

# Unit 2 – Lessons 44 to 50

## Quiz Questions

1. What did Elisha request from Elijah before he was taken away?
2. How was Elijah taken up to heaven?
3. What was the first miracle Elisha did after Elijah left?
4. How did the widow of a prophet pay her debts to stop her 2 sons being taken as slaves?
5. What happened at Shunem?
6. List some ways Elisha reminds us of Jesus?
7. Of which country's army was Naaman commander?
8. What did Naaman have to do to cure himself of leprosy?
9. Why did Gehazi become leprosy?
10. When Jehu was anointed king, what prophecy was also given about the house of Ahab and about Jezebel?
11. What were Jehu's first acts as king?
12. Why did Jehu ask for Joram's body to be thrown onto Naboth's vineyard?
13. How did Jehosheba thwart Athalia's plans to be queen of Israel?
14. Who was the main influence on Joash's life and how long did this influence last?
15. Early in his reign, what building work did Joash order?
16. To which people was Jonah sent?
17. Why do you think Jonah did not want to go?
18. What is similar about Jonah's experiences and the death of the Lord Jesus?
19. How did Jonah react to the repentance of the Ninevites?
20. What did Jonah learn from the experience?

## Possible answers

1. 'Let me inherit a double portion of your spirit.'
2. Chariot and horses of fire separated the two men. Elijah went up in a whirlwind.
3. He struck the water with Elijah's cloak and it separated.
4. She asked for Elisha's help and he told her to collect jars for oil and then sell the oil.
5. A rich couple lived there. Elisha stayed at their house regularly – they had prepared a room for him. She was barren. Elisha prophesied a child who was then born. The child died then Elisha raised him from the dead.
6. Appropriate answer including miracles, kindness, feeding others...
7. KJV Syria, NIV Aram
8. Wash in the Jordan 7 times.
9. He deceived Naaman by accepting money and clothes that Elisha had refused.
10. The whole house would perish – like Jeroboam's, and Jezebel would be devoured by dogs.
11. To kill Ahab's descendants – including the kings of Israel and Judah
12. Because it was prophesied that Ahab would pay for the blood of Naboth and his sins
13. Athalia was killing the royal family but Jehosheba rescued Joash and took him to the temple to be brought up there.
14. Jehoiada – he influenced Joash until Jehoiada's death
15. Repairing the temple
16. Assyrians / people of Nineveh
17. Appropriate answer possibly including fear of the reaction of the Ninevites to his message, not wanting them to repent etc.
18. Jesus was in the grave 3 days and nights the same as Jonah in the belly of the whale.
19. He was displeased and angry.
20. Appropriate answer possibly including God's compassion, can't hide from God, God's ways are not our ways, faith etc.



# Activities and Games

## Activity 1: Getting to know you (30 minutes)

### Aim

To increase familiarity with the Bible characters from the last few lessons by listening carefully and identifying a character card.

### Equipment needed

Character sheet cut up  
Paper and pens  
Scarf  
Safety pins (alternative 1)  
Small bag (alternative 2)

### Instructions

1. Tie the scarf round the head of one student and attach a character name to it with a safety pin. The name should be visible to everyone except that student.
2. Sit in a circle
3. Starting on the left of the 'named' student each student in turn talks to the 'named' student as though they are the person named on their head e.g. they may ask about key family members or pass comment on recent events. (Although they should not give the game away immediately.) The pupil with the name on their head may like to take notes.
3. Once all students have said one thing, give the pupil 1 minute thinking time. After the minute the pupil should try to identify the name on their head.
4. Repeat the activity by moving around the group.

### Alternative 1

1. All students have a name card pinned to their back so that they can not see.
2. They have 10 minutes to 'circulate'. In this time they have to ask questions about their character and also answer questions about the other characters. They are only, however, allowed to ask yes/no questions and not use proper nouns.
3. After the allotted time (or when you think most students have guessed their card), stop the game and ask students to reveal who they think they are and what gave it away.

### Alternative 2

1. Put the name cards into a bag.
2. Divide the class into 2 teams.
3. Students take turns to draw names from the bag. As they draw out a name, they describe that person in as much detail as necessary. Both teams guess at the same time. The team that correctly guesses first is awarded 1 point.
4. The turn rotates between the 2 teams evenly.
5. The winning team is the one with the most points.



<i>Joram</i>	<i>Ahaziah</i>	<i>Jezebel</i>
<i>Ahab</i>	<i>Jehu</i>	<i>Naaman</i>
<i>Gehazi</i>	<i>Elisha</i>	<i>Elijah</i>
<i>Poor woman (sold oil)</i>	<i>Rich woman</i>	<i>King of Nineveh</i>
<i>Son of rich woman</i>	<i>Naaman's wives' maid</i>	<i>Joash</i>
<i>Jonah</i>	<i>Jehoiada</i>	<i>Athalia</i>

# Activities and Games

## Activity 2: Picture This! (20 minutes)

### Aim

To revisit events from the lives of Elisha, Jehu, Joash and Jonah by sketching and guessing incidents.

### Equipment needed

Pens

Paper

'Picture this!' sheet cut up and shuffled and placed into a bag

### Instructions

1. Begin by reminding the students of the Bible characters mentioned above in the Aim.
2. Divide the class into two groups, each with pens and paper.
3. Nominate one member of the first group to start. They withdraw a card from the bag and are given 30 seconds to draw it for their group. The other group watch during the 30 seconds.  
If the drawer's group have not guessed it during the time, the other group have 1 guess.
4. If neither group have guessed by this point, the process continues for 30 seconds more.  
After 1 minute, if the card has still not been guessed, the drawer simply reveals the answer or it could be kept for another student later.
5. Turns rotate between the groups until cards are used up.
6. The winning team is the one with the highest score.

### Scoring

If the drawer's group correctly guess the incident on the card during the first 30 seconds, the group are awarded 4 points. If it passes to the other group they are awarded 3 points. If the drawer's group correctly guess the incident on the card during the next 30 seconds, the group are awarded 2 points. If it passes to the other group they are awarded 1 point.

### Alternative

The cards also identify whether the incidents are from the lives of Elisha, kings or Jonah. The task can be made easier by students reading out the category on their card.

### Extension Activity

Using the same cards, at the end of the game students put the cards into chronological order.

### Variation

Rather than drawing, use the same cards to play Charades, where students act out the incident on the card. This would be much more difficult and students would need time to plan their actions.



<p><i>Incidents from Elisha's life:</i></p> <p><i>Miracle of oil for widow in debt - filling jars</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>Shumen woman preparing a room for Elisha to stay</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>Elisha bringing Shunem woman's son to life</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>Man making stew out of poisoned gourds and herbs</i></p>
<p><i>Incidents from Elisha's life:</i></p> <p><i>Elisha adding flour to the stew, to heal the people</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>Elisha feeding the hundred with 20 loaves</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>Namaan's wife's servant recommending Elijah</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>King of Aram writing a letter to King of Israel about Naaman</i></p>
<p><i>Incidents from Elisha's life:</i></p> <p><i>Naaman refusing to wash in Jordan and wanting Abana and Pharpar instead</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>Naaman washing in Jordan</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>Gehazi taking money and clothes from Naaman</i></p>	<p><i>Incidents from Elisha's life:</i></p> <p><i>Elisha and disciple see chariots of fire</i></p>
<p><i>Incidents from the lives of the Kings:</i></p> <p><i>Jehu anointed in front of friends</i></p>	<p><i>Incidents from the lives of the Kings:</i></p> <p><i>Jezebel's death - thrown out of a window by 2 or 3 eunuchs</i></p>	<p><i>Incidents from the lives of the Kings:</i></p> <p><i>The remains of Jezebel - feet and hands and skull</i></p>	<p><i>Incidents from the lives of the Kings:</i></p> <p><i>Joash being hidden from Athaliah by Jehosheba</i></p>
<p><i>Incidents from the lives of the Kings:</i></p> <p><i>Jehoiada the priest crowning the 7 year old Joash as king</i></p>	<p><i>Incidents from the lives of the Kings:</i></p> <p><i>Joash repairing the temple</i></p>	<p><i>Incidents from the life of Jonah:</i></p> <p><i>Jonah fleeing to Tarshish</i></p>	<p><i>Incidents from the life of Jonah:</i></p> <p><i>Men on boat praying for forgiveness after throwing Jonah into the storm</i></p>
<p><i>Incidents from the life of Jonah:</i></p> <p><i>Jonah praying inside the great fish</i></p>	<p><i>Incidents from the life of Jonah:</i></p> <p><i>Jonah telling the city of Nineveh to repent</i></p>	<p><i>Incidents from the life of Jonah:</i></p> <p><i>Nineveh repents - the king in sackcloth and ashes</i></p>	<p><i>Incidents from the life of Jonah:</i></p> <p><i>Worm eating the vine that God sent as shade over Jonah</i></p>