces and the sentence strip sheet printed on cardstock

Prepare in Advance

- Cut out and fold triangle edges.
- Cut out and scramble sentence fragments.
- Set the three-digit lock to 613.

Remember, gather everything you need for this puzzle, including the directions for participants, and put it into a large, numbered envelope.



Three Sides to This Story

Direction Sheet — Participants

Purim may be over, but to begin this puzzle you will need to find shapes that have three corners.

Using binder clips, assemble these shapes to make another **shape**. Too easy? I'm sure that it was easier for you than it was for the Israelite slaves.

The shape you have created tells a story. Each of the pictures on the **triangles** represents a part of Maggid, the portion of the Haggadah where the majority of the Passover narrative is told.

How many sides does your shape have? **Square** it to find the clues you'll need. (Careful! The Israelite slaves were always running out of bricks and rushing to make more. You have the opposite problem, more clues than you will need!)

The answers have been torn apart. Put them back together in straight **lines** and match them to the correct sides of the pyramid.

So far, you have dealt with **triangles** and **pyramids**, **squares** and **lines**. Next, study the pictures for a shape we have not mentioned. How many do you see? That is the first number you will need.

Now, be **bold**! Make a mental **circle** around the numbers on the matching phrase, and you'll have the combination to the three-number lock.