

ADVENTURE to the Holy Land! Curriculum Overview

UNIT ONE

Galus Mitzrayim

The Jews are slaves in Egypt. Jewish leaders who remember Hashem's promise to save the Jewish people, give them the courage to stay strong. Moshe is chosen to lead the Jews out of Egypt because he is caring. When Pharaoh doesn't let the Jews go Hashem sends the ten plagues.

LESSON 1: WELCOME TO SHEMOT

Embark on the adventure of a lifetime as students get introduced to the second book of the Torah, Shemot!

LESSON 2: EGYPTIAN SLAVERY

Students become archaeologists, excavating and connecting artifacts to uncover the story of Jew's slavery in Egypt.

LESSON 3: MOSHE'S LEADERSHIP

Students will learn the qualities of a leader through an interactive game and perform Moshe's leadership signs through magic tricks.

LESSON 4: THE 10 PLAGUES

Students explore the 10 Plagues at interactive exhibitions, witnessing Moshe's plea to Pharaoh for Jewish freedom, and how Hashem intervened.

UNIT TWO

Kriyas Yam Suf & Matan Torah

The Jews leave Egypt and head out to get the Torah. At last Hashem's promise is fulfilled! Hashem made one of the greatest miracles ever—the splitting of the sea—so that the Jews could get the Torah. We all stood at Har Sinai to receive this most precious gift.

LESSON 5: LEAVING EGYPT

Students race against the clock to complete challenges to prepare themselves for leaving Egypt!

LESSON 6: SPLITTING OF THE SEA

In an interactive drum circle, students celebrate their miraculous freedom!

LESSON 7: RECEIVING THE TORAH

Students unbox and creatively assemble items to depict Matan Torah scene.

LESSON 8: GUARANTORS

Students internalize becoming a Torah guarantor with an epic review game and Torah craft.

UNIT THREE

Egel Hazahav & Building the Mishkan

After the Jewish people received the Ten Commandments from Hashem, they made a big mistake. They built a golden calf to worship instead of following Hashem's commandments. But later, Hashem forgave them and they built a special place called the Mishkan, a home that they could connect to Hashem.

LESSON 9: THE GOLDEN CALF

Students crack codes to understand why Jews made the golden calf. They fix their mistake by using gold and prepare to build the Mishkan.

LESSON 10: BUILDING THE MISHKAN

Students create a model mishkan in an epic makerspace activity, building a permanent home for Hashem.

UNIT FOUR

Travel to Israel

On their way to Israel, the Jews saw miracles from Hashem in the desert. They got nervous about their new home, so they sent spies who brought back worrisome news. Hashem made them take a detour, making the journey 40 years longer. But now, a new generation is excited to enter the magical and beloved land of Israel!

LESSON 11: THE 10 SPIES

Armed with spy glasses, students explore Israel's wonders but tears flow when the spies' report disappoints, leading Hashem to delay Israel for 40 years.

LESSON 12: LIFE IN THE DESERT

Students embark on a nomadic adventure, dwelling in tents under the guidance of divine clouds and receiving special food from Hashem.

LESSON 13: BAALAM'S TALKING DONKEY

In an epic word-play battle, students discover Hashem's love for the Jewish people as they learn the tale of Balaam and his talking donkey.

LESSON 14: ENTERING ISRAEL

Using stop-motion animation, students bring their characters to life, journeying into the beloved land of Israel.

LESSON 15: TEAM DAY

Students reinforce their Shemot adventure in a grand finale!

