

## Lesson 67

# God Gives the Victory

God gave the Israelites victories when they were obedient.

# Studying God's Word

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

## Introduction

Have materials ready for the cola experiment.  
How many of you have ever done something wrong and didn't want to tell anyone about it, so you tried to hide it? Show of hands.

Most of us have probably had moments when we've wished we could hide our sin. But God knows about everything we do—even those things we try to hide.

Have one tall, clear drinking glass, one can of cola, several plastic buttons, a spoon, and a small dish on a table, ready for the experiment.

I have an experiment to show you what I mean. Pour cola in the glass to about full. Show the buttons to the class. These buttons are like our sins. We'd like to hide them where no one could find out about them. Drop all the buttons into the cola at the same time. There, now my sins are all gone, right?

But God knows about them, doesn't he? We can't hide them for long. By now the buttons should be floating up to the top where you can see them again.

God doesn't want us to try to hide things we've done. He wants us to go to him and the people we've sinned against right away and tell them that we're sorry. Then we can be forgiven and the problem can be taken care of. Take the buttons out of the cola with the spoon and put them into the dish.

Today we'll learn what happened when an Israelite man tried to hide his sin from everyone, including God.

### Slide #3

Refer to Lesson 66 Theme Poster. First, let's think about our last lesson. After crossing the rushing Jordan River, the Israelites had to conquer the great walled city of Jericho. God gave them unusual instructions for attacking this city.

What did God tell them to do? March around the city once every morning for six days. On the seventh day, they were commanded to march seven times around the city and then shout, and God would topple the walls.

When the Israelites obeyed, God made the walls fall flat so the army could run straight into the city and destroy it.

Jericho was the first victory God gave Joshua in the promised land. The people probably felt excited and encouraged after seeing how God helped

them at Jericho. But something happened in their next battle that would teach them a hard lesson about obedience.

## The Loss at Ai

After the victory at Jericho, Joshua sent spies to the next city called Ai. When the spies came back, they reported that there weren't many people in Ai. Joshua figured the whole army didn't need to go, and he sent just 3,000 fighting men to take Ai.

Joshua 7:4–5

### Slide #4

Refer to the Books of the Bible Poster. Turn to Joshua 7. Who will read about the battle at Ai in verses 4–5? Assign readers.

What happened to the Israelites? Did they win or lose the battle? They lost and fled from the battle.

How many Israelite men were killed? About 36 men.

What does the end of verse 5 say about how the people felt after this defeat? Their hearts melted and became as water.

What does that mean that their hearts melted? Allow discussion.

The people were greatly discouraged! After such an amazing victory at Jericho—now this. They probably wondered what happened. Why didn't God help them?

Joshua 7:6

### Slide #5

And what did Joshua do? How did he respond? Who will read verse 6? Assign a reader. He tore his clothes and fell on his face before the ark of the Lord.

When they lost the battle at Ai, the people were terrified. Had God left them? Joshua and the Israelite leaders mourned before the Lord. They were terribly sad and confused.

Then Joshua prayed and asked God why he brought them to this land if he was just going to let them be killed by their enemies. Joshua didn't understand what was happening, and he worried that their enemies would hear about what happened at Ai and attack and destroy them all.

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

Joshua 7:10–11

### Slide #6

Listen as I read Joshua 7:10–11. Read the verses.

God told Joshua to get up. What was the problem in the camp? There was sin.

God told Joshua that if they wanted God's blessing in their battles, they had to find who was guilty and punish him.

## Achan's Sin Discovered

The trouble began back in Jericho. Before God brought the walls down, Joshua commanded the men to destroy everything in the city. They were to take all the silver, gold, and metal items and bring them to the priests as an offering to God. These precious items were called "devoted things" because they were given to God. But the Israelites were supposed to destroy everything else in the city. So, what was the problem? Let's back up a bit and find out.

Joshua 7:1

Slide #7

Look back at Joshua chapter 7 verse 1 and follow along as I read. Read the verse.

What does it say the people of Israel did in regard to the devoted things? They broke faith.

That means they disobeyed God's command.

Who took some of the devoted things from Jericho? Achan the son of Carmi.

Achan disobeyed God's command. Of course, he tried to hide what he had done and thought no one knew and no one would find out. But God knew all about it. Remember, God is omniscient—he knows everything.

How did God feel about Achan's sin? Look at the end of the verse. He was angry.

Notice that God wasn't just angry with Achan but against all the people of Israel!

The next morning, Joshua gathered all the tribes of Israel together. God made it clear that Achan was the guilty one. Joshua asked Achan what he had done, and Achan confessed that he had stolen shekels of silver, a bar of gold, and a cloak with beautiful designs and maybe even jewels all over it! It was the kind of robe a king would wear. Achan should have destroyed the cloak and taken the silver and gold to the priests. But he coveted these things and took them for himself.

Refer to the Ten Commandments Poster. Which of the Ten Commandments did Achan disobey? The tenth. "You shall not covet."

Remember that coveting is wanting what belongs to someone else. Achan wanted to have that beautiful cloak and the money he found in Jericho. Achan also broke the eighth commandment, "you shall not steal," because he kept things for himself that were supposed to be given to God.

Slide #8

Refer to the Lesson Theme Poster. Achan told Joshua that he had dug a hole in the ground under his tent and hidden the stolen items there. Joshua sent men to Achan's tent where they found the items and brought them back to show Joshua and all the people.

Achan's sin was terrible because it removed God's blessing on the Israelites and caused them to lose a battle where 36 men died. Now Joshua and the people had to punish Achan and his family for his disobedience. They were taken outside the camp and destroyed.

## Victory at Ai

Finally, God turned from his fierce anger and could once again bless and protect the Israelites. God told Joshua to take all the fighting men back to Ai—and promised to give them victory.

This time, they planned an ambush! Joshua sent a group of men to sneak behind Ai while he and the rest of the army marched to the front of the city. The king of Ai and his fighting men came out to meet Joshua, but they didn't know about the men hiding behind their city.

When the battle began, Joshua and his men pretended to be afraid and ran away toward the wilderness. So the king called all his men from Ai to chase the Israelites. "Come on!" he shouted. "The Israelites are running away, just like the last time!" The king thought he was winning as they chased Joshua's army away from the city.

Suddenly, Joshua stopped running and raised his spear toward Ai.

"That's the signal! Let's go!" said the other Israelites who were hiding behind Ai. They dashed into the city, which was now unprotected, and set it on fire.

When the king of Ai and his men turned and saw the smoke from their city, they realized they had been tricked—but it was too late. They were trapped! Joshua and part of his army were in front, and the others were behind them. There was no escape!

God was faithful to keep his promise and gave the Israelites a great victory. They destroyed the king of Ai and all his people as God commanded them to.

### Slide #9

Pass out the Class Notes to the students.

Let's start the Class Notes. You will need to choose which answer is correct and circle it.

Who will read #1 about what happened at Ai? Assign a reader. Sin. Have students complete #1.

Who will read #2 and tell us what Achan took from Jericho? Assign a reader. Gold. Have students complete #2.

And #3? What happened the second time they fought Ai? Assign a reader. Victory. Have students complete #3.

## Victory When the Sun Stood Still

God had commanded Joshua to go in and take the promised land. So far, Joshua had destroyed Jericho and Ai. News of the Israelites' victories spread through the land.

The people living in Gibeon, a city close to Ai, were afraid, so they tricked Israel into making a promise of peace with them. At first Joshua and the leaders didn't believe them. However, they didn't take time to pray and ask God what to do, so they fell for the Gibeonites' trick. When Joshua realized they were tricked, he punished the Gibeonites by making them become servants of the Israelites.

Other kings in the land didn't want to make peace with Israel, and they were angry that the Gibeonites did. They gathered together and attacked Gibeon. The Gibeonites sent messengers to Joshua saying, "We are your servants now. Please come quickly to save us!"

God told Joshua not to be afraid of these kings and their armies. So, Joshua gathered all the fighting men of Israel and marched all night, surprising the kings.

Joshua 10:10–11

Slide #10

Slide #11

Follow along as I read Joshua 10, verses 10 and 11. Listen to what happened in this battle against five Amorite kings and their armies! Read the passage.

How did God help in the battle? What did he do in verses 10 and 11? He made the enemies panic. He threw large hailstones from heaven. Yes! And what does verse 11 say about those who were killed by the hailstones? More men died from the hailstones than from the swords of the Israelites!

The Amorites were terrified and ran away from the battle. Joshua knew when nighttime came the enemy could escape and hide in the dark.

Joshua prayed and asked God to do something miraculous. Does anyone know what that was? It has to do with the sun. Allow guesses.

Joshua 10:12

Slide #12

Slide #13

Who will read Joshua 10:12 for us? Assign a reader or read the verse. What did Joshua pray and ask God to do? Make the sun and moon stand still.

Refer to the Lesson Theme Poster. And guess what happened? The sun did stand still for about a day! What an amazing miracle God did for Israel! Instead of setting at its usual time in the evening, the sun stayed high in the sky for about a day longer until Joshua and his men could chase down

their enemies. Isn't that an awesome miracle? God is so powerful—he controls the sun, the moon, the earth, and everything else!

This victory over the five Amorite kings helped Israel conquer and take over a big section of the promised land. As they defeated the cities one by one, Joshua and the people were careful to destroy everything God commanded them to. They had learned the lesson from Achan's disobedience at Jericho. They knew that as long as they obeyed, God would fight for them, and they didn't have to be afraid!

Slide #14

Slide #15

Let's complete the Class Notes. Who will read #4 about the Gibeonites? Assign a reader. Peace. Have students complete #4.

And #5, who attacked Gibeon? Assign a reader. Kings. Have students complete #5.

Who will read #6? Who threw hailstones at the enemy? Assign a reader. God. Have students complete #6.

And #7, what great miracle did God do when Joshua prayed? Assign a reader. Stand still. Have students complete #7.

What did the Israelites learn from these battles? Who will read #8? Assign a reader. Obeyed. Have students complete #8.

## Application

Slide #16

Refer to the Lesson Theme Poster. The Israelites lost the first battle at Ai because of one man's sin and disobedience at the battle of Jericho. Achan thought he could sin and get away with it, but God knew. God exposed Achan's sin in front of Joshua and all Israel.

The sin of Achan had some terrible consequences, didn't it? Who was affected by Achan's sin? Was it just him? No. His sin affected the whole nation of Israel. It caused them to lose the first battle at Ai and about 36 men died in that battle. It also cost him and his family their lives.

Did you know that your sins affect more than just you, too? When we sin, it can hurt those around us. The longer we try to hide it and pretend it isn't there, the worse things get.

Achan's sin, the commandments he broke, started with him seeing the beautiful cloak and silver and gold. At that point, he had a choice to do the right thing or the wrong thing. But he let the sin of greed take over and gave in to coveting.

The Bible teaches us that when we sin, it usually follows the same path as Achan's sin. We see something, think the wrong thing, and then act on our sinful thoughts. Then we try to hide what we've done from God and others. Instead of doing what Achan did, God wants us to pray for help right away when we're tempted by bad thoughts or ideas. God promises to help his children when they ask!

And when we do sin, we shouldn't hide it and wait for others to find out before we confess. We must repent and confess our sin quickly, and God has promised to forgive us!

## Lesson Review

We all learn best with review and repetition! 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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