

# Unit 2 - lessons 68 - 76

## Quiz Questions

1. What happened to the city of Jerusalem when the people of Judah were taken into captivity?
2. Which king sent the Jews back to Israel?
3. How many days did it take for Nehemiah and the people to rebuild the wall?
4. Who read out the words of the law to all the people?
5. What were the names of Daniel's three friends?
6. Who was the king of Babylon at this time?
7. How was Nebuchadnezzar represented in a dream he had?
8. How was the image destroyed in Nebuchadnezzar's dream?
9. Why were Daniel's three friends put into the fiery furnace?
10. Who saved them?
11. What did Nebuchadnezzar say when he realised that the three men were unharmed?
12. Who held a great feast and then saw some writing on the wall?
13. From where did he get the gold and silver vessels which were used at the feast?
14. How many times a day did Daniel pray to God?
15. Why was Daniel thrown into the lions' den?
16. What was the name of the Jewess who became Queen to Ahasuerus? (or Xerxes)
17. What was her cousin's name?
18. Who tried to destroy the Jews at this time?
19. Why was Esther afraid when Mordecai asked her to go to the king for help?
20. How was Haman punished?

## Activity 1: Who am I?

### Aim

To assess how well the children know who the Bible characters are.

### Equipment

Riddle cards mounted on card and cut out or printed onto card (print onto card from website)

### Instructions

These cards can be used in several ways.

- Each child could be given one riddle to ask the rest of the class.
- The class could be divided into two teams and the cards placed in a pile. Each team takes turns to take a card and answer the riddle.
- The cards could be used as a basis for charades.

<p>I am a Babylonian king. I had a dream I didn't understand. I made a golden statue.</p> <p><b>Who am I?</b></p>	<p>I am a Jew in captivity. God helped me interpret dreams. God saved me from some lions.</p> <p><b>Who am I?</b></p>	<p>I hate all Jews. I made a plan to kill all the Jews in my country. Unfortunately the king found out.</p> <p><b>Who am I?</b></p>
<p>I held a great feast for all my nobles. Some writing appeared on the wall. That night I was invaded.</p> <p><b>Who am I?</b></p>	<p>I am a Jewish orphan. I became a queen and saved my people. I put my trust in the Lord God.</p> <p><b>Who am I?</b></p>	<p>My niece is a queen. I discovered a plot to kill her husband, the king. There is one man who hates me very much.</p> <p><b>Who am I?</b></p>
<p>I am a Persian king. I wrote a decree allowing the Jews to go home. It was prophesied that I would do this.</p> <p><b>Who am I?</b></p>	<p>I am a king's cupbearer. I was sad in his presence but he spared my life. I supervised rebuilding Jerusalem's walls.</p> <p><b>Who am I?</b></p>	<p>I am a Jewish priest in captivity. I led many Jews back to Jerusalem. I put my trust in God.</p> <p><b>Who am I?</b></p>
<p>We are three friends. We weren't afraid to worship God. He saved us from a fiery furnace.</p> <p><b>Who are we?</b></p>	<p>I led the first group of Jews back to Israel. We took back the temple goods. We rebuilt the temple.</p> <p><b>Who am I?</b></p>	<p>My palace is in Shushan. I have recently found out that my wife is Jewish. I was able to stop a plot to kill her people.</p> <p><b>Who am I?</b></p>



# Activities and Games

## Activity 2: Dough you know?

### Aim

To assess how well the children remember words and phrases from the lessons.

### Equipment

Playdough – Different colours for each team if possible.

One set of cue cards per team (print onto card from website)

Modelling tools e.g. fork, knife, chopstick

Timer (optional)

### Instructions

- Before you begin playing decide how you are going to use the references. You might let the modeller give the reference to his team if they haven't guessed within, say, 2 minutes.
- Divide the class into teams, one for each colour of playdough.
- Each team decides who is to be the first modeller.
- Give the first cue card to each modeller.
- The modellers must use the dough to model their word or phrase to their team members.
- The team that guesses correctly first wins the point.
- Extra points can be awarded if team members can say what story the word or phrase relates to and if they can expand the story

### Variations

To make the game more difficult you could:

- Use a timer
- The losing teams in each round could lose some of their playdough, the winner is the one with the most dough at the end.

Letter Ezra 7 v 11	Beard Ezra 9 v 3	Walls Neh. 1 v 3	Gates Neh. 1 v 3
Sad Neh. 2 v 2	Fox Neh. 4 v 3	Swords Neh. 4 v 13	Vegetables Dan. 1 v 12
Magicians Dan. 2 v 2	Legs of Iron Dan. 2 v 33	Huge Mountain Dan. 2 v 35	Harp Dan. 3 v 7
Fire Dan. 3 v 22	Hand Dan. 5 v 5	Ring Dan. 6 v 17	Lions Dan. 6 v 7
Scales Dan. 5 v 27	Window Dan. 6 v 10	Perfume Esth. 2 v 12	Crown Esth. 2 v 17
Gallows Esth. 5 v 14	Presents Esth. 9 v 19		

