



Joshua and Jericho

Lesson Aim: To see we can trust God's plan.

THE WORSHIP

Who God Is: The God Who Sends

THE WORD

Bible Story: Joshua 6:1-20

What He Has Done: God sent Joshua and His people to take over the city of Jericho.

THE WAY - BIBLE MEMORY VERSE

"Here am I. Send me!" Isaiah 6:8

Unit 9: The God Who Sends			
	Bible Story	What He Has Done	Lesson Aim
43	God Sends Manna, Exodus 16:2-5, 11-16, 32	God sent manna so His people would survive in the wilderness.	To know God sends us what we need.
44	The Ten Commandments, Exodus 20:1-17	God sent the Ten Commandments.	To honor our fathers and mothers.
45	The Wilderness: Joshua and Caleb, Deuteronomy 1:21-36	God sends Joshua and Caleb to spy on the new land.	To know we can trust God with our fears.
46	Promised Land: Crossing the Jordan River, Joshua 1:6-9; 3:15-17; 4:4-9, 17-18	God sent His people across the Jordan River into the promised land.	To know we can be strong, brave leaders.
47	Joshua and Jericho, Joshua 6:1-20	God sent Joshua and His people to take over the city of Jericho.	To see we can trust God's plan.

TEACHER'S ENCOURAGEMENT

This week, read Psalm 33. Please join us in praying, "Thank You, Lord, for the plans You send us. Fill us with Your Spirit so we might encourage the children to trust and follow Your plans. Amen."

TEACHER'S TIP

Clean up fun! When cleaning the room, enlist the children's help by playing "I Spy." If you see a scrap of paper or a toy on the floor say, "I Spy a ..." and see which child can find the item you "spied."



Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 20	Treasure Chest	Treasure chest, stamp or sticker of a trumpet
		Coloring Center: Wall of Jericho	Coloring pages of Joshua and Jericho, crayons
		Play-Dough Center: Tall and Strong	Play-dough, cookie cutters, play-dough tools
		Block and Car Center: Around the Wall	Blocks, cars, toy people (or have the children use their fingers for people)
		Dramatic Play Center: A Long Journey	Dishes, cups, napkins, play food
		Preparing for Worship	None
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs are available at ResourceWell.org.	Unit 9 Bible Memory Verse Song: "Here Am I" Other Bible Memory Verse Song Suggestions: "Children, Obey Your Parents" "Do Not Let Your Hearts Be Troubled" "Give Thanks to the Lord" "I Am with You" "I Can Do All Things" "I Will Remember" "Let Everything That Has Breath" "Praise Time: Love the Lord Your God"
		Offering	Baskets
		Worship Illustration	<i>The Adventures of Delbert and Lello</i> puppet script or storybook: God of Wonders Unit 9, Lesson 47
THE WORD	Up to 10	Watch the Word: Joshua 6:1-20	Teacher's Bible with bookmark at Joshua 6:16 Visual: Picture of the Bible story, five to ten toy blocks
THE WAY	Up to 25	Craft: Joshua's Megaphone	Sturdy white paper, tape, crayons
		Game: Count and Shout	"Joshua's Megaphone" crafts, 10-ft strip of banner paper or 10-ft x 3-ft strip of fabric, empty box for the ark, Unit 9 Bible Memory Verse Song "Here Am I"
		Game: Shout for Joy! Balloon Bop	Inflated (non-helium) colorful balloon or beach ball
		Snack: Trumpets of Joy	Cone-shaped or stackable brick-shaped snacks
	Final 5	Final Five	Ponder, Pray & Play: Unit 9 Lesson 47
GOT TIME?	Up to 10	Say & Do: Joshua 6:1-20	None
	Up to 10	Game: Here Am I!	None
	Up to 10	Game: Send Me!	Unit 9 Bible Memory Verse Song "Here Am I"
	Up to 10	Story Time	Any story about trusting God

RESOURCES: Supplemental materials are available at ResourceWell.org.



The God who sends **THE WELCOME**

Welcome each child as they arrive. **Hello _____. I am glad you are here! Come open the Treasure Chest to find today's treasure.** Child unlocks the Treasure Chest to receive a sticker or stamp of a trumpet. **Let this stamp (or sticker) of a trumpet remind you of the sound of a joyful trumpet. In our Bible story, we will learn God's people played their trumpets as Joshua led them around the walls of Jericho.**

Teacher's Note: These activity centers are designed to reinforce the lesson through hands-on learning experiences either individually or in small groups with the guidance of the teacher. Choose the Bible Activity Centers that best suit the children in your class. Set up the activity centers around the room before children arrive. Allow children to move freely among them.

COLORING CENTER: WALL OF JERICHO

SUPPLIES

Coloring pages of Joshua and Jericho, crayons

DO

Children color their pictures while talking about the story.

TALK ABOUT

In our story, today, we will hear about another miracle. Who can tell me what a miracle is? (Something only God can do.) **God had a plan to knock down the great big wall of the city of Jericho. God's people and their leader, Joshua, trusted God's plan. What can you trust God to do?** (Children respond.)

PLAY-DOUGH CENTER: TALL AND STRONG

SUPPLIES

Play-dough, cookie cutters, play-dough tools

DO

Children create tall things with the play-dough while discussing today's lesson.

TALK ABOUT

Today, we're going to hear about the wall of Jericho. They were tall and strong. What else do you know of that is tall and strong? (Children respond.) **Can you make something tall with the play-dough?**

THE WELCOME *continued ...*

BLOCK AND CAR CENTER: AROUND THE WALL

SUPPLIES

Blocks, cars, toy people (or have the children use their fingers for people)

DO

Children act out today's story.

TALK ABOUT

God had a plan to help Joshua and the Israelites take the city of Jericho from their enemies. He told them to march around the city seven times for seven days. On the seventh day, the people would give a loud shout and the wall would come tumbling down.

Let's act out what happened on the seventh day. First, we will build the city wall of Jericho. Then, we will walk (or drive) around the wall seven times. When I say, "Shout! The Lord has given you this city!" together we will knock down the wall.

DRAMATIC PLAY CENTER: A LONG JOURNEY

SUPPLIES

Dishes, cups, napkins, play food

DO

Children pack food for a long trip while talking about today's story.

TALK ABOUT

God's people were on a long trip to the new land God had promised them. They had to trust God's plan to get them there safely. Let's pretend we are going on a long trip and pack a lunch to take with us. Where do you like to visit? (Children respond.) What do you pack when you're going on a trip? (Children respond.)

PREPARE FOR WORSHIP

It's time for Praise Time. Let's sing a "Clean Up Song" as we put things away. Praise children as they help clean.

**Clean up! Clean up! Everybody, everywhere!
Clean up! Clean up! Everybody do your share!**

BIBLE MEMORY VERSE SIGN LANGUAGE

(For visual demonstrations, see www.signingsavvy.com.)

"Here am I. Send me!"	Palms up, hands circle close to the body at waist level. (I) Point to self. (send) Left hand facing down, the fingertips of the right hand flick outward from the back of the right hand.
Isaiah 6:8	Hold hands open, as if holding a Bible.

Adding sign language or motions to the Bible Memory Verse helps children recall what they are learning.



The God who sends **THE WORSHIP**

Supplies: Praise music, optional: musical instruments

Teacher Tip: To help children identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play "Praise Time: Love the Lord Your God" as children move to that designated area.



We can trust God to send us what we need. Let's thank Him for caring for us. Have the children bow their heads and close their eyes. **Dear God, help us to always trust Your plan. Thank You for sending us what we need. Amen.**



It's Praise Time—our time to sing praise to the God who sends us where He wants us to go. Let's sing our praise to Him. Sing: "Let Everything That Has Breath."

As we give our offering, let's continue to sing our praise to God and remember His miracles. Sing: "I Will Remember" while collecting the offering.



Let's see if the friends God sent us, Delbert and Lello, can tell us about today's story. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 9, Lesson 47.



God sent Joshua with directions for how to lead the people around the walls of Jericho. God's people marched without saying a word. Let's try that. Children march silently in place. **Now, let's march around the room and sing our Bible Memory Verse Song. Just as Joshua went wherever God sent him, let's promise to always go wherever God sends us!** Sing: "Here Am I" while marching around the room.



God has a plan for you and me. All we need to do is trust in Him. And when God calls you, you can say, "Here am I. Send me!" Practice the Bible Memory Verse with the motions.

**"Here
am I.
Send me!"**

Isaiah 6:8

Palms up, hands circle close to the body at waist level.

(I) Point to self.

(send) Left hand facing down, the fingertips of the right hand flick outward from the back of the right hand.

Hold hands open, as if holding a Bible.



Joshua trusts God's plan

THE WORD

Supplies: Teacher's Bible with bookmark at Joshua 6:16, picture of the Bible story, five to ten toy blocks

Before we begin our Bible Time, let's say our Classroom Promise with the motions.

With my eyes on my teacher;	Point to eyes.
My mouth quiet as can be,	Place index finger over mouth as quiet sign.
I will listen to hear,	Cup hand around ear.
How God loves you and me.	Hug self, point to others, and then self.

Let's reach deep in our pockets and pull out our listening ears. Reach in your pocket and cup your hands behind your ears as if listening.

Stack the toy blocks near the story area. **Who thinks they can knock down my wall of blocks?** Choose a child to knock down the blocks. **That wasn't very hard was it?** (No.) **Are most walls stronger than that?** (Yes.) **Today, we will hear about a city called Jericho that had a tall, strong wall all the way around it. No one could knock it down. No one, except God! Let's find out how God made that tall, strong wall fall down.** Handle Bible as a special treasure, leaving it open to Joshua 6:16.



WATCH THE WORD: JOSHUA 6:1-20

Read the story below or retell the passage in your own words. To illustrate the story, show a picture of the Bible story from a children's Bible, the coloring page, or other source.

- **The gates of Jericho were shut tight.**
- **The wall was guarded day and night.**
- **The Lord said, "Joshua, march to Jericho.**
- **Do what I say and down the walls will go!"**

- **They marched around the city wall for seven days,**
- **But not a single word did they say.**
- **They marched and listened to the trumpets play.**
- **They carried the golden ark as they marched each day.**

- **The seventh day, they marched seven times around the wall,**
- **And then they heard a long trumpet call.**
- **Joshua said, "Shout! The Lord has given you this town!"**
- **They all gave a shout and the wall fell down.**

What did Joshua say after marching seven times around on the seventh day? ("Shout! God has given you this city.")



We can trust God's plan

THE WAY

Teacher Tip: Craft and games can be presented at the same time in different areas or one at a time depending on class size and teaching style.

CRAFT: JOSHUA'S MEGAPHONE

Purpose: To see we can trust God's plan.

Supplies: Sturdy white paper, tape, crayons

Prepare: Cut 1/3 of a 12-inch circle from sturdy white paper to create a megaphone shape. On the megaphone shape, print outlines of the letters of the verse: **"Shout for joy!" Psalm 33:3.**

Adaptation for Ages 2-3: This craft has been adapted from the curriculum for ages 4-5.

Directions:

1. **God told the people to "Shout for joy!" That's what it says on our papers.** Color in the letters of the verse and decorate the megaphone shape with crayons.
2. Roll the megaphone shape to create a megaphone shape. Tape to secure.
3. Show children how to use their megaphones.

Craft Discussion:

- **The people trusted God's plan. When Joshua said, "Shout! God has given you this city," they did and the city wall fell down. God gave them the city of Jericho.**
- **We can trust God, too. He gives us good things. Let's use our megaphones to thank Him.** Have children take turns using their megaphones and saying, **"Thank You, God, for ____."**

Teacher's Note: The children will need their "Joshua's Megaphones" for the first game.

THE WAY *continued...*

GAME: COUNT AND SHOUT

Purpose: To act out the seventh day of the march on Jericho to help the children visualize and remember the instructions and the miracle.

Supplies: "Joshua's Megaphone" crafts, 10-ft strip of banner paper or 10-ft x 3-ft strip of fabric, empty box for the ark, Unit 9 Bible Memory Verse Song "Here Am I"

Teacher Tip: If the "Joshua's Megaphone" crafts are not available, use cardboard tubes or have children cup their hands to their mouths.

Directions:

1. Assign half of the children to be the people of Jericho and half to be God's people. God's people should each have their "Joshua's Megaphones."
2. **Let's imagine what it was like to be at Jericho on the seventh day of marching. We will start with the people of Jericho watching from behind their big, strong wall.**
 - People of Jericho stand shoulder to shoulder in a circle facing outward.
 - Teacher wraps the banner paper/fabric around the people of Jericho and they hold the top edge of the banner/fabric in place for the wall of Jericho.
3. **Next, God's people surround the wall of Jericho, but do not touch it.**
 - God's people stand in a large circle around the wall of Jericho.
 - Choose two of God's people to carry the golden ark (empty box) together.
4. **Like the trumpets that played that day, we will play music while God's people march around the wall seven times silently. The people of Jericho will count aloud as God's people march.**
 - Play "Here Am I." Lead God's people in a silent march around the wall seven times while the people of Jericho count.
5. **On the seventh time around, the priests blew a long blast on the trumpets. Then Joshua said, "Shout! The Lord has given you the city!"**
 - Choose some of God's people to mimic a long trumpet blast.
 - Have God's people use their "Joshua's Megaphones" to shout together: **"Shout for joy!"**
 - People of Jericho drop the banner paper/fabric and it falls to the floor.
6. Repeat the game. Have children switch roles.

GAME: SHOUT FOR JOY! BALLOON BOP

Purpose: To shout for joy about God's miracles.

Supplies: Inflated (non-helium) colorful balloon or beach ball

When God caused the wall of Jericho to fall down, it was a miracle. What is a miracle? (Something only God can do.) **God's people were shouting for joy. Let's remember their joy as we play this game. Each time you bop the balloon, let's say, "Shout for joy!"**

Directions:

1. Children stand in a circle.
2. Teacher bops the balloon to a child.
3. Child bops the balloon and everyone says, **"Shout for joy!"** If the balloon falls or if the child catches the balloon, pick it up and continue playing.
4. Play until each child has bopped the balloon at least once.

THE WAY *continued...*

SNACK: TRUMPETS OF JOY

Purpose: To see we can trust God's plan.

Snack Suggestion: Cone-shaped snacks to represent ram's horns or stackable brick-shaped snacks to represent the Jericho wall

Our snack reminds me of today's story. What was your favorite part? (Children respond.)

Directions:

1. Serve snack and drink.
2. **Let's sing the "Blessing Song."** Sing to the tune of "Frere Jacques" or another familiar tune.
**God our Father, God our Father. Once again, once again,
Thank You for our blessings. Thank You for our blessings. Amen. Amen.**
3. Lead discussion below while children enjoy their snack.
 - **Joshua trusted God's plan and it worked. Can you can trust God's plans for you?** (Children respond.)
 - **Would marching around a sturdy wall usually make it fall?** (No.) **Would shouting make it fall?** (No.) **Why did Jericho's wall fall?** (God did a miracle for His people.)
 - **Do you think seeing the wall fall helped God's people trust Him?** (Yes.)
 - **The people couldn't have knocked down the wall by themselves. What is hard for you to do?** (Children respond.) **Do you think God can help you?** (Children respond.)



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

BIBLE MEMORY VERSE

Gather children in a circle sitting or standing and practice the words and motions.

"Here	Palms up, hands circle close to the body at waist level.
am I.	(I) Point to self.
Send me!"	(send) Left hand facing down, the fingertips of the right hand flick outward from the back of the right hand.
Isaiah 6:8	Hold hands open, as if holding a Bible.

PRAY

Let's pray together. Say a closing prayer with the children.

PLAY

Allow children to play with selected toys or centers or choose a book to read to them.

DISMISSAL

Have children take home their coloring page, craft, and a copy of the Ponder, Pray & Play for 2-3's.



If time remains, choose from the connected activities below.

GOT TIME?

SAY & DO: JOSHUA 6:1-20

Purpose: This pantomime version of the Bible Story helps children remember the story details.

Supplies: None

Directions: With each phrase, the teacher says the phrase and leads the children in doing the hand motions.

- **The gates of Jericho were shut tight.** (Clap hands together and close tightly.)
- **The wall was guarded day and night.** (Fold arms, as a guard.)
- **The Lord said, "Joshua, march to Jericho.** (March in place.)
- **Do what I say and down the wall will go!"** (Reach high, lower hands to the ground.)

- **They marched around the city wall for seven days,** (March in place.)
- **But not a single word did they say.** (Place index finger over mouth.)
- **They marched and listened to the trumpets play.** (Play the imaginary trumpet.)
- **They carried the golden ark as they marched each day.** (Carry the imaginary box.)

- **The seventh day, they marched seven times around the wall,** (March in place.)
- **And then they heard a long trumpet call.** (Play the imaginary trumpet.)
- **Joshua said, "Shout! The Lord has given you this town!"** (Cup hands around mouth.)
- **They all gave a shout and the wall fell down.** (Reach up high, then bend down low.)



BIBLE MEMORY VERSE ACTIVITIES

"Here am I. Send me!" Isaiah 6:8

GAME: HERE AM I!

Purpose: To help children memorize and review the Unit 9 Bible Memory Verse.

Supplies: None

Our Bible Memory Verse says, "Here am I. Send me!" God sends us to love others and tell them about Jesus. He wants us to say, "Here am I. Send me!" I'm going to walk around the circle. When I stop, I'm going to point to one of you. If it's you, I want you to jump up and say, "Here am I. Send me!" Demonstrate by pointing to one of the helpers or a child in the circle and having them jump up and say, "Here am I. Send me!"

Directions:

1. Children sit in a circle.
2. As you walk around the outside of the circle, say, "**I heard the voice of the Lord saying, 'Whom shall I send? And who will go for Us?'**"
3. Stop and point to one of the children in the circle.
4. The child jumps up and shouts, "**Here am I. Send me!**"
5. Repeat steps 2-4, giving each child to jump up and say the Bible Memory Verse.

GOT TIME? *continued...*

GAME: SEND ME!

Purpose: To help children memorize and review the Unit 9 Bible Memory Verse.

Supplies: Unit 9 Bible Memory Verse Song "Here Am I"

Let's sing our Bible Memory Verse song together as we march around the room. When you hear the words, "Here am I, send me," I want you to stop where you are and we're going to do two motions. Demonstrate the motions and have the children practice them with you.

"Here am I," Hold hands in front of you at waist level, palms up.
"Send me." Point thumb or pointer finger to self.

Directions:

1. Choose a child as the leader. The other children line up behind the leader.
2. As you begin the music, instruct the leader to lead the other children around the room.
I heard the voice of the Lord saying, "Whom shall I send? Who will go for us?"
I heard the voice of the Lord saying, "Whom shall I send?"
3. When you hear "Here am I, send me. Here am I, send me. Here am I, send me. Here am I, send me." lead the children in stopping and doing the motions.
4. The children begin marching again. Repeat steps 2 and 3.
5. This is a short song (1:10). Play it several times, allowing each child a turn as the leader.



STORY TIME

Gather the children and read a favorite story. This can be a Bible Story, a chapter from *The Adventures of Delbert & Lello*, or a story about trusting God.

PONDER, PRAY & PLAY

Unit 9, Lesson 47: Joshua and Jericho

PONDER! God sent Joshua and His people to take over the city of Jericho (Joshua 6:1-20). Did the people trust God's plan? (Yes.) Can you trust God's plan for you?

PRAY! Pray this prayer each day this week: "Lord, Your power is awesome! Thank You for Your plan to bring down the walls of Jericho. Help us trust Your plans for us. Amen."

PLAY! Enjoy a family game of "Joshua Says" (modeled after the traditional game, "Simon Says"). Be sure to include marching and shouts of joy in Joshua's directions!

BIBLE MEMORY VERSE

"Here	Palms up, hands circle close to the body at waist level.
am I.	(I) Point to self.
Send me!"	(send) Left hand facing down, the fingertips of the right hand flick outward from the back of the right hand.
Isaiah 6:8	Hold hands open, as if holding a Bible.