Additional Amazing Old Testament Heroes

1. Calling All Heroes

Eve's Fruit (5 minutes) This snack reinforces that humanity's problem is with disobedience and not a type of fruit.

Serve various types of fruit cut into small pieces. Remind the children that we do not know the name of the fruit on the tree of knowledge. While they eat, talk about which fruit they think tempted Adam and Eve to disobey God. Help them realize that no fruit is sweet enough if it means that they will be cut off from God.

Superheroes (10 minutes) This object lesson illustrates the kind of superpowers God has.

Have students tell you the names and powers of some superheroes. Write them on the board, and draw a couple characteristics for each one. For example, draw a bird if the superhero can fly, or eyes if the hero has x-ray vision.

Then take the children on a walk outside, or look out the window. Point to something that God made like the sun, grass, clouds, etc. After each one, ask students if the superheroes on the board could make those things (sun, grass, cloud, etc.)? Ask them if they could fix those things if they became broken? Explain that imaginary superheroes are strong and powerful, but only God can create and fix a whole world.

Share a Story (10 minutes)

This role-playing activity familiarizes students with Adam and Eve's story.

Let each child pretend to be an animal in the garden. Have the children share a story or interview them about what Adam and Eve did in the garden from their animal's perspective. If you have a lot of children in your classroom, have each animal only tell a part of the story.

2. Walking With God

Hidden Picture Snack (10 minutes)

This snack reveals someone who could please God. Supplies: round carrot slices, cheese, licorice whips, whipped cream.

Explain that you will be making someone who could please God every day. Give students small paper plates. Have them use carrot slices for eyes, cheese for the nose, and licorice whips for the smile. Then go around the room and spray whip cream for the hair. As they eat, remind them that they please God when they obey His rules.

My Family (10 minutes)

This craft helps children pray for others to do what is right. **Supplies:** plastic spoons, yarn, markers

Give students plastic spoons, cut up yarn pieces, and markers. Children should make each spoon a member of their family. They can take each "family member" home and remember to pray every day that their family will please God by being righteous (doing what is right).

Cotton Ball Toss (10 minutes)

This game shows how hard it is to do what is right. Supplies: cotton balls, bucket

Have children on one side of the classroom try to toss cotton balls, one-by-one, into a bucket on the other side of the room. The task is almost impossible. Children will move forward, toss more than one cotton ball, or come up with other creative ways to reach the bucket. When the cotton balls have been thrown, discuss how hard it was to follow the rules—do what is right—and succeed. Have one child toss a cotton ball. You should catch it and put it into the bucket yourself. Explain to the class that their job is to follow the rules. It's God's job to make them successful. God is their Hero.

Enoch Kite (15 minutes)

This craft allows children to visualize walking up to heaven. **Supplies:** tag board, yarn, crepe paper, straws, scissors, stapler, markers, crayons

Before class prepare the tag board by cutting it into diamond shapes and piercing a hole in the center. Write "Enoch is in heaven with Jesus" on each kite. Cut strips of crepe paper into strips two feet long and cut yarn into pieces three feet long. Let children decorate their kites with markers, crayons, and

other art supplies. For each kite, tie one end of the yarn to the middle of a straw and have children insert it into the hole in the kite. Tape the straw horizontally across the back to support the kite. Staple the crepe paper to the bottom of the kite to make a tail.

Talk about how Enoch is in heaven living with God right now. Explain that Jesus is also in heaven and wants everyone who loves Him to come live with Him someday. Tell your children that whenever they fly their kites they can think about Enoch and doing what is right.

3. A Faithful Servant

Necklace Reminders (15 minutes)

This craft reminds students to do what God asks them to do. Supplies: foam board, hole punch, yarn

Before class prepare foam board in different animal shapes. Write, "I will obey God." on one side of each foam shape, and write, "I will be faithful." on the other side. Then use a hole punch to make holes in each of those shapes. Students can make their own necklaces by stringing them on a piece of yarn. Tell them to use the necklaces as a reminder to be faithful like Noah.

God's Promise (10 minutes)

This paper-marker activity reminds students of God's promise. Supplies: 4 color marker sets, tape, coffee filters, water sprayer

Tape four markers together, side-by-side with the points even. Have students draw rainbows all over their coffee filter. Remind them that the rainbow is God's promise to never destroy the earth by flood again. He made this promise to Noah for being faithful. Have students hold up their coffee filters when they're done, and spray each one with water. They can watch as the colors bleed together to make a rainbow.

4. Believing the Impossible

Graham Cracker Altar (5 minutes)

This snack illustrates Abraham's altar. Supplies: graham crackers

Serve broken graham cracker pieces. Have children stack the pieces like an altar made of stones. Remind them that Abraham made an altar to thank God for his new home. Then let them eat their creations.

Suitcases (10 minutes)

This game demonstrates one aspect of moving like Abraham had to do. **Supplies:** suitcases

Divide the class into three teams. Give each team a suitcase and have each team form a line. Have the first person of each team open the suitcase, pretend to put something in it, close it, and pass it on to the next person in their line. The second person must open it, pretend to put something in it, close it, and pass it on. The first group to get the suitcase to the end of the line wins. Remind students that packing everything to move takes a lot of time. Abraham and Sarah probably had to leave behind anything they couldn't pack on a camel.

Holding Your Breath (15 minutes)

This hands-on demonstration shows how hard it is to wait.

Explain how Abraham had to wait a very long time to see God's promise fulfilled. Have students discuss things that they have had to wait for (i.e., a parent to finish talking, dinner, presents, etc.).

Compare waiting to holding your breath. Have students take turns trying to hold their breath while you time them. They can write their times down on a sheet of paper. See who the "Hold Your Breath" champion is. Remind them that holding their breath is hard, but that eventually they get to breathe again. In the same way, waiting for God can be hard, but once God fulfills his promise, everything is better than before. They should trust Him.

5. Looking for Love

Water the Camels (15 minutes)

This large group activity demonstrates how Rebekah watered the camels. **Supplies:** paper cups, a large tub or wading pool filled with water, one bucket

Review with your class how Rebekah filled her water jug and poured water for the camels to drink. Give each child a paper cup. Show students how to fill their cups with water by dipping them in the tub. Then walk to the bucket a few feet away and pour the "well water" in it for the camels. See how long it takes them to fill the bucket. **This was a lot of work for Rebekah. Generous people will also be hard working, helping and sharing with others.**

The Clay Jar (15 minutes)

This tactile activity allows children to see how jars were made. **Supplies:** clay, wax paper, picture of a jar

Give each child a piece of wax paper and a lump of clay. Show a picture of a Bible-times jar. Have your students try to make that jar.

While they are working, explain that people in Bible times made their own jars out of special clay. Once dried, these jars could hold water. Everyone had them. Because Rebekah was generous about using her jar, her life changed forever.

How Do You Do (10 minutes)

This game shows how people meet strangers like Isaac and Rebekah did.

Before class, make two sets of numbers. If you have ten children in your class, you should have two sets of numbers from one to five. If you have 100 students, you should have two sets of numbers from one to fifty.

Divide the class in half. Half should go against one wall, and the other half should line up against the opposite wall. There should be one set of numbers for each side. Each child should be given a number to hold in front of him or her. When you hand the children their number, say it out loud so that everyone knows their number.

Say a number, like "4" or "10." The two children with that number must go to the center of the room and face each other. Tell them to greet each other. Have them shake hands, tell their names, and say hello. Send them back and call another number until all the children have had a chance to greet one another. At the end, remind students that it was probably a little hard for Isaac and Rebekah to know what to say to each other the first time they met.

6. Tricks and Trials

Sheep (15 minutes)

This snack reminds students that Jacob had to work as a shepherd. Supplies: large marshmallows, small marshmallows, pretzel sticks

Give each child one large and small marshmallow and 5 pretzel sticks. Show the children how to stick one pretzel stick into the top of a large marshmallow and the bottom of a small marshmallow to make a head and body. Show them how to stick four pretzel sticks to the bottom of the large marshmallow for legs. When they are finished making their sheep, they can eat them.

Cleaning (5 minutes)

This clean-up activity allows children to work hard like Jacob. Supplies: rags, cleaning supplies

If the classroom needs cleaning, have your students help you clean desks and dust shelves. Since some children will not know how to do these chores, you might need to give specific instructions such as, "Mary, will you please pick up that piece of paper and put it in the trash can?" Tell the children that Jacob had to work hard, too. Explain that cleaning is a humble job, but is pleasing to God. Even though it is not always fun, God makes it rewarding.

Working Hands (20 minutes)

This craft reminds children to work hard. **Supplies:** construction paper, markers or crayons, pencils

Hand out one piece of construction paper to each child. Have them place both hands on top of it. You and other helpers should trace around each child's hands. Then children can use markers or crayons to color their hands. They can add rings or any decoration they like. While they are coloring, you can go around the room and write, "____'s (child's name) hands can work hard." Have children take their papers home to remind them to work hard like Jacob.

7. All Is Forgiven

Getting Grain (5 minutes)

This snack reenacts people asking Joseph for grain. Supplies: granola or trail mix, paper cups

Hand out paper cups to each student. Have the children form a line to come and ask you for food. Remind them that people in Egypt were hungry, and Joseph gave them grain to make into bread. As soon as children have a cup of granola, they can sit down and eat it.

A Grain Collection (10 minutes)

This craft introduces children to grains and beans that could be stored. **Supplies:** rice, oatmeal, a variety of dried beans, wheat as grain, paper, glue, bowls, cardstock or cardboard

Before class, set up bowls of a variety of grains and beans. Draw a large triangle (a pyramid) on sheets of paper, one per child. Show students how to put glue on their pyramid and then drop different grains and beans on the glue. Have them use at least one kernel and one bean of each type to decorate their pyramid.

Explain that they are going to learn about someone whose job was to collect and store grains like rice and wheat for everyone in Egypt, where they have pyramids.

Multi-Colored Coats (20 minutes)

This craft explores forgiveness. Supplies: construction paper, markers, glitter, glue

Before class, cut one tunic outline out of construction paper for each child. Along the bottom, write, "Forgive Me."

Give each child one tunic, and set up markers, glue, and glitter for the children to use. Have them decorate the coats. Explain how they should give that coat to someone to tell them they are sorry.

8. Over and Over Again

Passover Snack (5 minutes) This snack shows the food the Israelites ate during this time. **Supplies:** matzo crackers

Tell students how yeast is used in bread to make it rise. Show the matzo crackers, and explain that this is how bread turns out if no yeast is put in the bread. While they eat their crackers, discuss why the Israelites could not use yeast. Explain how yeast takes time and they had to be ready to leave the moment Pharaoh told them to go.

Make Bricks (30 minutes)

This craft will show students that making bricks takes time and work. **Supplies:** 1¹/₄ cup flour, 1 cup cornstarch, 1 cup salt, 1 cup water, ¹/₂ cup fine sand, wax paper, straw (optional)

Combine the dry ingredients in a large bowl. Slowly add the water, stirring as you pour. Mix the clay until it can be kneaded without being too sticky. Allow the children to mix straw into the sand clay and form the clay into brick shapes on pieces of waxed paper. These should dry overnight. The next day, children can build things with their bricks. Remind them that God's people had to make bricks every day. Only after God showed His power to them did Moses lead the Israelites out of Egypt.

Parting the Sea (10 minutes)

This demonstration portrays how the Red Sea was moved. **Supplies:** straws, shallow pan of water

Place a shallow pan of water on a table where the children can have access to it. Give children straws, and encourage them not to share. If you have a large class, you will need more than one pan of water. Have children use the straws to blow on the water in the pan to try to part it like the wind that God sent on the Red Sea. Remind them to blow out and not suck in. Talk about how the Israelites were able to cross the Red Sea on dry land.

A Hoop of Plagues (20 minutes)

This craft helps student remember the ten plagues. **Supplies:** wire, wire cutters, and large red, dark green, gray, silver, brown, yellow, white, light green, black, and gold beads

Before class, cut the wire into eight-inch strips. Bend the end of one side up so that beads will not fall off the wire.

Give each child ten beads, one of each color, and a piece of cut wire. Show your students how to thread the red bead to represent the water turned to blood; thread the dark green bead to represent the frogs that invaded the land; the gray bead is for the gnats that invaded; the silver bead is for the flies; the brown is for the cows; the yellow is for the sores on people; the light green is for the grasshoppers, the black is for the darkness; and the gold is for the loss of life.

Help students twist the ends of their wire together so there are no rough ends and all the beads stay on the hoop. If there is time, they can toss the hoop up slightly and catch it as they tell what each bead represents. Remind them that God sent those plagues so Pharaoh would release His people from Egypt.

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9. That Sounds Strange

Jericho's Walls (5 minutes)

This snack helps children think about the walls of Jericho. **Supplies:** cheerios or other stackable cereal, napkin

Give each child a handful of cereal on a napkin. Explain how stone walls, like those at Jericho, were originally made with individual rocks. Let the children pretend their cereal pieces are rocks. Have them build a wall and knock it down before they eat them.

Bookmarks of Obedience (10 minutes)

This craft give students a means to remember how Rahab obeyed God. **Supplies:** long, red chenille wires

Give each child a few chenille wires and have them twist them together into a rope. You can show the class how to braid three of them together by twisting the top ends together. Then spread out all three wires. Have children put the wire on the left over the top of the center wire to make it the new middle wire. Then place the wire on the right over the top of the new center wire to make it the new middle wire. Continue wrapping the left and then right wires over the center wire to make a strong braid. At the end, twist the wires together. Explain that Rahab used a strong rope to let down the Israelite spies. Have students use their red "ropes" as a Bible bookmark to remember to obey God's Word.

Tall Walls (20 minutes)

This drawing activity demonstrates the size of Jericho's walls. **Supplies:** butcher paper, markers, and yardstick

Before class, measure and cut a sheet of butcher paper that is thirty feet in length. Then have children draw large colorful rocks all over the paper. When the entire sheet has been filled in with rocks, have each child hold one side or the end of the sheet and spread it out as far as it goes. Tell them that this sheet is as tall as the rock walls of Jericho that God broke down for His people. He broke down the thick stone walls easier than they can rip the paper wall. Have students rip their paper wall to shreds and throw the scraps in the trash.

The Wall of Jericho (10-15 minutes)

This reenactment reinforces the sequence of events in the Bible passage. **Supplies:** building blocks, a box or something to represent the ark, seven horns (party type noise makers)

Build the walls of Jericho with the building blocks. Choose soldiers for the front and back of the line, seven priests to blow the horns, priests to carry the ark, and one to be Joshua (the leader). Have a couple of children behind the walls, tell them they are the people of Jericho and when they hear Joshua tell the army to yell for victory they should knock down the walls. Have the children follow along as you direct them:

The Lord told Joshua to trust in Him and they would win the battle over Jericho. Line the children up to march around the city walls in this order: Joshua; soldiers; priests with trumpets; priests with ark; people ready for battle; soldiers as the rear guard.

Day 1—March around the city. Rest for the night. Now it is morning, stretch...

Day 2—March around the city. Rest for the night. Now it is morning, stretch...

Day 3—March around the city. Rest for the night. Now it is morning, stretch...

Day 4—March around the city. Rest for the night. Now it is morning, stretch...

Day 5—March around the city. Rest for the night. Now it is morning, stretch...

Day 6—March around the city. Rest for the night. Now it is morning, stretch...

It is now the 7th day! This is our day of victory. After walking around the city 7 times the priests will each blow their horn once and then Joshua will direct the army in yelling "Victory" and the wall will come tumbling down!

10. Go and Do

Milk and Cookies (5 minutes)

This snack demonstrates how liquids change things. Supplies: milk, cookies

Serve students milk and cookies. Let them pretend that the cookies are chariot wheels and the milk is fallen rain. Let them dunk part of one cookie in their milk. After a few seconds, have them pull it out. Discuss how milk makes the cookie softer. Although Sisero's chariot wheels did not get softer, the ground did. When the ground became soft, the wheels got stuck in the mud. Let children eat their milk and cookies.

Godly Brilliance (15 minutes)

This demonstration underscores how important it is to be bold in faith. **Supplies:** child-friendly magazines, poster boards, glue

At the top of one poster board write the word, "Bold," and on the other write, "Scared." Have students go through old magazines to find vibrant colors that are bold. When they find one, they can tear it out and bring it to you. You can glue each vibrant color to the Bold poster board. If students find ugly or bland colors, they can tear them out and bring them to you. You can glue them on the Scared poster board.

When each collage is complete, hold up the poster boards for the class to view. Explain that this is how God sees us. When we are boldly doing what He has asked us to do, we look like the fun colors on the Bold poster board. Have them tell you whether Deborah or Barak was bold in their faith. Explain that God saw beauty in what Deborah did, just like your students can see beauty in the Bold poster board. Ask them whether Deborah or Barak was scared. Explain that even though God loved Barak, he probably looked pretty bland to God, like the Scared poster board.

Have students find one more bold color in a magazines and tear it out. This one they should take home to remind them to be bold in faith.

11. Wherever You Go

Ruth's Food (5 minutes) This snack offers children a taste of how Bible time people ate. Supplies: whole-grain bread, seasoned olive oil, paper bowls, napkins

Have students sit in a circle around the floor. Give each child bread on a napkin and a bowl with a few drops of seasoned olive oil. Show everyone how to dip their bread in the olive oil, and explain how Bible time people used olive oil instead of butter. Suggest that Ruth and Naomi could have eaten something similar. Let children eat their snack.

Orpah, Orpah, Ruth (10 minutes)

This game helps children remember names and actions from the Bible passage.

Review that Ruth followed Naomi and worked hard for her, but Orpah did what Naomi said and went home. Have the children sit in a circle and play a version of "Duck, Duck, Goose." Choose one child to be Naomi. Naomi walks around the outside of the circle and gently touches each child on the head. As Naomi taps a child, she should say, "Orpah." At some point, Naomi should touch a child on the head and say, "Ruth." That child will stand up and chase Naomi around the circle until Naomi sits in Ruth's spot. The child standing becomes the new Naomi. That child should repeat what the child before did. Explain that Ruth followed Naomi but Orpah did not follow her.

Loyal Ruth (10 minutes)

This coloring activity relates loyalty to today's world. **Supplies:** paper, markers

Have students fold their papers in half to make a simple book. On the "cover" write "Ruth's Family", and on the inside right page, have children draw a picture of Ruth's family (Naomi, Ruth, Boaz and baby). Flip the "book" over and write "My Family" on the other "cover" and on that inside right page, have students draw a picture of their own family. Talk about how Ruth was loyal to her family and about ways they can be loyal to their own family.

12. Called Into God's Plan

SPARK INTEREST - Marble Fun (5 minutes) This game demonstrates how to follow directions. **Supplies:** marbles

Give each student one unique marble. Have children stand five feet from a wall. When you say go, they should try to roll their marbles so that they can get them as close to the wall as possible without touching the wall. Encourage them if they mess up and let them keep trying until everyone's marble is close to the wall.

When God asks you to do something, you should try to do the best you can. Today, we're going to read about someone who followed God's plan like you followed my directions with your marbles.

INSPIRE ACTION - For Gideon (15-20 minutes)

This drama helps children reenact the Bible passage. Supplies: red or orange crepe paper, paper lunch sacks

Give each student one lunch sack and three strands of red or orange crepe paper that are two feet long. Students who know how to tie can tie the middles of all three crepe paper strands together so they end up with a knot in the middle and six strands hanging from the knot. You can help those who do not know how to tie. Have students place their "fire" in the lunch sacks, with the knot on top for easy retrieval.

Pretend that you are Gideon and ask your students to be your soldiers. Tell them to hold their jars (lunch sacks) and trumpets (free hand—thumb is where you blow and other fingers are the trumpet) and follow you very quietly. Tell them to do whatever you do. Lead them around the room, and then give each student a place to stand so that the room is surrounded.

Blow your trumpet (pretend your hand is a trumpet and make the sound with your mouth). Let children do the same. Pull out the crepe paper and throw your lunch sack "jars" to the floor. Let children do the same. Shake your "fire" in the air and shout, "For the Lord and for Gideon." Let children do the same.

Alternatively, if your students are mature enough, allow them to blow up their lunch sacks, pop them, and then pull the fire out. Explain that the Midianite soldiers in the middle of the Israelite army grew scared and fought each other. **God fought the battle. Gideon only had to do what God had called him to do.** You can repeat this activity several times.

Trumpets (5 minutes)

This snack lets children better understand the trumpets. **Supplies:** trumpet-shaped corn snacks, napkins

Place a handful of snacks on a napkin. Have children blow their horns and say, "For the Lord and for Gideon," before they eat each horn. Talk about carrying a heavy trumpet, jar, and torch a long ways in the night while trying to be quiet. Discuss how hard that would be.

An A-mazing Plan (10 minutes)

This movement based activity details an overall plan. **Supplies:** crepe paper, masking tape

Before class make a maze using crepe paper and classroom furniture, but make it circular so it doesn't have an end. Let students go in and out of the crepe paper aisles. After they have wandered, allow them all to go to the beginning and follow you through it from beginning back to the beginning. Tell them why you set it up this way; in other words, tell them your plan for the maze.

Then have students help you figure out how to end the maze. Talk about what would make a great end. When you have completed it, have everyone go through it again. Congratulate them on how much you like their plan. To have a good maze, you have to have a plan. God has a very specific plan for everyone. Today, our Bible passage is about a man who agreed to be a part of God's plan for his life.

Sound of Horns (15 minutes)

This craft illustrates the Bible passage on a trumpet. **Supplies:** construction paper, tape, markers

Give each child a piece of construction paper and markers. Encourage everyone to decorate their papers with torches and jars. Then help them roll the paper into a cone and secure with a piece of tape. Have children take home the trumpets as a reminder of how important it is to listen to God's call.