

## Lesson 64

# Rahab Helps the Spies

Rahab believed in God and helped the Israelite spies in Jericho.

# Studying God's Word

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

## Introduction

Slide #3

Slide #4

Slide #5

Slide #6

Refer to Lesson 61 Theme Poster. In this lesson, Moses sent 12 spies into the promised land, but only Joshua and Caleb gave a good report. The other 10 spies scared the people and didn't believe that God could help them defeat giants and walled cities. The people refused to enter the land God promised them, and they were punished by having to wander in the wilderness for 40 years.

Refer to Lesson 62 Theme Poster. In the wilderness, three rebels rose up against Moses and Aaron. Their names were Korah, Dathan, and Abiram. They challenged God's authority and the positions of leadership given to Moses and Aaron. God punished their rebellion with an earthquake that swallowed up the men and their families.

The Israelites didn't learn the lesson about obedience, and they grumbled against God and Moses. God sent poisonous snakes to show the people they had sinned. When they asked for forgiveness, God had Moses set up a bronze serpent on a pole in the camp.

What would happen to those who had been bitten and looked at the bronze serpent? They didn't die. They were healed.

Yes. This bronze serpent in the wilderness was a picture of Jesus, who would come to die on the cross and take the punishment for sin so we can have eternal life.

Refer to Lesson 63 Theme Poster. The wilderness wanderings were almost over, and God led Moses and the Israelites around several countries to where they would enter the promised land. Two powerful Amorite kings attacked the Israelites, but God gave the Israelites victory. They destroyed those kings and their people and took over their land and cities. The king of Moab, Balak, was afraid that the Israelites would attack him next.

Who did he hire to curse the Israelites for him? Balaam.

Balaam was a false prophet. When he rode his donkey to visit the king, the angel of the Lord blocked his way.

How did Balaam's donkey save his life? She avoided the angel of the Lord three times.

But Balaam didn't know what his donkey was doing, going off the road and then lying down. He was angry and hit her. Then God caused his donkey to speak! Balaam still didn't understand what was happening until God opened his eyes to see the angel. Balaam traveled to King Balak, but he blessed the Israelites three times instead of cursing them.

Refer to the Lesson Theme Posters. Today, we'll find out who God chose to replace Moses as the leader of the Israelites. Then we'll see how an unlikely hero helped two Israelite spies!

To get us thinking like spies, I have a special "spy mission" for you. I need two volunteers. Choose two students. Give them a simple task like counting how many students are in the next classroom without being seen. Have them go and then report back to the class. If time, send other volunteers on similar "missions" (e.g., count how many boys and girls are in a hallway or lobby/foyer, see how many people have their Bibles in another classroom, or count the number of doors in a hallway, windows in a classroom, or chairs in the kitchen, etc.). Be sure the students are not disruptive or venturing too far from class without supervision. You may send a co-teacher or assistant with them to keep watch.

Great work collecting information!

Was it hard to complete your mission without being seen? Yes/no.

Most spies try to blend in so that people won't know what they're really doing. That may be what you did—just acted like you were where you were supposed to be.

## Joshua Becomes the Leader

Pass out the Class Notes to the students.

Joshua knew what it was like to be a spy. He was one of the 12 spies Moses had sent into the promised land almost 40 years earlier. The people age 20 and older had all died in the wilderness except for Joshua and Caleb. Even Moses and Aaron were not allowed to enter the promised land because they disobeyed God's instructions for getting water from the rock.

Refer to the Exodus to Malachi . God called Moses to the top of a mountain where Moses could see the land promised to his people. Before he went, Moses laid his hands on Joshua, showing that he was chosen to be the new leader. Moses traveled up the mountain and saw the beautiful promised land from a distance. Then he died at age 120 on the mountain. The people mourned for him for 30 days.

Joshua was now in charge of hundreds of thousands of people! Joshua had been Moses' assistant, and he knew how the people could grumble and disobey. He also knew that his job was to lead the armies of Israel to conquer the Canaanites living in the promised land. That's a scary task!

Joshua 1:5–6

Slide #7

Turn to the book of Joshua, the sixth book of the Bible, and go to chapter 1. Who will read what God said to Joshua in verses 5–6? Assign a reader.

God promised to be with Joshua just like he was with Moses.

What else did God promise in verse 5? I will not leave you or forsake you. What did God command Joshua to be in verse 6? Strong and courageous. Right! What did God say Joshua would do for the people? Cause them to inherit the land God promised them.

Notice that God talked to Joshua like he did to Moses. He gave clear instructions. He comforted Joshua by telling him he was not alone, and he promised to be with him always. God also encouraged Joshua to be strong and courageous.

Joshua would need God's strength and courage to lead the people into battle. There were giants, strong armies, and walled cities in the land of Canaan that would scare most people. But Joshua didn't need to fear because God was with him.

Slide #8

Let's start the Class Notes. Who will read #1 and tell us where Moses died? Choose a reader. Mountain. Have students complete #1.

And #2? Who became the next leader? Choose a reader. Joshua. Have students complete #2.

**Rahab Helps the Spies**

Joshua decided he needed information about the first city they would encounter in the promised land. That city was Jericho, and it was protected by several walls.

**Rahab and the Spies Skit**

Joshua sent two spies ahead. I need seven volunteers to act out what happened to the spies and what unlikely hero helped them. Choose volunteers and give them each a copy of the skit. You may want to be the narrator. Set a blanket/tablecloth and red streamer/cord by Rahab. If you have costumes or other props, give those to the volunteers.

Have students perform the skit. When it's over, clap for them and have them return to their seats.

Joshua 2:1

Slide #9Slide #10

Let's learn a bit more about our unlikely hero, the woman who helped the spies. Who will read Joshua 2:1? Assign a reader.

What was the name of the woman who the spies came to in Jericho?  
Rahab.

Rahab was a prostitute. A prostitute was a woman who didn't obey God's command to be faithful to only one husband. She led a sinful life. But her home was a place where the spies could learn a lot about the city.

Show the Lesson Illustration. Rahab's home was also unique. It was built right into one of the walls of Jericho! Her home offered a safe place for the spies to hide.

### Slide #11

Show the Lesson Theme Posters. As we saw in the skit, the king found out where they were and sent his men to find them. Rahab protected the spies by hiding them on her roof. She also lied to the king's men.

Where did she say the spies had gone? Out the gate of the city.

Was it okay for Rahab to lie? Allow discussion.

Refer to the Ten Commandments Poster. God hates all sin, and lying is a sin. God commanded his people not to lie. Which commandment is that on the Ten Commandments Poster? Choose a reader. 9) You shall not bear false witness against your neighbor.

Remember, though, that God had just given these commandments to Moses and the Israelites, so Rahab didn't know them.

In the skit, what did Rahab tell the spies she had heard about God? The miracles he had done for the Israelites.

Rahab said that everyone in Jericho was afraid when they heard about how God parted the Red Sea and gave the Israelites victory over the Amorite kings.

## Joshua 2:11

### Slide #12

Let's see what she believed about God. Who will read Joshua 2:11? Assign a reader.

What did Rahab say about God in this verse? "The Lord your God, he is God in the heavens above and on the earth beneath."

The people in Jericho were wicked and worshipped false gods. But Rahab believed that the God of the Israelites was the one true God—only he controlled the heavens and the earth.

What is that called when we believe the truth about God? Faith.

Rahab had so much faith in God that she chose to help the enemies of her people, the Israelites, because she knew that God was with them. She would have been in big trouble if the king's men had found the spies on her roof or learned that she helped them escape!

What did Rahab ask the spies to do for her? Spare her and her family when they took over the city.

What did the spies tell her she had to do for them to keep their promise? Not tell anyone their plans, tie a scarlet cord in her window, make sure all her family was in her house.

What color is scarlet? Bright red.

Why do you think the spies told her to use that color for the cord hanging from her window? Allow guesses.

Scarlet is a bright color that would show up against the wall so the Israelites would be able to see it. A regular rope may have blended in with the wall.

How did Rahab help the spies get away? She let them down the wall with a rope from her window.

### Slide #13

Refer to the Lesson Illustration. Remember that Rahab's house was built into the wall. When she let the men climb out her window, they were outside the city walls and didn't have to go through the gate, which was closed at night.

### Slide #14

### Slide #15

Let's fill in some more Class Notes. Who will read #3 and tell us the name of the city the spies went to? Assign a reader. Jericho. Complete #3.

How did Rahab help the spies? Who will read #4? Assign a reader. Hid.

Complete #4.

And #5, why were the people in Jericho afraid? Assign a reader. Miracles. Complete #5.

What did Rahab understand about the God of the Israelites in #6? Assign a reader. Lord. Complete #6.

And who will read #7? Assign a reader. Faith. Complete #7.

Who thinks that Rahab kept quiet about the spies and was saved from the destruction of Jericho? Show of hands.

## Joshua 6:25

### Slide #16

Turn to Joshua 6:25, and we'll find out! Who will read that? Choose a reader.

What happened to Rahab and her family? They were saved.

We'll take a closer look at the battle of Jericho in another lesson, but we see here that Rahab kept her word—and so did the Israelites! They saw the scarlet cord in her window and spared everyone in her family. God showed mercy to Rahab because she had faith in him. She and her family lived with the Israelites.

Rahab married an Israelite man named Salmon from the tribe of Judah. Rahab and her husband Salmon had a son named Boaz, who became the ancestor of King David! The line of King David eventually led to Jesus! You can read the genealogy in Matthew 1 and see Rahab listed in verse 5.

Rahab was a sinner saved by faith and used by God to help the Israelite spies. She was a Gentile, not an Israelite, but she was included in Jesus' family line!

## Hebrews 11:31

Slide #17Slide #18

Refer to the Books of the Bible Poster. Rahab is also included in a special chapter of the Bible. Turn to Hebrews 11:31 in the New Testament. This chapter is sometimes called the "Hall of Faith" because it lists great "heroes" of the faith.

Who will read Hebrews 11:31 for us? Assign a reader.

Refer to the Lesson Theme Posters. Rahab is in this chapter along with great people like Abraham, Joseph, and Moses! This verse says that Rahab did not perish with the disobedient. Perish means die. Who is the disobedient referring to? The other people of Jericho who rejected God.

Out of all the people in the city, it was Rahab who believed God and feared him.

What does the verse say Rahab did for the spies? Gave them a friendly welcome.

Right. She did even more than welcome them; she helped hide and protect them from the king's men. For her faith in God and her actions toward the spies, Rahab was given praise and honor.

Rahab's life shows us that God can use anyone, no matter what they've done or where they live, to accomplish his purpose. Rahab may be an unlikely hero, but she is a great example of faith. And for her faith, God showed her grace and mercy.

Refer to the Attributes of God Poster. Who will read the definitions of gracious and merciful from the Attributes of God Poster? Assign readers. Gracious: gives great gifts to his children even when they are not deserved. Merciful: kind to those in misery; withholds deserved punishment.

Slide #19

Let's complete the Class Notes. Who will read #8? Assign a reader.

Spared. Have students complete #8.

Rahab and her family lived with the Israelites, and Rahab married a man from the tribe of Judah. Who can read #9 and answer who came from Rahab's family line? Assign a reader. David, Jesus. Have students complete #9.

And #10, who will read that? Choose a reader. Heroes. Have students complete #10.

**Application**Slide #20

Refer to the Lesson Theme Posters. Today we learned about an unlikely hero named Rahab. Rahab was a Gentile woman, not an Israelite, and she led a sinful life in the pagan city of Jericho. But Rahab chose to help the two Israelite

spies. She hid them on her roof and then helped them escape from the king's men.

Think about how this account of Rahab can apply to us. If God used this Gentile woman to accomplish his plans, couldn't God use us, too? Yes. Let's see if we have anything in common with Rahab. Raise your hand if any of these questions apply to you. Are any of you Gentiles (not Israelites)? Show of hands.

Do any of you come from unbelieving families or cities? Show of hands. Have you ever sinned by breaking God's laws? Show of hands.

Most of us are a lot more like Rahab than we may have realized. Even though Rahab was an ordinary, sinful woman, she came to believe in the one true God, who used her to help the Israelites conquer the promised land. God even included her in Jesus' family line. She was a sinner just like us, but God in his mercy will forgive us if we ask him to. When we have faith and believe in Jesus Christ as our Savior, the blood of Jesus cleanses us from sin. Then God can use us to fulfill his purposes, just like he used Rahab!

## Lesson Review

We encourage you to play a lesson review game.

## 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.



## Box Toss

Students will answer review questions then toss the beanbag at the holes in the box to gain points for their team.

### Materials

- Review Questions
- Medium-sized cardboard box
- Scissors or knife
- Four beanbags
- Masking tape

### Instructions

Print one copy of the Review Questions for your use. Use scissors or a knife to cut two or three holes in the bottom of the box. Make sure they are large enough for a beanbag to easily pass through. Label each hole with a point number: 5, 10, and 15. Use masking tape to make a tossing line several feet away from the box.

Divide the class into teams. Have the teams line up behind the line across from the box. Give each team two beanbags. Alternate asking each team a review question. Students who answer correctly will toss the beanbags at the target holes in the box to earn points for their team. If they answer incorrectly, they may toss the beanbags for fun without the points counting. Students will go to the end of the line after tossing the beanbags. Keep score for both teams. Continue play until all questions have been answered correctly and students have all had a chance to toss the beanbags.

## Draw Dice

Teams will answer questions and complete a simple drawing to win. Who will finish their drawing first?

### Materials

- Review Questions
- One drawing area for each team (paper, white board, etc.)
- Pencils or white board markers
- One die

### Instructions

Print one copy of the Review Questions for your use. Divide the class into two teams. Give each team a sheet of paper and a pencil, or divide the white board in half. Draw a mouse on the board as an example.

Ask the first team a question from the lesson. If they answer correctly, have them roll the die.

To begin drawing their mouse, each team must wait until they get a six. They will then draw the mouse's body on their paper or the board. After they have drawn the body, as they give correct answers to the questions, they can continue to draw the other parts of the mouse according to the numbers they roll.



They can draw according to the numbers below:

6 = body

5 = nose

4 = whiskers

3 = eyes

2 = ears

1 = tail

Continue giving each team a turn to answer a question and roll the die. Repeat the questions as necessary. The first team to finish their mouse wins.

You may choose to draw a simple object from the lesson, such as a crown, an open Bible, a fish, etc. Be sure to assign numbers (as above) to each part of the object to be drawn before the game begins.

## Four in a Row

Students will answer questions and add a marker for their team onto the grid. Which team will be the first to get four in a row?

### Materials

Review Questions

Masking tape

Red and black paper circles or other markers for each team

### Instructions

Print one copy of the Review Questions for your use. Use masking tape to make a 16-section grid on the floor. The grid should be four sections wide by four sections long. Each section should be equal in size. Use eight red circles and eight black circles cut from construction paper or other markers for the two teams.

Divide the students into two teams. Give each team eight markers. They will take turns answering the questions. If they answer correctly, they can put a marker in a square on the grid. The first team to get four markers in a row wins the game.

## 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!

## Pick a Point

Answer the questions correctly to earn the right to pick a point.

## Materials

Review Questions  
Small paper strips  
Cup or basket

## Instructions

Print one copy of the Review Questions for your use. Write various numbers in increments of 5 or 10 on strips of paper to use as point cards. Put the point cards into the cup or basket. Divide students into teams of 4–5 students each. Have each team take turns answering a review question. After each correct answer, let a member of the team draw a point card from the cup.

The number of points on the cards will vary, so the score will have nothing to do with how skilled one team might be. Keep track of each team's points. If time allows, repeat the questions!

## 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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