

Unit one - Lessons 51 - 55

Quiz questions

1. Did Isaiah prophecy to Judah or Israel?
2. Name one of the kings that reigned during Isaiah's time?
3. In the parable of the vineyard, what does the vineyard represent?
4. What sort of fruit did the vineyard produce?
5. What is the main message for Israel from the parable of the vineyard?
6. What was the relationship between Hezekiah and Ahaz?
7. List some of the bad things that Ahaz did.
8. What were Hezekiah's first acts on becoming king?
9. Sennacherib was king of which country?
10. What did Sennacherib do to Israel while Hezekiah was king in Judah?
11. What did Hezekiah do with the letter outlining Assyria's threats?
12. What happened after Hezekiah had taken the problem to God?
13. What does Isaiah 53 tell us about people's reaction to Jesus?
14. What does Isaiah 53 tell us about Jesus' actions at his trial?
15. Complete this verse; 'They shall neither harm or destroy on all my holy mountain, for the earth..'
16. What happened to Josiah when he was 8?
17. What did Hilkiah the priest find that caused Josiah to tear his clothes and seek the Lord further?
18. Although God promised destruction for His people, what did He promise for Josiah?
19. What feast did Josiah re-instate?
20. What can you say about Hezekiah and Josiah compared with most of the other kings of Judah?

Answers

1. Judah
2. Uzziah, Jotham, Ahaz, or Hezekiah
3. Israel and Judah
4. Sour grapes
5. They will be judged because of their corruption. A foreign power will come against them, the country would be destroyed and people either exiled or die.
6. Ahaz was Hezekiah's father.
7. Made idols, sacrificed his children, emptied the temple and shut the doors etc...
8. Opening and repairing the temple doors, re-assembling the priests and Levites
9. Assyria
10. Took the people captive to Assyria
11. He spread it out before God in the Temple and prayed
12. The angel of the Lord slaughtered 185,000 men in the Assyrian camp overnight.
13. Despised/rejected/nothing in his appearance that we should desire him etc...
14. Oppressed/afflicted yet silent
15. '...will be full of the knowledge of the Lord as the waters cover the sea.'
16. He became king
17. The Book of the Law
18. He would not see the destruction but be buried in peace first.
19. Passover
20. They tried to please God.

Activity 1: Chronology Sort

Aim

To assess how well the students can order the events of the lessons in this unit.

Equipment needed

One set of the events below cut up and maybe enlarged and/or mounted on card. Or one set per student. (print onto card from website)

Instructions

- Shuffle the cards
- Ask the students to create a timeline either individually or together. They could lay the cards out on the table or floor or use blue tac to stick them to the wall or peg them on a piece of string.

Events

- A. Ahaz becomes king
- B. Ahaz sets up idols
- C. Ahaz sacrifices some of his children
- D. Hezekiah becomes king
- E. Hezekiah cleanses the temple
- F. Nation of Israel falls
- G. Sennacherib threatens Jerusalem
- H. Sennacherib's threatening letter is spread before the Lord
- I. The Assyrians wake up dead
- J. Manasseh becomes king
- K. Manasseh repents of his evil before he dies
- L. Amon reigns
- M. Amon is murdered
- N. Josiah becomes king
- O. Josiah repairs the temple
- P. The Book of the Law is found
- Q. Josiah celebrates a special Passover
- R. Josiah dies

Activity 2: Hezekiah board game

Aim

To re-visit some of the prophecies looked at in the lessons.

Equipment needed

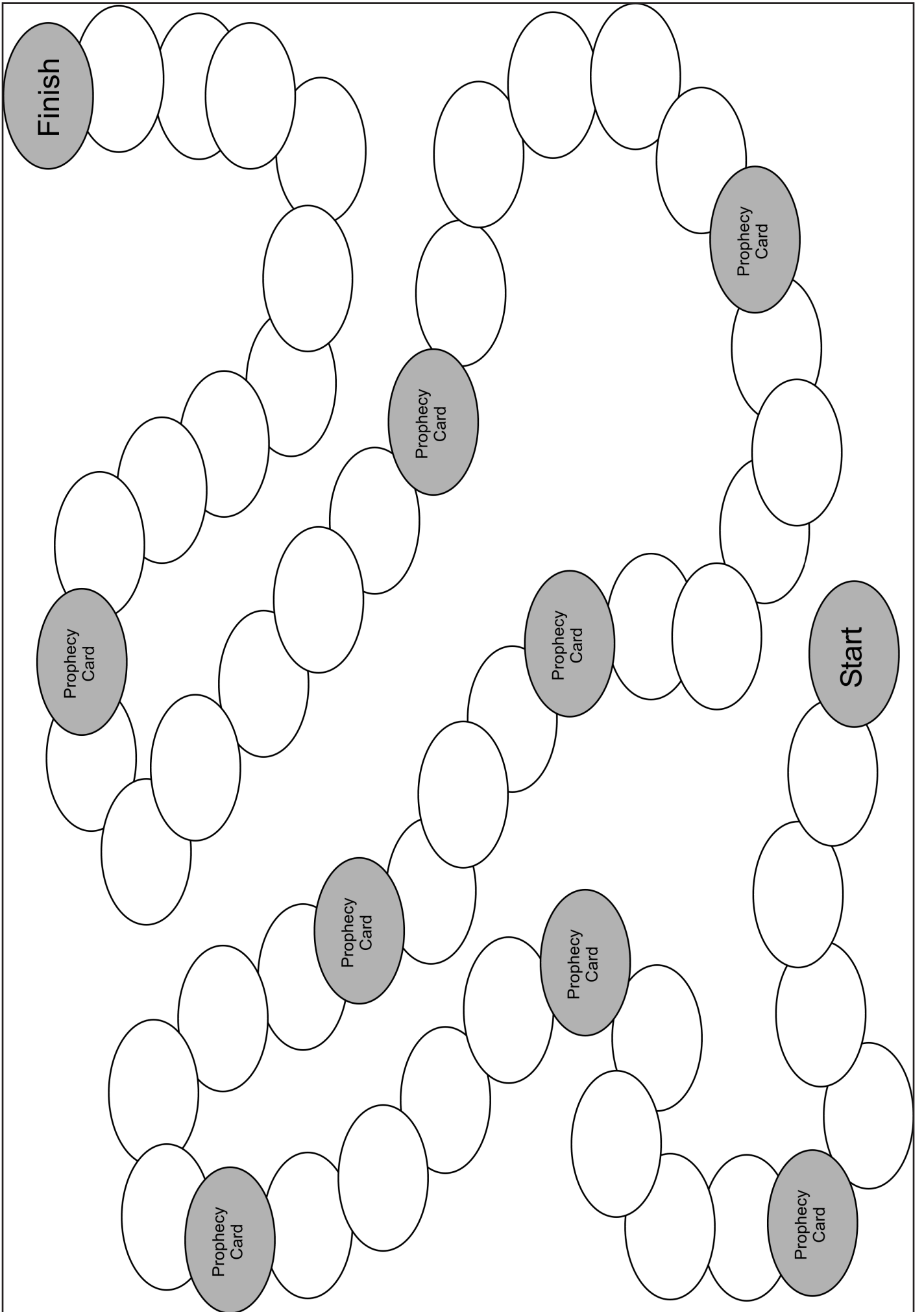
- One game board, preferably enlarged to A3 size (print onto card from website - some printers will enlarge with 'Poster Printing')
- 8 prophecy cards, cut out and shuffled
- List of Events (opposite) either 1 enlarged for group work or 1 for each pair
- Dice
- Coloured counters - 1 per player

Instructions

- As a group prepare the the board by writing the events in the correct order in the blank circles on the board, spacing them out as evenly as possible.
- Select four events that you think would give the most spiritual benefit to Israel and write +3 by the circle. Select four events that you think would give the most spiritual damage to Israel and write -3 by the circle.
- Play the game. Each player places their counter on the start circle. Players must throw a 6 to start. Work round the board.
- When players land on a circle that has an event written on it they should read the event to the group and then follow any extra instructions e.g. a +3 or a -3. Move the counters accordingly.
- As each player lands on a shaded prophecy circle they should pick up a prophesy card, read it aloud and then follow the instructions. The card is then placed at the back of the pack. (If a player has moved because of an event or prophecy, they should ignore any writing/instruction on the second circle.)
- The winner is the first player to finish.

Extension Activity

Older students could make their own prophecy cards by finding prophecies and writing them on the blank cards. They could also add extra details and events to the game, filling in more of the circles.



Isaiah 5

‘Woe unto those who draw sin along with cords of deceit, and wickedness as with cart ropes.’

Miss a turn

Isaiah 5

‘When I looked for good grapes, why did it yield only bad? ... It will be destroyed.’

Miss a turn

Isaiah 2

‘Nation shall not take up sword against nation, nor will they train for war any more.’

Have another go

Isaiah 32

‘See, a king will reign in righteousness and rulers will rule with justice.’

Have another go

Isaiah 53

‘...he was despised and we esteemed him not.’

Miss a turn

2 Kings 22

‘I am going to bring disaster on this place and its people, according to everything written in the book the king of Judah has read.’

Miss a turn

Isaiah 11

‘A shoot will come up from the stump of Jesse; from his roots a Branch will bear fruit.’

Have another go

Isaiah 9

‘...and he will be called wonderful Counsellor, Mighty God, Everlasting Father, Prince of Peace.’

Have another go



Miss a turn

Miss a turn

Miss a turn

Miss a turn

Have another go

Have another go

Have another go

Have another go

