

## Lesson 67

# God Gives the Victory

God gave the Israelites victories when they were obedient.

# 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 thanksgiving and say thank you to God.

I'll start. Dear God, thank you so much 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 the [Lesson 66 Flip Chart](#). In our last lesson, Joshua and his army attacked the city of Jericho.

Who remembers what the Israelites had to do for six days? March around the city of Jericho.

On the seventh day, the people gave a shout, and the priests blew their trumpets. Then what happened to the walls around Jericho? They fell down.

That's right! God helped the Israelites win the battle at Jericho, but they had to obey even if they didn't understand.

The Israelites were probably very excited to see that God would help them. But in their next battle, they learned a hard lesson about being completely obedient.

### **Achan's Sin Affects Israel**

You see, there was a problem. The trouble began back in Jericho. Before the army ran up into the city, Joshua commanded the men to destroy everything in the city except for things like gold and silver. These were supposed to be given to the priests as an offering to God.

Refer to the Lesson Flip Chart. There was one man who tried to be sneaky. This man's name was Achan. He disobeyed God's command and took a beautiful cloak, like a robe a king would wear, and some silver and gold from the city of Jericho.

Look at the Lesson Flip Chart. What did Achan do with the things he took? Hid them.

Right! Achan went to his tent and dug a hole in the ground. He hid the cloak and the silver and gold under his tent. He thought no one knew about his sin and didn't think it would hurt anyone. But we'll find out today that God always knows when we sin and that our sin can affect others, too.

What does that mean that our sin can affect others? Let's play a game to help us understand this.

Have students stand in a circle with you and hold hands. Explain that you will squeeze the hand of the student on your right or left. When that student feels the squeeze, he must immediately squeeze the next student's hand and so on all the way around the circle. Play one or two rounds then have students sit back down.

When I squeezed your hand, it affected you. You felt it and then squeezed the next person's hand. It went all the way around the circle, didn't it? I only squeezed one person's hand, but you were all affected. So, how did Achan's sneaky sin affect the other Israelites? Let's find out.

God is omniscient; he knows everything. And God saw what Achan did. He was very angry with all the Israelites because of Achan's sin. But Joshua didn't know about it.

The next battle was at a city named Ai. Joshua sent just 3,000 fighting men, not the whole army, to take this city.

#### Joshua 7:4

Refer to the Books of the Bible Poster. Let's find out what happened. We're going to read from Joshua chapter 7. Who has the Bible? Will you bring it up, please? Have the student bring up the Bible and open it to the sticky note. Read Joshua 7:4.

What does it mean that the Israelites fled? They ran away. Did they win or lose the battle? They lost.

That's right. The Israelites lost the battle. And 36 of their men were killed! What happened? Why didn't God help them win this time? Joshua didn't know, so he prayed and asked God why.

What do you suppose God said to Joshua? Any guesses? Allow guesses.

God said that the Israelites had sinned. Someone had taken things from Jericho that were supposed to be offered to God. That was why they lost

the battle. God told Joshua that if they wanted his help in their battles, they had to find the one who took those things and punish him. Refer to the [Lesson Flip Chart](#). Who was that? Who stole things from Jericho and hid them in a hole under his tent? Achan.

The next morning, God showed Joshua that Achan was the guilty man. Joshua asked Achan what he had done, and Achan confessed and told Joshua about his sin. Achan should have destroyed the cloak and given the silver and gold to the priests.

Show Lesson Illustration #1 from [Lesson Illustrations](#). Achan disobeyed the tenth commandment. Does anyone remember what the tenth commandment is? Be content (happy) with what you have. Do not covet.

When we are no longer happy with what we have and want what belongs to someone else, it's called coveting. Achan wanted that beautiful robe and the money he found in Jericho for himself.

Show Lesson Illustration #2 from [Lesson Illustrations](#). Achan also broke the eighth commandment. Do you remember what that one says? Respect other people's things. Do not steal.

Achan stole from God. He kept the gold and silver when he should have given them to the priests as an offering to God.

This was terrible! Achan's sin affected all the Israelites. Because of Achan's sin, God did not help the Israelites, and they lost the battle at Ai. Thirty-six of their men died. Now Joshua and the people had to punish Achan and his family for his disobedience.

After Achan was punished, God turned from his anger and said he would bless and protect the Israelites again. God told Joshua to take all the fighting men back to Ai. So they went back and tricked the king of Ai—and this time they won!

## The Victory during the Long Day

The news about the Israelites spread through the land of Canaan. Five kings marched together against a city called Gibeon. God told Joshua not to be afraid of the kings and their enormous armies. So Joshua and his men left camp and marched all night and surprised the kings.

Then God did some amazing things to help in the battle. First, God made the enemy get really scared. Then God threw down hailstones from the sky at the enemy!

The kings and their armies were terrified and began to run away from the battle. Joshua knew that when nighttime came the enemy could escape and hide. So Joshua prayed and asked God to make the sun stand still. And that's exactly what happened. The sun stayed in the same place for about a day!

Refer to the [Lesson Flip Chart](#). Instead of going down and setting at night, the sun stayed high in the sky for a day longer until Joshua and his men chased

down all the enemy. Isn't that amazing? God kept the sun up so Joshua could win the battle. God is the omnipotent Creator. He controls everything in the universe, including the sun.

After they won this fight against the five kings, Joshua and the Israelites took over a big part of the promised land. They went from city to city taking the land and obeying what God commanded. They had learned the lesson from Achan's sin at Jericho. They knew that as long as they obeyed completely, God would fight for them, and they didn't have to be afraid!

Continue with the Lesson Review Game below.

## **K-1st Lesson**

### **Review**

Refer to the Lesson 66 Flip Chart. In our last lesson, Joshua and his army attacked the city of Jericho.

Who remembers what the Israelites had to do for six days? March around the city of Jericho.

On the seventh day, the people gave a shout, and the priests blew their trumpets. Then what happened to the walls around Jericho? They fell down.

That's right! God's plan was different than the normal ways to attack a city. God helped the Israelites win the battle at Jericho, but they had to obey even if they didn't understand.

After God made the walls fall down at Jericho, the Israelites were probably very excited to see that God would help them. But in their next battle, they learned a hard lesson about being completely obedient.

### **Achan's Sin Affects Israel**

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What do you suppose God said to Joshua? Any guesses? Allow guesses.

#### Joshua 7:11

Listen to what God told Joshua in verse 11. Read the verse.

What was the problem in the camp? What did Israel do? Israel sinned.

God said that Israel had sinned. Someone had taken things from Jericho that were supposed to be offered to God. That was why they lost the battle at Ai and 36 men were killed in the battle. God told Joshua that if they wanted his help in their battles, they had to find the one who took those things and punish him.

Refer to the Lesson Flip Chart. Who was that? Who stole things from Jericho and hid them in a hole under his tent? Achan.

The next morning, Joshua gathered all the tribes of Israel together. God showed Joshua that Achan was the guilty man. Joshua asked Achan what he had done, and Achan confessed that he had stolen silver and gold and a beautiful cloak—like a robe a king would wear. Achan should have destroyed the robe and given the silver and gold to the priests. But he wanted these items so badly for himself that he took them.

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Joshua 10:11

Then God did some amazing things to help in the battle. Listen to what he did this time. Read the verse.

First, God made the enemy get really scared. Then what did God throw down from heaven at the enemy? He threw large hailstones.

Yes! God sent big hailstones down from the sky. The kings and their armies were terrified and began to run away from the battle. Joshua knew that when nighttime came the enemy could escape and hide.

So Joshua prayed for God to work another miracle for them. Can you guess what God did? I'll give you a hint: it has to do with the sun. Allow guesses.

Joshua asked God to make the sun stand still. And that's exactly what happened. The sun stayed in the same place for about a day!

Refer to the [Lesson Flip Chart](#). Instead of setting at its usual time in the evening, the sun stayed high in the sky for a day longer until Joshua and his men chased down the enemy. Isn't that amazing? God kept the sun up so Joshua could win the battle. God is the omnipotent Creator. He controls everything in the universe, including the sun.

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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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