

Lesson 66

Israel Conquers Jericho

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

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

Refer to Lesson 64 Theme Poster. Remember what happened in this lesson? Joshua sent two spies into Jericho to get information on the city, the people, and the land. The spies were almost captured by the king's men.

What Gentile woman hid the spies and helped them escape the city?
Rahab.

Rahab had led a sinful life, but she believed that the God of the Israelites was the one true God. She asked the spies to spare her and her family when they attacked the city. The men agreed and then returned to Joshua. They reported that the people in the land of Canaan were afraid of them. The Canaanites had heard about the miracles God had done for them.

Refer to Lesson 65 Theme Poster. Joshua and the Israelites were eager to enter the promised land, but the Jordan River lay between them and the city of Jericho. What was worse—the river was flooded!

How did God provide a way for them to cross? He blocked the river so they could cross on dry ground.

God performed an amazing miracle like he did at the Red Sea! This time, he stopped the Jordan River when the priests carrying the ark of the covenant stepped into the water. The priests stood in the middle of the Jordan while all the people hurried to the other side.

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

Right! One leader from each tribe collected a stone from the riverbed when he crossed. Then at their first camp in the promised land, Joshua took these stones and piled them up. God wanted the Israelites to see these stones and be reminded to teach their children about his miracle at the Jordan.

Refer to the Lesson Theme Posters. Joshua's next task was to conquer the city of Jericho. But this city had several walls protecting it, and it was built on a hill, which made it hard to attack. How would Joshua and the fighting men of Israel capture the city without being killed by the men on the city walls?

Jericho Conquered

Wait to pass out the Class Notes until before the Jericho Reenactment. Students will use the Class Notes as a review.

God didn't leave Joshua to come up with a plan on his own. Jesus appeared to Joshua as the commander of the Lord's army. Jesus held a drawn sword. Joshua fell down and worshipped him. Jesus commanded Joshua to remove his sandals just like God told Moses to do at the burning bush. Then Jesus gave Joshua some unusual instructions. But these instructions weren't your typical battle strategies!

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

When an army attacked a city like Jericho, they would usually do one of several things. They could surround the city and keep the people trapped inside until they ran out of food or water and surrendered. This strategy was called a siege. But a siege usually took several months or longer before the people inside gave up. Another strategy was to dig under a section of the wall until it collapsed. This could work, but it was very dangerous for the men doing the digging since they could be attacked by the defenders on top of the city walls. Another method included piling dirt next to the walls to try to go up and over. These strategies all required quite a bit of time and didn't always guarantee success.

Let's read what strategy God gave to Joshua.

Joshua 6:1-6

Slide #6

Slide #7

Slide #8

Turn to Joshua 6. Who will read verses 1-6? Assign readers.

In verse 1, what does it say about the city of Jericho? It was shut up inside and out. No people could come in or go out.

Slide #9

Show Lesson Illustration #1. The people of Jericho closed up the city gates and kept everyone inside when they saw Israel coming! They couldn't go in or out of the city because the Israelites were camped close to them. What did the Lord say to Joshua in verse 2? I have given Jericho into your hand.

Before the battle, God promised to give Joshua victory over Jericho, its king, and its mighty men. That's an encouraging promise!

What did God tell Joshua and the people to do for six days? Joshua 6:3-4. March around the city with the men of war and the priests once every day. What were the priests commanded to do? Carry the ark of the covenant and blow seven trumpets.

What were the instructions for the seventh day? Joshua 6:4–5. They were to march around the city seven times on the seventh day. The priests were commanded to blow the trumpets and the people were to shout. Then God would make the walls fall flat so the army could enter the city. These instructions weren't like the strategies we talked about for taking a city, are they? No.

Slide #10

Slide #11

Show Lesson Illustrations #2–3. But Joshua and the people obeyed. They rose early every morning for six days and marched once around the city of Jericho without shouting or speaking. Some fighting men went ahead and behind the priests, who carried the ark and blew the trumpets. Then they returned to their camp.

What do you think the people in Jericho thought about what the Israelites were doing? Allow answers.

Joshua 6:15–17, 6:20

Slide #12

Slide #13

Slide #14

Let's see what happened on the seventh day. Who will read Joshua 6:15–17 and verse 20? Assign readers.

On the seventh day, the people of Jericho were probably nervous and wondered what those crazy Israelites would do next. Why were they walking around the city and not trying to dig under or come over the walls like other armies would?

What did the Israelites do on the seventh day? They rose early and marched around the city seven times. The priests blew the trumpets and the people shouted.

In verse 17, what did Joshua command the people to do? Destroy everything in the city but spare Rahab and her family.

Joshua remembered the promise the spies had given to Rahab. She and her family would be protected in the battle. Who remembers how Rahab marked her house so the Israelites would know where she was? She put a scarlet cord in the window.

Slide #15

Refer to the Lesson Theme Posters. She tied a scarlet cord in the window of her house, which was on the wall. The scarlet cord would be easily seen against the brown or gray walls of the city.

Now look in verse 20. What did God do when the people shouted? He made the wall fall down flat so the people could capture the city.

Remember the city was on a hill, so climbing the hill and going over a wall would be hard for the attacking army. But God flattened the walls to rubble so that Israel's fighting men could run straight up and into the city.

Joshua 6:23, 6:25

Slide #16Slide #17

What about Rahab? Who will read Joshua 6:23 and 25? Assign a reader. Who did Joshua send to get Rahab and her family? The two spies she had saved.

I bet Rahab was glad to see those two men show up at her door! Rahab had followed their instructions to mark her house with the scarlet cord and to gather all her family in her house. Where did the spies bring Rahab's family? To their camp outside the city.

The Israelites destroyed Jericho with fire, but Rahab and her family were saved. They stayed with the Israelites.

Look at the end of verse 25. Why was Rahab saved? Because she hid the messengers/spies.

God and Joshua honored the faith and actions of Rahab by sparing her and her family. They stayed with the Israelites, and Rahab married an Israelite man from the tribe of Judah.

Who remembers what important people came from Rahab's family line in the tribe of Judah? King David and Jesus.

God, in his faithfulness and sovereignty, used Rahab, the spies, and Joshua to fulfill his promise to give Jericho to the Israelites. He also allowed Rahab to become an ancestor of the Messiah, who would save Jews and Gentiles from their sins.

Why did the walls of Jericho come down? Was it because of the trumpet blasts and the great shout? No. It was God.

God again showed the Israelites that he was fighting for them. He gave them the victory. All they had to do was obey his instructions. That must have been hard to do—to follow instructions that didn't seem to make sense. But God was faithful to do what he promised Joshua. The city was conquered along with its king and mighty men.

Jericho Rediscovered

It is easy to read the Bible and hear about the great things God does without grasping just what a huge event it was. That can easily happen when talking about Joshua and the walls of Jericho.

Slide #18

Show Lesson Illustration #4. This drawing is based on what has been discovered at the actual site of Jericho by archaeologists—people who carefully clear the land to see what may be left and buried from people and cities long ago. There are no houses on this illustration, but this will give us an idea of how well-protected the city was.

The city was built up on a steep hill—or earthen mound. This alone would make it difficult for enemies to attack. Then there was wall 1, a stone retaining wall.

This was the first of three walls, and it was 12–15 feet tall. On top of that was wall 2. This was a mudbrick wall that was about 20–25 feet tall! It is thought that this wall measured 6 feet thick! We are talking about a very strong and well-protected fortress.

But that is not all that was found! There was a third wall! The ground sloped up steeply from walls 1 and 2 and was topped by another sturdy mudbrick wall—wall 3.

Slide #19

Show Lesson Illustration #5. Now, look at this. You will see that this space between walls 2 and 3 is probably where Rahab's home was. The Bible tells us that her home was "on the city wall." And we know that the spies escaped through her window. That leads us to believe that her house would have been one of those built right up against the outside wall of the city.

When we think of what the Israelites were doing—marching silently around the city and wondering how God would bring down these walls, we realize the faith and trust they had in almighty God.

We read in the Bible that the walls fell down flat! That would have been something to see. And the recent discoveries of archaeologists digging and studying the area of Jericho have confirmed that this is exactly what happened.

You see, they found the city and the walls were collapsed. Not only that, they have found evidence that places in the walls at the bottom actually crumbled forward, forming a ramp of rubble that would have made it possible for the Israelites to go "up into the city" just as described in Joshua 6:20! You can see what that may have looked like here in the picture.

What about Rahab's house? Remember, God spared Rahab and her family. But, it seems her home would have been destroyed with the rest of the city walls. Well, excavations done in the early 1900s found that a portion of the lower city wall had not fallen with the rest of the city. This could have been where Rahab's home was "on the wall."

Archaeologists also found burned ash and debris at Jericho. This confirms the method Joshua used to destroy the city—fire!

The Lord performed a great miracle in Jericho. Israel destroyed Jericho, and Rahab was saved. God fulfilled his promises by bringing down the walls in a very unusual battle. Many details of the biblical description of the destruction of Jericho have been confirmed by recent archaeological digs. But even without these findings, we know that the Bible is true—it is the Word of God, and God can't lie.

Pass out the Class Notes.

Slide #20

Slide #21

Slide #22

Slide #23

Slide #24

Let's use the Class Notes to review what we've learned. You will fill in the blanks using the word bank, and then we'll go over the order of the events together. Pass out the Class Notes and allow time for students to fill in the blanks individually. When they're finished, review the answers and number the events in order together, asking students which event comes next. Use your answer key to verify answers.

Jericho Reenactment

We've read about how God delivered the city of Jericho to Joshua and the Israelites. Now, it's your turn to act out what happened!

Choose one of the options below for the reenactment. Be creative and add props or other details as desired.

Option 1: Divide class into groups. Give each group a stack of playing cards or blocks to build Jericho. You may give them toy figures to be the people and kazoos or rolled paper to be the trumpets. Give them time to build their Jericho and then practice their reenactment. When time is up, gather students and let groups watch each other's version of the account.

Option 2: Divide class into groups. Give each group edible supplies to build Jericho, such as pretzels, different sizes of marshmallows, graham crackers, icing, or licorice. You may give them gummy bears or Teddy Grahams to be the people. Give them time to build their Jericho and then practice their reenactment. When time is up, gather students and let groups watch each other's version of the account and then eat their Jericho "ruins."

Option 3: Have the whole class act out the account together using props in the room. Set up tables, chairs, or boxes to be the walls of Jericho. Give some or all students (the "priests") kazoos or rolled paper for trumpets. Simulate morning and night by turning the lights on and off for each day. Lead the students quietly around the walls one time for six days, using the "trumpets" to signal leaving and returning to the camp. On the seventh day, lead the students seven times around the walls. Have students blow the trumpets, shout, and knock down the "walls."

We learned a lot about God's instructions to Joshua to help him conquer the city of Jericho. On the outside, it looked like Jericho was too strong and fortified for the Israelites to attack. But God was not hindered by walls! He taught the Israelites to be patient and to follow his instructions. Then he fulfilled his promise to deliver the city into their hands. God even preserved a section of the wall where Rahab was so she and her family would be saved. I pray that we will trust and obey God like Joshua, Rahab, and the Israelites!

Application

Slide #25

Refer to the Lesson Theme Posters. God gave Joshua and the Israelite army victory over the walled city of Jericho. They simply marched around the city for seven days with the ark of the covenant. On the seventh day, the priests blew their trumpets, and the army gave a great shout. God made the walls fall down flat! And let's not forget that Rahab and her family came out of Jericho alive! God fulfilled his promises to give Joshua victory over Jericho and to save Rahab from destruction.

How can the fulfillment of these promises apply to us? From learning about these promises—and all the others in God's Word—we can be sure that God is faithful.

Refer to the Attributes of God Poster. Who will read the definition of faithful from the Attributes of God Poster? Assign a reader. Will always keep his promises; does not lie.

Sometimes God asks us to do things that don't make sense—like marching around a city and trusting God to do the rest! Sometimes life will be difficult, and it may not look like things will turn out okay. But God has promised that he will be with us. He will help us. He will strengthen us. And just like he did with Joshua and the Israelites, God commands that we obey him, even when it is very hard. We can always trust our faithful God!

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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