

Unit One - Lessons 21 - 28

Quiz Questions

1. How many spies did Moses send to the land of Canaan?
2. Who were the two faithful spies?
3. What had Rahab heard about the Israelites before actually meeting the spies?
4. What was Rahab instructed to do in order to show her faith?
5. Who was saved from Jericho?
6. What was the feast called that Israel celebrated just before Jericho was captured?
7. Explain the way Jericho was taken.
8. What did Achan do wrong?
9. What was different about the way Joshua approached Jericho and the way he approached Ai?
10. What did Joshua do after defeating Ai?
11. Initially, how did Gideon know for sure that God was calling him?
12. What is the first thing that God asked Gideon to do?
13. Explain Gideon's battle with the Midianites.
14. Why was Ruth, a Moabitess, living in Bethlehem?
15. Name three descendants of Ruth and Boaz.
16. What was Hannah praying for when she went to the House of the Lord?
17. What was Hannah's attitude after her prayer?
18. What did Jesus tell us about prayer?
19. What did God tell Samuel after he had thought Eli was calling him?
20. Why did Samuel worry that Saul would kill him?

Answers

1. Twelve
2. Joshua and Caleb
3. How they had come out of Egypt and God had been with them
4. Put a scarlet cord in the window and keep all the family inside the house
5. Rahab and her family
6. Passover
7. Armed men march round the city once for six days, priests carrying rams' horns in front of the ark. On the seventh day march around seven times with priests blowing trumpets. People shout on the long trumpet blast. Wall collapsed.
8. Stole Babylonian robe, silver and gold from Jericho and hid them under his tent.
9. God was consulted about Jericho but not Ai.
10. Built an altar on Mount Ebal and offered burnt fellowship offerings.
11. Saw the angel of the Lord who touch food with his staff and consumed it with fire.
12. Tear down the altar to Baal and the Asherah pole, build an altar on the site and use the wood for a burnt offering.
13. God told Gideon to reduce men from 32,000, 300 remained. Eavesdropped on camp to get confidence. Men given trumpets and empty jars with torches inside. Shouted 'For sword of the Lord and for Gideon'. Midianites fled.
14. Married Naomi's son - family had fled due to famine but died. Returned with Naomi.
15. Obed, David, Jesus
16. A son
17. She was no longer downcast.
18. Mt 6:5-15, 7:7-11
19. He would punish Eli's family.
20. He had anointed David.



Activities and Games

Activity 1: Happy Stories (20 mins)

Aims

To revise the main events and people from the lives of Joshua, Rahab, Gideon, Ruth, Hannah and Samuel

Aim of the Game

The aim of the game is to collect all the character cards from a Bible story. The winner is the one with the most complete sets at the end of the game.

Equipment needed

1 pack of 'Happy Stories' cards – photocopied or downloaded onto card and cut up.

Instructions



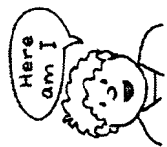





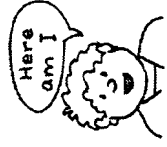






1. Shuffle the cards.
2. Deal four cards to each player.
3. Put the remaining cards face down on the table.
4. Player (James) with the nearest birthday begins by asking the player to his left (Rachel) if she has a card from a particular story, e.g. "Do you have a card from Joshua's story?"
5. If Rachel has the card, she describes the person on the card without using the name on the card. e.g. "Yes. Who was a spy with Joshua?"
6. If James guesses correctly, he receives the card and can then have another go. He can ask a question of Rachel or to a different player.
7. If James can't guess, he picks up a card from the middle of the table and the play moves to his left.
8. If Rachel doesn't have a card from that story, she picks up a card from the middle and the play moves to her left.
9. Players can only ask for cards from a story that they already hold in their hands.
10. As soon as a player has four cards, he puts them face down.
11. The winner is the player to create the most full story sets.
















NB Play always moves to the left but the questions can be asked to anyone that the player chooses. You might like to keep an eye on the game to make sure everyone gets a turn.

Note to Teacher

To ascertain whether students have fully understood the story the teacher could ask pertinent questions relevant points during the game.



Gideon's Story		Gideon	Ruth's story		Ruth	Samuel's story		Samuel
Gideon's story		Jerub-baal	Ruth's story		Naomi	Samuel's story		Saul
Gideon's Story		Joash	Ruth's story		Boaz	Samuel's story		Jonathan
Gideon's story		Zebah and Zalmunna	Ruth's story		Obed	Samuel's story		David
Gideon's story		Oreb and Zeeb	Ruth's story		Elimelech	Samuel's story		Agag

Joshua's story 	Joshua's story 	Joshua's story 	Joshua's story 	Joshua's story 
Joshua	Caleb	Moses	Achan	Achan's Family
Rahab's story 	Rahab's story 	Rahab's story 	Rahab's story 	Rahab's story 
Rahab	2 spies	People of Jericho	Rahab's Family	Jesus
Hannah's story 	Hannah's story 	Hannah's story 	Hannah's story 	Hannah's story 
Hannah	Eli	Elkanah	Peninnah	Hophni



Activity 2: 'Just a minute!' (20 mins)

Aim

- To revise the personality traits and main events of key characters in the past lessons

Equipment needed

- 15 'Happy Stories' cards: Gideon, Ruth, Naomi, Boaz, Samuel, Saul, Jonathan, David, Joshua, Moses, Achan, Rahab, Jesus, Hannah, Eli.
- Stopwatch

Instructions

The aim of the game is to speak on one character for a minute without hesitation, deviation or repetition. When someone correctly challenges a speaker for hesitation, deviation or repetition, the challenger becomes the speaker.

1. Select a card and read it to the group.
2. Begin with the eldest player. They must try to speak on that subject for a minute.
3. Other students should listen carefully for hesitation (to make this a little easier, define hesitation as the amount of time it takes to say the word 'righteousness' or by saying 'er..'), deviation (moving too far away from the subject or being inaccurate) or repetition (repeating a word that they have already said – words on the card can obviously be repeated).
4. The winner is the student with the most points.

Scoring

If a player begins and ends with the same subject, they receive 1 point.

If a player is wrongly challenged, they receive 1 point.

If a player is correctly challenged, the challenger receives 1 point.

Activity 3: '...you have us for a pattern...' (20 mins)

Aim

- To revise the main points about the lives of Joshua, Rahab, Gideon, Ruth, Hannah and Samuel.
- To think about personal characteristics of these people and try to apply them to life now.

Equipment needed

- One task sheet enlarged to A3 if possible
- Pens

Instructions

Individually, each one of these characters shows us aspects of living a faithful life. Collectively, the example is like a tower. The aim of the task is to produce a list of godly characteristics and then to think of ways that they can be shown in everyday life. It's a little like 'standing on the shoulders of giants'.

1. Place the sheet in the middle and appoint a scribe.
2. Beginning at the bottom with Joshua, discuss the main events in his life.
3. Discuss and decide what his main spiritual characteristic was and write this on the left, by his picture.
4. Repeat the same for each Bible character – trying not to repeat any characteristics.
5. Discuss how these spiritual characteristics can all be seen in the life of Jesus.
6. On the right-hand side of the pictures, write down a practical, everyday way that we can show this characteristic.



'...you have us for a pattern...' Philippians 3:17



Samuel



Hannah



Ruth



Gideon



Rahab



Joshua

