



Joshua and Jericho —Part 2

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

Whisper Verse: "Shout for joy!"

BIBLE MEMORY VERSE

"I heard the voice of the Lord saying, 'Whom shall I send? And who will go for Us?'
 And I said, 'Here am I. Send me!'" Isaiah 6:8

BIBLE MEMORY VERSE (Challenge Verse for older children)

"For God so loved the world that He gave His one and only Son,
 that whoever believes in Him shall not perish but have eternal life." John 3:16

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—Part 1, Exodus 20:1-17 - Part 1	God sent the Ten Commandments.	To honor our fathers and mothers.
45	The Ten Commandments—Part 2, Exodus 20:1-17	God sent the Ten Commandments.	To trust God will strengthen us to obey His laws.
46	Joshua and Jericho—Part 1, Joshua 6:1-20	God sent Joshua and His people to take over the city of Jericho.	To trust God to do the impossible to accomplish His plan.
47	Joshua and Jericho—Part 2, 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."



**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Picture Schedule Cards	Cards with picture illustrating the activities: WELCOME, WORSHIP, BIBLE, CRAFT, PRAYER, SNACK, GAMES, COLORING, GOING HOME. Envelope labeled FINISHED. Optional: To display schedule, use Velcro to attach laminated Picture Schedule cards to a felt board.
		Treasure Chest	Stamp or sticker of a trumpet
		Whisper Verse	Sign language for "Shout for joy!"
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Unit 9 Bible Memory Verse Song: "Here Am I" or "For God So Loved the World" Other Bible Memory Verse Song Suggestions: "It's Praise Time" "Blessed Are Those" "Children, Obey Your Parents" "Do Not Let Your Hearts Be Troubled" "Give Thanks to the Lord" "I Am with You" "I Will Always Obey Your Law" "I Will Remember" Additional Song Suggestions: "Jesus Loves Me" "Joshua Fit the Battle of Jericho"
		Offering	Baskets
		Worship Illustration	God of Wonders Lesson 47 Delbert & Lello
THE WORD	Up to 10	Watch the Word: Joshua 6:1-20	Teacher's Bible with bookmark at Joshua 6:16 Visual: Horn or picture of a horn Flannel board/figures: Joshua, crowd, wall of Jericho Clay/play-dough: Horn
THE WAY:	Up to 25	Craft: Joshua's Megaphone	Sturdy white paper, tape, crayons or markers
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Trumpets of Joy	Cone-shaped or stackable brick-shaped snacks
		Unit 9 Games: Sand Search	Bin or container of clean sand, bread or cracker in a sealed bag, stone, toy trumpet
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		Jericho's Musical Chairs	Unit 9 Bible Memory Verse Song, CD player, chair for each child
		What Is It?	Sweet, dried cereal flakes to represent manna, sand-colored sheet or banner paper
		Who? Who? You!	Optional: Unit 9 Bible Memory Verse Song "Here Am I," CD player
		Scenes from High Seas Adventures	The scripts for Lessons 43, 44, 47
	Act it Out	Bible times clothing or stick puppets of Moses, a crowd, Joshua	
Final 5	Final Five	Daily Way (Adaptation): Unit 9, Lesson 47 Color This Story: "Joshua and Jericho"	

RESOURCES: Supplemental materials are available at ResourceWell.org.



Shout for joy!

THE WELCOME

PICTURE SCHEDULE: WELCOME TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Welcome each child as they arrive. **Hello _____.** I'm glad you are here! Come and see what we are going to do today. Point to each card on the Picture Schedule board. Today, we will **WELCOME** everyone. We will read the **BIBLE** story and make a **CRAFT**. We will have **PRAYER** time and eat a **SNACK**. We will play **GAMES** and enjoy **COLORING** a picture about today's story.

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 talk about how God's people played their trumpets as Joshua led them around the wall of Jericho. Today's Whisper Verse is "Shout for joy!"** Teach the Whisper Verse in spoken language and in sign language below. **We call it the Whisper Verse so you can whisper it to others.***

SIGN LANGUAGE: "Shout for joy!"

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

Each time we say today's Whisper Verse, let's say it with two hand motions:

- "Shout"** Starting with the thumb on the chin, cup hand with fingers apart, and push hand up and out from the face.
- "(for) joy!"** Upward facing palm sweeps from chest to face repeatedly.

Allow children to enjoy free play until everyone has arrived. **Let's sing the "Clean Up Song" as we put toys away before Praise Time.** Praise any child who helps. Allow several minutes for clean up.

**"Clean Up Song": Clean up! Clean up! Everybody, everywhere!
Clean up! Clean up! Everybody do your share!**

Gather and seat children in Praise Time area.

***Today's Whisper Verse:** "Shout for joy!" Psalm 33:3. The Whisper Verse is a tool to help the children learn a major point in the lesson. It is coupled with sign language or hand motions as a memory aid. The verse is not necessarily chosen from today's Bible story.



The God who sends

THE WORSHIP

PICTURE SCHEDULE: WORSHIP TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WELCOME picture card and place it in the FINISHED envelope. **We have finished our Welcome Time. Now, we will have our Worship Time.**

Children may worship in a large group with other classes or in a quiet room with a worship CD or DVD.

Teacher Tip: To help children identify time set aside for worship, play “It’s Praise Time!” as children move to a designated place for praise songs, offering, and the worship illustration. Children who are nonverbal may enjoy participating in the music by playing children’s percussion instruments such as maracas, jingle bells, wood blocks, or small tambourines. Children who are sensitive to sound may prefer to wear noise reduction headphones.



It’s Praise Time—our time to sing praise to the God who sends us where He wants us to go. I am so thankful He sent you here today! God sent us directions on what to do when we come together in the Bible. Giving our offering, singing, and praying to Him are great ways to thank God for all He has done for us. Let’s start by giving our offering now. Play: “Give Thanks” as background music while collecting the offering.

In the Bible, God sends us directions to shout for joy. That’s our Whisper Verse for today. Review the Whisper Verse together: “Shout for joy!” Include sign language. **Let’s sing and shout our praise to the Lord for His miracles.** Sing: “I Will Remember.”



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 wall 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. 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.

The Jericho wall was tall and strong and God caused it to fall down. Do you think the people were surprised? (Children respond.) **Let’s sing a song to help us remember how God brought down the wall of Jericho with the shouts of His people.** Sing: “Joshua Fit the Battle of Jericho.”

* May substitute Lesson 47 High Seas Adventures script or storybook.



Joshua trusts God's plan

THE WORD

PICTURE SCHEDULE: BIBLE TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WORSHIP picture card and place it in the FINISHED envelope. **We have finished our Worship Time. Now, we will have our Bible Time.**

Last time, we learned how God brought down the wall around Jericho with the shouts of His people. Today, we will review that story. I'm going to open the Bible to the book of Joshua so we can see what we remember from last time. Handle the Bible as a special treasure, leaving it open to Joshua 6:16.

WATCH THE WORD: JOSHUA 6:1-20

Read the points below or retell the passage in your own words using the points below as a general guide. To illustrate the story, display a horn or a picture of a horn. Have children assist by placing Bible Story figures on a flannel board. Other visual options include Color This Story or a related picture. Optional: To help children focus, have them create a horn from clay or play-dough as they listen.

- **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 on the seventh day after marching seven times around the wall? ("Shout! For the Lord has given you the city.") Let's find our answer in the Bible.
Read Joshua 6:16 from the teacher's Bible.

When the wall came down, God's people must have wanted to shout for joy! Let's say our Whisper Verse together: "Shout for joy!" Include sign language or hand motions.



We can trust God's plan

THE WAY

PICTURE SCHEDULE: CRAFT TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the BIBLE picture card and place it in the FINISHED envelope. **We have finished our Bible Time. Now, it is Craft Time.**

CRAFT: JOSHUA'S MEGAPHONE

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

Supplies: Sturdy white paper, tape, crayons or markers

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

Directions:

1. Color in the letters of the Whisper Verse.
2. Decorate the megaphone with crayons or markers.
3. Roll the paper to create a megaphone. Tape to secure.
4. Show children how to use their megaphones.

Craft Discussion:

- **Who remembers the Whisper Verse?** ("Shout for joy!") **Let's say it together with the hand motions.**
- **Let's use our megaphones to say our Whisper Verse together.** Lead the children in shouting the Whisper Verse using their megaphones.
- **Joy is true happiness. What makes you happy or joyful?** (Knowing God loves us, reading the Bible, praying, time with friends and family, playing, helping others, singing, etc.)

THE WAY *continued...*



CIRCLE OF PRAYER/THE LORD'S PRAYER

PICTURE SCHEDULE: PRAYER TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the CRAFT picture card and place it in the FINISHED envelope. **We have finished our Craft Time. Now, it is Prayer Time.**

God made you and He cares for you. He loves to hear you pray with private words or words you say out loud. Let's fold our hands and close our eyes. As I lift up your name to God in heaven, I will lay my hand on your shoulder. Let's pray together.

Dear God, thank You for making us and loving us. We lift up to You a special prayer for ____, ____, ____ (say every name). We pray for our families and friends. Thank You for teaching us how to love one another. Amen. You may add the Lord's Prayer with the word picture book.

PICTURE SCHEDULE: SNACK TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the PRAYER picture card and place it in the FINISHED envelope. **We have finished our Prayer Time. Now, it is Snack Time.**

Teacher Tip: It is important to keep a record of all dietary restrictions and allergies accessible. Some parents may prefer to bring their child's snack. Depending on the dietary needs of your classroom, you may determine it is best to omit snack time completely.

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 other 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.
 - **Who remembers the Whisper Verse?** ("Shout for joy!") **Let's say it together with the hand motions.**
 - **God's plan to conquer Jericho was perfect. Joshua trusted the plan and it worked. Do you think 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 believe He would win their battles for them?** (Children respond.)
 - **It would have been hard to tear down the wall of Jericho without God's miracle. What is hard for you to do?** (Children respond.) **Do you think God can help you?** (Children respond.)

THE WAY (GAME OPTIONS)

UNIT 9 GAME OPTIONS

Play one or more of the activities below until the last five minutes of class then proceed to Final Five.

PICTURE SCHEDULE: GAMES TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > **GAMES** > COLORING > GOING HOME

Choose a child to remove the SNACK picture card and place it in the FINISHED envelope. **We have finished our Snack Time. Now, is our time to play Games.**

GAME: SAND SEARCH

Purpose: This sand sifting activity soothes children. The items in the bin can be used to introduce the Bible stories or the Unit 9 Worship Attribute: The God Who Sends.

Supplies: Bin or container of clean sand, bread or cracker in a sealed bag, stone, toy trumpet

Directions:

1. Children take turns reaching into the sand in search of the objects.
2. Teacher and children discuss each object as it is located.
3. When all the objects have been located, display them on a tabletop or on the surface of the sand.
4. Children feel each item as the teacher explains their connection to the Unit 9 Bible stories. **The bread (or cracker) reminds us that, in the wilderness, God gave the people bread which was called manna. The stone reminds us that God gave Moses the Ten Commandments on stone tablets. The toy trumpet reminds us that Joshua led the people to march around the city walls of Jericho and blow their trumpets. The walls tumbled down, and Joshua's army won the city of Jericho.**

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or the Unit 9 Bible Memory Verse.

Supplies: None, optional: hand puppet or finger puppets

Directions:

1. Teacher or puppet retells today's Bible story or Bible Memory Verse, pausing after each phrase to say, "Thumbs up or thumbs down?"
 - If retelling the Bible story, read it in phrases. For some phrases, state accurate descriptions. For other phrases, replace the truth with silly facts. For example, say, **God sent cookies from heaven. Thumbs up or thumbs down?** Children respond with thumbs down. **God sent bread from heaven. Thumbs up or thumbs down?** Children respond with thumbs up.
 - If reviewing the Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For other phrases, replace a word with another word that makes no sense. For example, say, **God so loved the world that He gave His one and only map. Thumbs up or thumbs down?** Children respond with thumbs down. **"God so loved the world that He gave His one and only Son." Thumbs up or thumbs down?** Children respond with thumbs up.

THE WAY (GAME OPTIONS) *continued...*

GAME: JERICHO'S MUSICAL CHAIRS

Purpose: This version of Musical Chairs familiarizes children with the Unit 9 Bible Memory Verse Song.

Supplies: Unit 9 Bible Memory Verse Song "Here Am I" or "For God So Loved the World," CD player, chair for each child

Prepare: Set chairs back-to-back in a row.

Teacher Tip: In this version of musical chairs, no chair is removed and all the children remain in the game. Leave one or more spaces at the end of the row of chairs for any children in wheelchairs. Encourage quick listening and affirm those who are the first to hear the music stop and are seated.

To practice our Bible Memory Verse Song, let's play Musical Chairs.

Directions:

1. As the Bible Memory Verse Song plays, children march around the row of chairs and sing.
2. The teacher stops the music at different times during the song.
3. When the music stops, children find the nearest chair and sit immediately.

GAME: WHAT IS IT?

Purpose: To help children identify with the Israelites and remember God's miracle of sending manna.

Supplies: Sweet, dried cereal flakes (one small handful per child) to represent manna, sand-colored sheet or banner paper to represent the desert floor

Optional: Small, torn pieces of paper can be used instead of cereal flakes.

How do you feel when you are very hungry? (Children respond.) **How do you feel when you wake up to a great surprise?** (Children respond.) **Let's pretend we are God's people in the desert when they were hungry and had no food.**

Directions:

1. Lay the sand-colored sheet or banner paper on the floor to create the "desert floor."
2. **Teacher Tip:** Instruct the children not to walk on the sheet or banner paper.
3. Children wander around the desert (classroom) grumbling, "**I'm hungry.**"
4. Children lay or sit on the floor with their heads in their hands, snoring, and pretending to sleep.
5. While the children's eyes are closed, the teacher spreads cereal flakes on the "desert floor."
6. The teacher says, "**Wake Up! Wake up! Come and see.**"
7. The children sit up and ask, "**What is it? What is it?**"
8. The teacher says, "**There's manna here for you to eat!**"
9. The children collect the flakes.
10. As the children sit and eat the flakes, practice the Whisper Verse, "**The Lord gives you bread.**"

THE WAY (GAME OPTIONS) *continued...*

GAME: WHO? WHO? YOU!

Purpose: Children play a version of the traditional game, "Duck, Duck, Goose!" to encourage discussion of the Bible Memory Verse.

Supplies: Optional: Unit 9 Bible Memory Verse Song "Here Am I," CD player

Teacher Tip: To create a fun atmosphere, play "Here Am I" during the game.

Our Bible Memory Verse says, "I heard the voice of the Lord saying, 'Whom shall I send? And who will go for Us?' And I said, 'Here am I. Send me!'" No matter where or when God sends us, He will provide what we need. Let's play a game where we are chosen to go.

Directions:

1. Children sit on the floor in a circle.
2. Pick a child to be "It" and begin the game by walking around the outside of the circle, gently tapping each child once on the head and saying, "**Who?**" with each tap.
3. After walking around the circle once or twice, "It" taps a child's head and says "**You!**" that child jumps up and runs around the circle chasing "It."
 - If "It" runs all the way around the circle and sits in the place where the new child was sitting, the new child becomes "It."
 - If the new child tags "It," the new child returns to their place in the circle and "It" plays again. If this is the second time "It" has been tagged, he or she chooses another child in the circle to be "It."
4. Play as long as you like or until everyone has had a turn as "It."

GAME: SCENES FROM HIGH SEAS ADVENTURES

Purpose: To learn applications of the Unit 9 Bible stories, older children act out the High Seas Adventures scripts.

Supplies: High Seas Adventures scripts for Lessons 43, 44, 47

Directions:

1. Choose the script that corresponds with today's Bible story.
2. Assign each child a character name and improvise so all the children can be their favorite character, a new character, or just take turns being the same character.
3. Act it out!

THE WAY (GAME OPTIONS) *continued...*

GAME: ACT IT OUT

Purpose: To help learn the Unit 9 stories, children act them out in costumes or with stick puppets.

Supplies: Bible times clothing or stick puppets of Moses, a crowd, Joshua

Optional: Children can wear costumes and act out the story or they can hold craft sticks with the story characters attached. You may choose one or more stories.

Directions: With each phrase, the teacher says phrase and acts it out with hand motions, then repeats the same phrase and motions with the children.

GOD SENDS MANNA

- **In the desert, the people grumbled.** (Make a grumpy face.)
- **They were hungry; their tummies rumbled.** (Rub tummy.)
- **Then the Lord heard them complain,** (Point to ear.)
- **So He sent them manna every day.** (Wiggle fingers downward, like falling rain.)

- **When they woke each morning they found** (Rub eyes, as if waking.)
- **Thin flakes of bread right there on the ground!** (Point to ground.)
- **“What is this?” God’s people said.** (Shrug shoulders.)
- **Moses said, “God sent you bread.”** (Wiggle fingers downward, like falling rain.)

- **He said, “Take what you need each day.”** (Pretend to gather and eat flakes.)
- **God watched to see if they would obey.** (Point to heaven.)
- **Moses put some manna in a jar to keep.** (Pretend to hold a jar.)
- **To remind us that God sends us what we need.** (Point to heaven and to heart.)

THE TEN COMMANDMENTS

- **God called from the mountaintop.** (Hands around the mouth, as if calling.)
- **Moses heard and came right up.** (Climb in place.)
- **God sent commandments one through ten.** (Hold up ten fingers.)
- **Moses told us each of them.** (Point the index finger up, as if teaching.)

- **1: God must be your only god.** (Hold up 1 finger.)
- **2: To idols, do not bow down.** (Hold up 2 fingers.)
- **3: Do not misuse God’s name.** (Hold up 3 fingers.)
- **4: Remember our day of rest now.** (Hold up 4 fingers.)

- **5: Honor your father** (Hold up 5 fingers.)
- **And your mother, too.** (Salute.)
- **6: Do not kill.** (Hold up 6 fingers.)
- **7: In marriage, be true.** (Hold up 7 fingers.)

- **8: Do not steal.** (Hold up 8 fingers.)
- **9: Do not lie about one another.** (Hold up 9 fingers.)
- **10: Do not want things** (Hold up 10 fingers.)
- **That belong to others.** (Point to others.)

THE WAY (GAME OPTIONS) *continued...*

JOSHUA AND JERICHO

- **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.)

THE WAY (GAME OPTIONS) *continued...*



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

PICTURE SCHEDULE: COLORING TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the GAMES picture card and place it in the FINISHED envelope. **We have finished our Game Time. Now, is our time for coloring the picture of today's story.**

COMPLETED CRAFT: Take home your "Joshua's Megaphone" craft. Tell someone how Jericho's wall fell down when God's people obeyed, joined together, and gave a shout.

DAILY WAY (ADAPTATION FOR CHILDREN WITH DISABILITIES): Distribute this version of the Daily Way, if available. **Show the Daily Way to your family. Talk about how we know we can trust God's plan.**

COLOR THIS STORY: "Joshua and Jericho." Discuss the Bible story and play the Unit 9 Bible Memory Verse Song "Here Am I" or "For God So Loved the World" as the children color.

As coloring is completed or parents arrive:

PICTURE SCHEDULE: GOING HOME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the COLORING picture card and place it in the FINISHED envelope. **We have finished our Coloring Time. Now, it is time for Going Home.**

THE DAILY WAY

Unit 9, Lesson 47: Joshua and Jericho—Part 2

PONDER! Reread Joshua 6:1-20. Talk about the tools, weapons, or machines needed for people to make a sturdy wall around a city fall down. None of those were used in God's plan for the walls of Jericho! Discuss how everyone had to work together to trust and follow Joshua's directions from God.

PRAY! Pray this prayer each day this week: "Lord, Your power is awesome! Thank You for Your plan that brought down the wall of Jericho. Help us trust all 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!

Unit 9 Bible Memory Verse:

"I heard the voice of the Lord saying, 'Whom shall I send? And who will go for us?'
And I said, 'Here am I. Send me!'" Isaiah 6:8

Unit 9 Bible Memory Challenge Verse:

"For God so loved the world that He gave His one and only Son,
that whoever believes in Him shall not perish but have eternal life." John 3:16