

Lesson 66

Israel Conquers Jericho

God collapsed the walls of Jericho so Israel could conquer the city.

Studying God's Word

Lesson Time

Don't forget! Review the Optional Supplements and determine where you can use them.

Have the students assemble in a circle away from the tables—either on the floor or in their chairs.

Bring your stuffed animal, Bible, Lesson Flip Chart, and any items you brought or prepared for this lesson.

Prayer

This prayer time is designed to help the students begin to understand some simple concepts about prayer and to encourage them to pray.

We start our Bible lesson with prayer. Turn to the Flip Chart Prayer Page. Briefly review the different types of prayer presented there.

Today let's say prayers of confession and ask God for forgiveness of our sins.

I'll start. Dear God, I'm sorry for . . . (insert personal prayer here).

Pass a special stuffed animal—prayer bear—around the circle, giving all the students an opportunity to pray or choose a volunteer to stand beside you and pray.

Very good! Now let's put our stuffed animal away, and we'll answer our Bible Truth questions.

I love you prayers—Adoration
I'm sorry prayers—Confession
I'm thankful prayers—Thanksgiving
Please prayers—Supplication

Bible Truths

These four questions will be repeated each week to help the students learn foundational truths.

What word means God will always keep his promises? Faithful.
What special laws did God give to Moses and the Israelites? The Ten Commandments.
What people (or nation) did God promise to give the land of Canaan to? The Israelites.
Who were the Israelites? The descendants of Israel (Jacob).

Bible Treasure Hunt

Before Bible Treasure Hunt, place a sticky note in your Bible to mark the first passage to be read.

Each week before class, hide your Bible somewhere in the room. You can use different methods each week to keep the students excited about finding the Bible. For example, you might set a timer, play music while the students search, tell students when they are getting warmer and colder, or choose a student to hide the Bible and let you or classmates find it.

We are going to start out today by looking into God's Word, the Bible. God's Word is true, and we can always trust what it says. It's like a great treasure that tells us about who God is and what he has done for us. But where is this treasure? You will have to help me with that. We're going to go on a Bible Treasure Hunt. Somewhere in this room, I've hidden the Bible. When I say "Go," you will need to look for it. Whoever finds the Bible must bring it back to their seat and hold it very carefully until it is time to look in it. When it is time to read, you can bring it to me, and we'll open it to see what we are going to talk about today! Explain the method you chose for today. Ready? Set! Go!

K-1st Lesson continues next. Pre-K Lesson follows.

Pre-K Lesson

K-1st Lesson

Pre-K Lesson

Review

Refer to Lesson 64 Flip Chart. Remember how Joshua sent two spies into Jericho? Who helped the spies hide from the king's men? Rahab.

Refer to Lesson 65 Flip Chart. After that, the Israelites were ready to enter the promised land. But they had to cross the Jordan River first, and it was flooded!

What did God do so they could cross the river? He stopped the water.

When the priests stepped into the water, it stopped flowing, and all the people walked to the other side on dry ground.

What did Joshua do to help the people remember this miracle? What memorial did he set up? 12 stones.

Have candies or prizes ready.

Before we begin today's lesson, we're going to play an obedience game. I need a volunteer. Choose a volunteer to stand beside you. I'm going to give you some instructions. You have to decide if you are going to obey. Give the volunteer a simple command that doesn't make much sense, such as open and close the door three times, put a book on the floor and jump over it, draw a smiley face on the board then erase it, spin around

three times, etc. If the volunteer obeys, give a candy or other prize. Repeat with other volunteers if there's time.

Some of the things I said to do were a little strange, weren't they? You probably didn't understand why I told you to do those things. But we were just playing a silly game to help us get ready for our lesson. Today, we'll see how God gave the Israelites some strange instructions, too. Would they obey even if they didn't understand? Let's find out.

God's Strange Instructions

Refer to the Lesson Flip Chart. After crossing the river, Joshua looked ahead to the city of Jericho with its high walls. It would be really hard for anyone to attack this city. So how would Joshua and his men do it? Hmm. This would take some planning.

But God didn't leave it up to Joshua to come up with a plan on his own. God already knew what he would do. One day, the commander of the Lord's army appeared to Joshua—it was Jesus holding a sword. Jesus told Joshua how he should attack Jericho. But he didn't give Joshua normal battle plans!

Usually when an army attacked a city like Jericho, they would surround the city until the people inside gave up, or they would dig under the wall until it fell down. Some armies would pile dirt next to the walls to make a ramp and try to go up and over. But these ideas all took a long time to do, and they didn't always work.

God didn't want the Israelites to try to win the battle by themselves. He wanted them to trust him and obey. Let's read what he told Joshua to do.

Joshua 6:3

Refer to the Books of the Bible Poster. Let's look in Joshua, chapter 6. Who has the Bible? Have the student bring up the Bible and open it to the sticky note. Read Joshua 6:3.

Reread the verses as necessary so the students can hear the answers straight from God's Word.

What did Jesus tell Joshua and the army to do for six days? March around the city.

Joshua and all the fighting men were told to march around the city while the priests carried something.

Refer to the Lesson Flip Chart. What do you think they carried? The ark of the covenant.

The priests were commanded to carry the ark of the covenant to remind the people that God was with them. They also had to blow seven trumpets, or horns, as they and the army marched around the city once every day for six days.

Joshua 6:4–5

What would they do on the seventh day? Let's find out. Read Joshua 6:4–5.

How many times were they supposed to march around the city on the seventh day? Seven times.

Then the priests would blow their trumpets long and loud, and the army would shout. And what would God do to the city walls? Make the walls fall flat.

That would be amazing to watch! But were these instructions like the normal battle plans we talked about for attacking a city? No.

Joshua's Obedience

Refer to the Lesson Flip Chart. These plans probably seemed strange to Joshua and his army. But Joshua had faith in God, and he and the Israelites obeyed God's instructions. They got up early every morning and marched once around the city of Jericho while the priests carried the ark and blew the trumpets. Then they went back to their camp.

How many days did they march around the city? Six.

Everyone stand up and march right where you are. Let's count as we do the motion for each day. Raise your arm up and down like the sun rising and setting. Cross arms in front of you with the right arm on top of the left arm. Point right index finger and raise the right lower arm at the elbow at a 90 angle then lower it to rest on top of the left arm. Count together "first day, second day, etc." while marching in place and making the hand motion for six "days" then sit back down.

Joshua 6:20

Now let's find out what happened on the seventh day. Read Joshua 6:20.

When the seventh day came, the Israelites marched around the city seven times just as they were told to do. Let's count together. Point to the numbers on the Lesson Flip Chart as you count to seven together.

Then the priests blew the trumpets and Joshua's army shouted.

What did God do when the people shouted? He made the walls fall down flat so the army could capture the city.

Refer to the Lesson Flip Chart. God flattened all the walls! They crumbled into pieces so Israel's army could run straight up and into the city. Isn't that amazing? God's plan worked perfectly!

Rahab's Rescue

What about Rahab? What do you think happened to her? Allow guesses.

Joshua 6:25

Let's find out. Read Joshua 6:25.

Joshua remembered the promise the spies had given to Rahab to keep her and her family safe in the battle.

What did Rahab hang from her window so the Israelites would know where she was? A scarlet (red) cord.

Refer to the Lesson Flip Chart. Yes, she tied a scarlet cord in the window of her house. This bright red cord would be easy to see. Joshua sent the two spies to get her and her family and bring them out to the Israelites' camp.

Wow! God's mighty power brought down the huge walls of Jericho. God's plan may have seemed like a strange way to attack a city, but God showed the Israelites that he was fighting for them. He helped them win in a way that only he could do. They just had to trust him and obey his instructions no matter how strange they seemed. And God was faithful to do what he promised—to help the Israelites win the battle and conquer the city of Jericho.

Continue with the Lesson Review Game below.

K-1st Lesson

Review

Refer to Lesson 64 Flip Chart. Remember how Joshua sent two spies into Jericho? Who helped the spies hide from the king's men? Rahab.

Refer to Lesson 65 Flip Chart. After that, the Israelites had to cross the Jordan River while it was flooded!

What did God do so they could cross the river? He stopped the water.

As soon as the priests stepped into the water, it stopped flowing, and the ground dried up. All the people walked to the other side on dry ground.

What did Joshua do to help the people remember this miracle? What memorial did he set up? 12 stones.

Have candies or prizes ready.

Before we begin today's lesson, we're going to play an obedience game. I need a volunteer. Choose a volunteer to stand beside you. I'm going to give you some instructions. You have to decide if you are going to obey and do it or not. Give the volunteer a simple command that doesn't make much sense, such as open and close the door three times, put a book on the floor and jump over it, draw a smiley face on the board then erase it, spin around three times, etc. If the volunteer obeys, give a candy or other prize. Repeat with other volunteers if there's time.

Some of the things I said to do were a little strange, weren't they? You probably didn't understand why I told you to do those things. But we were just playing a game to help us get ready for our lesson. Today, we'll see

how God gave the Israelites some strange instructions, too. Would they obey even if they didn't understand? Let's find out.

God's Strange Instructions

Refer to the Lesson Flip Chart. With the Jordan River behind them now, Joshua looked ahead to the city of Jericho with high walls all around. It would be hard for anyone to attack this city. So how would Joshua and his men ever capture Jericho? Hmm. This would take some real planning.

But God didn't leave it up to Joshua to come up with a plan on his own. God already knew what he would do. The commander of the Lord's army appeared to Joshua—it was Jesus holding a sword. Joshua fell down and worshipped him. Jesus told Joshua how he should attack Jericho. But these instructions were different; they weren't normal battle plans!

What were some normal ways armies attacked a walled city back in Bible times? Does anyone have a guess? Allow discussion.

When an army attacked a city like Jericho, there were a few ways they usually did it. They could surround the city and keep the people trapped inside until they gave up, or the army could dig under part of the wall until it fell down—but that plan was very dangerous for the people who had to do the digging. Some armies would pile dirt next to the walls to make a ramp and try to go up and over, or they would use giant catapults to throw rocks at the walls and break them down. The problem with these ideas is that they all took a long time, and they didn't always work right. The army could still lose the battle even after all their hard work!

God didn't want the Israelites to depend on their own ideas and come up with their own plan. He wanted them to trust him and obey. Let's read what he told Joshua to do.

Joshua 6:3

Refer to the Books of the Bible Poster. Let's look in Joshua, chapter 6. Have the student bring up the Bible and open it to the sticky note. Read Joshua 6:3.

Reread the verses as necessary so the students can hear the answers straight from God's Word.

What did Jesus tell Joshua and the people to do for six days? March around the city.

Joshua and his army were told to march around the city while the priests carried something.

Refer to the Lesson Flip Chart. What do you think they carried? The ark of the covenant.

The priests were commanded to carry the ark of the covenant to remind the people that God was with them. They also had to blow seven trumpets, or horns, as they and the army marched around the city once every day for six days.

Joshua 6:4–5

What were the instructions for the seventh day? Listen to this. Read Joshua 6:4–5.

How many times were they supposed to march around the city on the seventh day? Seven times.

Then the priests would blow their trumpets long and loud, and the army would shout. What would God do to the city walls so the army could run in and take the city? God would make the walls fall flat.

That would be amazing to see! But were these instructions like the normal battle plans we talked about? No.

Joshua's Obedience

Refer to the Lesson Flip Chart. These plans probably seemed strange to Joshua and his army. But Joshua had faith in God, and he and the people obeyed. They rose early every morning and marched once around the city of Jericho while the priests carried the ark and blew the trumpets. Then they returned to their camp.

How many days did they march once around the city? Six.

Everyone stand up and march right where you are. Let's count as we do the motion for each day. Raise your arm up and down like the sun rising and setting. Cross arms in front of you with the right arm on top of the left arm. Point right index finger and raise the right lower arm at the elbow at a 90 angle then lower it to rest on top of the left arm. Count together "first day, second day, etc." while marching in place and making the hand motion for six "days" then sit back down.

Joshua 6:16, 6:20

Now let's find out what happened on the seventh day. Read Joshua 6:16 and 6:20.

The people who lived in Jericho were probably nervous and wondered what those crazy Israelites were doing just walking around the city blowing noisy trumpets instead of trying to dig under the walls or climb over them like other armies would.

When the seventh day came, the Israelites marched around the city seven times just as they were told to do. Let's count together. Point to the numbers on the Lesson Flip Chart as you count to seven together.

The priests blew the trumpets long and loud and Joshua's army shouted.

What did God do when the army shouted? He made the walls fall down flat so the army could capture the city.

Refer to the Lesson Flip Chart. The city was on a hill, so climbing the hill and going over the walls would be hard to do. But God flattened the walls

and made them crumble into pieces so Israel's army could run straight up and into the city. Isn't that amazing? God's plan worked perfectly!

Rahab's Rescue

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Joshua 6:25

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Continue with the Lesson Review Game below.

Lesson Review

We all learn best with review and repetition! We encourage you to play a lesson review game.

Basket Toss

Students give the correct answer and toss the beanbags to see how many points they can collect for their team. Each basket has greater points.

Materials

- Review Questions
- Two beanbags
- Three laundry baskets or boxes
- Masking tape

Instructions

Print one copy of the Review Questions for your use. Use masking tape to make a tossing line. Bring in three laundry baskets or boxes. Set the baskets in a line, making each one a little farther away from the tossing line. Label the baskets with 5, 10, and 25 points so the farther away it is the higher the score.

Divide the class into two or more teams depending on size. Have the teams line up at the tossing line. Take turns asking the first students in line from each team a review question. When a student answers correctly, he will have a chance to toss a beanbag into a basket then go to the end of the line. If the beanbag misses, there are no points scored. If someone does not answer correctly, he may ask his teammates for help. Keep track of the scores for each team on the board. Continue until all the questions have been answered. Repeat questions if necessary.

Board Game

Teams will answer questions and make their way to the finish on the Game Board.

Materials

- Review Questions
- Game Board (provided in the Teacher Kit)
- Dice, numbered cards, or spinner
- Buttons or other small items as game pieces for each team

Instructions

Print one copy of the Review Questions for your use. Divide the class into teams.

Team members will take turns answering the review questions. If they answer correctly, they will roll the dice, spin, or draw a numbered card and move that number of spaces on the Game Board. Follow the directions on the spaces to move ahead, fall back, or switch places with another team. If someone does not know or does not answer correctly, he may ask his teammates for help. Alternate between teams as long as time permits, repeating questions if necessary. The first team to make it all the way to the Finish wins.

Bible Baseball

Students will answer questions and run the bases!

Materials

- Review Questions
- Three chairs set out for bases
- Optional: gift wrap tube and a large balloon

Instructions

Print one copy of the Review Questions for your use. Set out chairs as bases. Have the students line up by the home base area facing you (at the pitcher's mound). Each student up to "bat" will have a chance to answer a review question. If he can answer it correctly, let him run the bases. If he can't answer correctly, give the answer and ask him to go to the end of the line and try again.

You may want the students to sit on the chair at each base while they wait to run to the next base or have them run all the way around and return to the line. Repeat the questions until all the students have run around the bases.

For some added fun, you can use a gift wrap tube as a bat and toss a large balloon for students to hit after they answer each question.

Bowling

What do you do with extra water bottles and softballs? Go bowling, of course. Students will answer questions then bowl for points.

Materials

- Review Questions
- Six to ten empty water bottles
- Softball or other small playground ball
- Masking tape
- Optional: dried corn or beans

Instructions

Print one copy of the Review Questions for your use. If available, pour a small amount of dried corn or beans into the bottom of each water bottle (to add weight) and tighten the lid. Set out the bottles on one end of the room. Use masking tape to form a "lane" from the bottles to where the students will line up across the room.

Divide students into teams. Have students line up. Ask the first student a review question. If he answers correctly, let him roll the ball down the lane toward the bottles. Each bottle that is knocked down is worth 1 point. A strike (knocking down all the bottles) is worth 20 points. Take turns asking questions of each team. If a student gives an incorrect answer or does not know the answer, he can ask his teammates for help. Keep track of scores.

Goofy Golf

Hit the sock with the noodle? Teams must work together to answer the questions and putt to get a hole-in-one in this crazy golf game!

Materials

- Review Questions

Swimming noodles or rolled up newspapers
Rolled up socks
Masking tape
Ten sheets of paper
Markers

Instructions

Print one copy of the Review Questions for your use. Use the markers to number sheets of paper 1–10 (use more or less depending on class size and time). Tape down the sheets of paper around the room in a random pattern to form a golf course. You may want to add chairs as obstacles in the path.

Divide the class into teams. Give each team a rolled up sock and a swimming noodle. Ask the first student a review question from the lesson. If he answers correctly, allow him to use the noodle to drive the rolled up sock toward the first sheet of paper labeled #1. Continue with the next team. Take turns allowing team members to answer questions and continue putting the socks along the course to each hole, continuing from where the last teammate left off. The sock must touch or roll over the sheet of paper to consider it in the hole. The first team to reach the tenth hole wins.

Racetrack

Who will reach the checkered flag first? Teams will race to the finish by answering review questions.

Materials

Review Questions
White board or chalkboard
Markers/chalk
Optional: paper cutouts for each team (cars, animals, circles, etc.),
tape/poster putty

Instructions

Print one copy of the Review Questions for your use. Draw a racetrack on the board. It may be as simple as a straight horizontal path or a curvy circle. Label "Start" and "Finish" (with a checkered flag) at either end of the track. Add numbers along the track (e.g., 1–10) at equal intervals between Start and Finish. The numbers will be used as placement points for the racers as they progress along the track.

Divide the class into teams. You may draw a different symbol (e.g., stick figure, circle, X or O) to represent each team at the Start, or use paper cutouts as team markers and stick them to the board with tape/poster putty.

Ask the first team a review question. If they answer correctly, move their marker or redraw their symbol along the track at #1. If they answer

incorrectly, give the next team a chance to answer and move to the first number. If they do not know, give the answer and ask that question again later. Continue to alternate asking review questions and moving teams' markers along the racetrack according to the numbers along the track. The first team to reach the Finish wins!

Toss for It

How many points? Toss for it! Students answer the questions and toss the beanbag to earn points for their team.

Materials

Review Questions

A deck of numbered cards, or numbers and "wild" written on index cards

One beanbag

Masking tape

Two baskets or containers for cards

Instructions

Print one copy of the Review Questions for your use. Place several rows of numbered cards facedown with a few inches between them to form a grid pattern (make sure to put several wild cards or Jokers down, too). Use the masking tape to make a tossing line several feet from the cards.

Divide students into teams and have them line up behind the tossing line. Ask the first student a review question. If he gives the correct answer, have him toss the beanbag onto a card. Turn the card over to reveal the points he receives for his team. Face cards or word cards are 10 points each. Wild or Jokers are also 10—plus another turn. All other cards are face value.

Have the student pick up his card and put it in the team's basket to be counted at the end of the game. Next team's turn. If a student gives an incorrect answer, he should go to the end of the line. Give the answer and repeat that question later. Continue taking turns until all the questions have been answered. Add more cards to the grid if necessary.

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Bible Version

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