

Lesson 63

God Prepares the Way

God helped the Israelites defeat Amorite kings and receive blessings from Balaam.

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 thank God for something he's done.

I'll start. Dear God, thank you 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 61 Flip Chart. The Israelites were afraid and rebelled against God's command to enter the promised land. Because of this, only Joshua, Caleb, and the young people under age 20 would get to enter the land.

Refer to Lesson 62 Flip Chart. While the Israelites lived in the wilderness for 40 years, three men named Korah, Dathan, and Abiram led some people to rebel against Moses and Aaron because they were jealous and unhappy.

How did God punish Korah, Dathan, and Abiram? What happened to them? An earthquake split the ground, and they and their families and belongings fell into the earth.

Today, we'll jump ahead 40 years to the end of the Israelites' wandering in the wilderness. The younger people had grown up, and it was finally time for them to enter the promised land of Canaan. There were many dangers they would have to face. But God promised to intervene. That means he would come between the Israelites and their enemies and clear the way for them to take the land for their own. God was with them and promised to bless them in this new land.

God Gives the Victory over King Og

On their way to the place where they would go into the promised land, the Israelites came to the beautiful land of Bashan. The land had lots of cities with tall walls. And the king was a giant man named Og!

Refer to the Lesson Flip Chart. The Bible says Og slept in a big bed that was about 13 1/2 feet long—that's a long bed! King Og was probably 9–12 feet tall! That's taller than the tallest basketball players. Og would have to duck down to walk around in your house so his head wouldn't crash through the ceiling!

Uh oh! Do you think the Israelites would trust in God and go to battle against the giant King Og? Or would they be too afraid? Allow guesses.

God promised the Israelites would win the fight with this giant king! And they did win! They defeated King Og and all his soldiers. The land was now theirs!

The Israelites grew in faith and courage. They could trust God to help them take the promised land. They didn't need to fear the enemy with God on their side.

God Gives Blessings through Balaam

Nearby, in the land of Moab, a king named Balak heard about the Israelites—and he was scared! He thought if they attacked him, he would lose for sure. So, he came up with a plan to stop them. King Balak knew of a false prophet named Balaam. He decided, "I'll send princes to Balaam to ask him to come and curse the Israelites. For it is said that whenever Balaam speaks a curse against someone, that bad thing will surely happen!"

The princes came to Balaam and said, "You will be honored and get silver and gold if you come curse the Israelites." Balaam went with them, but God told him he must only say what God wanted him to say.

Balaam saddled his donkey and started off to meet King Balak. But God knew Balaam's heart was not right. So God intervened. He didn't want his people to be cursed, and he planned to do something surprising to make Balaam stop and think about his sin.

Balaam rode on his donkey as she trotted along when suddenly, the angel of the Lord stood right in front of them with his sword! But Balaam couldn't see the angel, only his donkey could. She was afraid of this angel with a sharp sword, so she turned off the road and went into a field.

"What are you doing!?" Balaam cried angrily. Then he struck the donkey with his stick to get her back on the road.

They traveled on until they came to a narrow path with walls on each side. The angel of the Lord appeared again! There was no way around the angel, so the donkey pushed against the wall, squishing Balaam's foot. "Ouch!" he shouted and struck his poor donkey again! Balaam didn't know why his donkey was acting this way.

Refer to the Lesson Flip Chart. On they went until the angel of the Lord appeared a third time. Balaam didn't see the angel, but his donkey did! This time she had nowhere to turn. So, she lay down right in the middle of the road! Balaam was so angry, he hit the poor donkey with his stick again. That's when God worked his miracle!

Numbers 22:28

Listen to what happened from the book of Numbers. Read the verse.

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

What miracle did the Lord do through the donkey? He opened the mouth of the donkey so she spoke to Balaam.

Can you imagine having a donkey speak to you? What did she ask Balaam? What have I done to you, that you have struck me these three times?

Refer to the Lesson Flip Chart. Balaam spoke to his donkey and said she was making a fool of him. He was very angry with her and wanted to kill her.

God finally opened Balaam's eyes, and guess what he saw? Allow guesses.

Balaam saw the angel of the Lord standing there with his sword. Balaam bowed down. The angel told Balaam that he would have killed him if his donkey had not turned away like she did. The donkey saved Balaam's life!

God was showing Balaam that he was against him because he knew what was in Balaam's heart. God used a talking donkey to remind Balaam to be obedient. Balaam confessed his sin and went to see King Balak. But when it was time for Balaam to curse the Israelites, God gave Balaam good words to say, and he blessed them instead.

God promised to intervene and help the Israelites as they entered the promised land. He was faithful to help them win battles and to bless them—even when others, like King Balak, wanted to curse them.

Have the Donkey Poster and other materials ready for the donkey game.

To remind us of how God used a talking donkey to stop Balaam, let's play a donkey game! Attach the Donkey Poster to the wall. Choose volunteers or let all students have a turn. Blindfold them, spin them around, and then have them pin a tail on the poster using tape or poster putty. Award a prize to the student whose tail is the closest to the right spot.

Continue with the Lesson Review Game below.

K-1st Lesson

Review

Refer to Lesson 61 Flip Chart. The Israelites were afraid and rebelled against God's command to enter the promised land. Because of this, only Joshua, Caleb, and the young people under age 20 would get to enter the land.

Refer to Lesson 62 Flip Chart. While the Israelites lived in the wilderness for 40 years, three men rebelled and led a group of men against Moses and Aaron because they were jealous and unhappy.

Who remembers the names of the three men who rebelled? Korah, Dathan, Abiram.

How did God punish Korah, Dathan, and Abiram? What happened to them? An earthquake split the ground, and they and their families and belongings fell into the earth.

Today, we'll jump 40 years later to the end of the Israelites' wandering in the wilderness. The younger people had grown up, and it was finally time for them to enter the promised land of Canaan. There were many dangers they would have to face, but God promised to intervene. That means he would come between the Israelites and their enemies and clear the way for them to take the land as their own. God was with them and promised to bless them in this new land.

God Gives the Victory over King Og

As the Israelites traveled to the place where they would go into the promised land, they wanted to cross through the beautiful land of Bashan. This area had many cities with tall walls. And the king was a giant man named Og!

Refer to the Lesson Flip Chart. The Bible says Og slept in a big bed that was about 13 1/2 feet long—that's a long bed. This king was probably 9–12 feet tall! That's at least 2 feet taller than the tallest basketball players in the NBA. Most ceilings in our homes are only 8 feet high, so Og would have to duck down to walk around in your house so his head wouldn't crash through the ceiling!

Uh oh! Would the Israelites trust in God and go to battle against the giant King Og? Or would they be too afraid?

Deuteronomy 3:1–3

Refer to the Books of the Bible Poster. Let's find out from the book of Deuteronomy. Listen to what Moses wrote. Have the student bring up the Bible and open it to the sticky note. Read the verses.

Og and all his people came out to fight. What did the Lord say to Moses? Do not fear, for I have given him, his people, and his land into your hand.

God promised that the Israelites would win the fight with this giant king! And they did! God helped the Israelites defeat King Og and all his soldiers. They even took over all the walled cities! The land of Bashan was now theirs.

The Israelites grew in faith and courage. They didn't need to fear the enemy with God on their side.

God Gives Blessings through Balaam

Nearby, in the land of Moab, a king named Balak heard about the Israelites—and he was scared! He thought if they attacked him he would lose for sure. So, he came up with a plan to stop them. He knew of a false prophet named Balaam and decided, “I’ll send princes to Balaam to ask him to come and curse the Israelites. For it is said that whenever Balaam speaks a curse against someone, that bad thing will surely happen!”

When the princes came to Balaam and asked if he would come and curse the Israelites, Balaam asked God if he should go. But God told him not to, and Balaam obeyed—this time.

But King Balak didn’t give up. He sent more princes to Balaam. They said, “You will be honored and get silver and gold if you come curse the Israelites.” This time God said Balaam could go, but he must only say what God told him to say.

Balaam saddled his donkey and started off to meet King Balak. But God knew Balaam’s heart was not right. So God intervened. He didn’t want his people to be cursed, and he planned to do something surprising to make Balaam stop and think about his sin.

Balaam rode on his donkey as she trotted along when suddenly, the angel of the Lord stood right in front of them with his sword. But Balaam couldn’t see the angel, only his donkey could. She was afraid of this angel holding a sharp sword, so she turned off the road and went into a field.

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They traveled on until they came to a narrow path with walls on each side. Suddenly, the angel of the Lord appeared again! There was no way around the angel, so the donkey pushed against the wall, squishing Balaam’s foot. “Ouch! What is wrong with you?” he shouted and struck his poor donkey again! Balaam didn’t know why his donkey was acting this way.

Refer to the Lesson Flip Chart. On they traveled until the angel of the Lord appeared a third time. Balaam still didn’t see the angel! This time, the donkey had nowhere to turn, so she lay down right in the middle of the road! Balaam was so angry, he struck the donkey again. That’s when God worked his miracle!

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Refer to the Lesson Flip Chart. Balaam was so angry, he told his donkey that he wished he had a sword to kill her! Then God finally opened Balaam's eyes, and guess what he saw? Allow guesses.

Balaam saw the angel of the Lord standing there with his sword. Balaam bowed down. The angel told Balaam that he would have killed him if his donkey had not turned away like she did. The donkey saved Balaam's life!

God was showing Balaam that he was against him because he knew Balaam's heart was not right with God. Balaam confessed his sin and the angel told him to go see King Balak, but he was to speak only the blessings God told him to speak. Isn't it interesting how God used a talking donkey to remind Balaam to be obedient?

King Balak wanted Balaam to curse the Israelites because he knew he couldn't win if he had to fight them. But when it was time for Balaam to curse them, God gave Balaam the words to say, and he blessed the Israelites, saying good things instead.

God promised to intervene and help the Israelites as they entered the promised land. He was faithful to help them win battles and to bless them—even when others, like King Balak, wanted to curse them.

Have the Donkey Poster and other materials ready for the donkey game.

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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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