

# Unit 3 – Lessons 54–57, 66

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## Quiz Questions

1. Which of David's sons succeeded him as king?
2. What did David tell the Israelites before he died?
3. When God asked Solomon in a dream, what he would like to be given what did he choose?
4. What other things did God give to Solomon because he asked wisely?
5. How did Solomon judge between the two women who had a dispute over a baby?
6. How long did it take Solomon to build the temple?
7. With whom did Solomon have a trading agreement to provide wood and skilled craftsmen?
8. What was special about the way in which the stone was cut?
9. What special feast did Solomon hold when the temple was finished?
10. Which important person came to visit Solomon?
11. What had she heard about Solomon?
12. Where is Sheba?
13. Can you remember a gift that the Queen of Sheba gave to Solomon?
14. Who became king after the death of Solomon?
15. Whose advice did Rehoboam listen to, that led to the division of the kingdom?
16. Who ruled the majority of Israel?
17. What did God want Jonah to do?
18. What did Jonah do to try and escape from God?
19. How did the people of Nineveh show their repentance?
20. How did Jonah eventually accept God's mercy towards Nineveh?



# Activity 1: Picture This!

## Aims

To draw picture clues to prompt the memory of team members so that they recall facts, stories and objects from the Bible stories in this unit.

## Equipment Needed

- Pens
- Paper
- Timer (optional)
- Dice (optional)
- One set of 'Picture This' cards

## Instructions

Divide the class into teams and decide who in each team will be the first one to draw.

This person is then shown a card, secretly, by the teacher; they must draw what is on their card. Their team members must try to guess what the word or phrase on the card is.

Once the team has guessed correctly, another card can be shown.

The person who guessed the correct answer is the next one to draw - or take turns around the group to make sure everyone has a go.

Extra points can be awarded if team members can say what story the word or phrase the picture relates to and if they can expand on the story.

## Variations

To make the game more difficult you could:

- Use a timer.
- Make your own cards.
- Roll a dice before drawing, the team is awarded that number of points.



David	David was a fighting man	Lots of gold	Solomon
Solomon asks for wisdom	Solomon is very rich	Solomon's chariots and horses	Two women arguing over a baby
Queen of Sheba	Camels	Twelve lions	Fleet of ships
Ape	Ivory	Solomon's wives	Idols
Solomon's kingdom was divided	Cutting timber	Log rafts	Horns and trumpets
Cloud	Building the temple	Great wind and violent storm	Throwing cargo into the sea
Calm sea	Big fish	Jonah inside the fish	Sackcloth
Drawing lots	Nineveh	Solomon's wisdom	Jonah in Nineveh



## Activity 2: Jonah learns his lesson

### Aim

To complete the game by answering the questions and moving forward and back as indicated.

### Equipment

- Jonah board game photocopied and enlarged if possible
- Jonah Questions
- Counters
- Dice

### Instructions

The players need a one to begin.

If a counter lands on a dark grey square the player obeys the instruction on that square.

If a counter lands on a light grey square, ask the player the question from the list below. If the question is answered correctly the player moves as indicated on the square; otherwise the player's counter stays where it is.

The numbers correspond to those in the game.

4. Which port did Jonah go to?
6. How did God show his anger towards Jonah?
7. How did the sailors find out who was to blame for the storm?
9. What reason did Jonah give for being on the ship?
10. What did Jonah suggest should be done to calm the storm?
12. How did God save Jonah?
16. What did Jonah do inside the fish?
21. Where did God send Jonah to preach?
25. What did the king of Nineveh do after he heard Jonah's words?
28. How did God show his compassion to Nineveh?
31. How did Jonah react to God's compassion?
33. Why was Jonah so angry with God?
37. What miracle did God perform to illustrate his mercy to those who say sorry?

The winner is the first player to complete the game.



# JONAH LEARNS HIS LESSON

