



Gideon Goes to Battle: Part 1

Lesson Aim: To know God gives us people to lead us.

THE WORSHIP

Who God is: The King Who Watches Over Us

THE WORD

Bible Story: Judges 7:17-21

What He has done: God gave the Israelites a judge named Gideon to lead the people.

THE WAY

Whisper Verse: "Judge fairly."

BIBLE MEMORY VERSE

"I can do everything through Him who gives me strength." Philippians 4:13

Challenge Verse for older children:

"I lift up my eyes to the hills--where does my help come from? My help comes from the Lord, the Maker of heaven and earth." "He who watches over Israel will neither slumber nor sleep."

"The Lord will watch over your coming and going now and forevermore." Psalm 121:1, 2, 4, 8

Unit 7: The King Who Watches Over Us			
	Bible Story	What He Has Done	Lesson Aim
33	Gideon Goes to Battle: Part 1, Judges 7:17-21	God gave the Israelites a judge named Gideon.	To know God gives us people to lead us.
34	Gideon Goes to Battle: Part 2, Judges 7:17-21	God gave Gideon and His people a victory.	To know we can trust God's plan.
35	Samson and the Gate, Judges 13:5; 16:2-3	God made Samson strong.	To know God makes us strong.
36	Ruth and Naomi: Part 1, Ruth 1:8-18	God gave Ruth and Naomi a special friendship.	To know God gives us special friends who worship Him with us.
37	Ruth and Naomi: Part 2, Ruth 1:8-18	God gave Ruth and Naomi a special friendship.	To know we can worship and listen to God with our friends.

TEACHER'S ENCOURAGEMENT

This week, read Isaiah 11:1-5. Please join us in praying, "Lord, thank You for giving us judges like Deborah and Gideon. We pray you would raise up future leaders and judges who follow You, so they may lead the next generation in righteousness. Amen."

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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	Sticker of a trumpet or a horn
		Whisper Verse	Sign language for "Judge fairly."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Unit 7 Bible Memory Verse Song: "I Can Do Everything" "I Lift Up My Eyes" Other Bible Memory Verse Song Suggestions: "It's Praise Time" "I Will Listen" "I Am with You" Additional Hymn Suggestions: "He's Got the Whole World in His Hands" "I'm in the Lord's Army" "How Great Is Our God"
		Offering	Baskets
		Worship Illustration	Kings & Kingdoms Lesson 34 Delbert & Lello or King City Chronicles script or storybook
THE WORD	Up to 10	Watch the Word: Judges 7:17-21	Teacher's Bible with bookmark at Judges 7:21 Visual: "Gideon's Trumpet" craft sample Flannel board/figures: Gideon, torch, trumpet, group of men (Gideon's army)
THE WAY	Up to 25	Craft: Gideon's Trumpet	Sturdy yellow paper, cardboard toilet paper tube, crayons or markers, white glue, 3 round stickers, optional: decorative stickers such as music notes
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Trumpet Time	Horn or tube-shaped snack
		Unit 7 Games: Sand Search	Bin of clean sand, penlight, toy horn, toy heart, eyeglasses
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		"Jesus Gives Me Strength" Ball Roll	Soft ball for rolling
		Scenes from King City Chronicles (older children only)	King City Chronicles scripts for Lessons 34-36, optional: capes, eye masks, or sunglasses
		Blanket Ball	Blanket or sturdy tablecloth, ball, or balloon
		Musical Chairs	Unit 7 Bible Memory Verse Song "I Can Do Everything" or "I Lift Up My Eyes," CD player, chairs
		Act it Out	Bible Times clothing or stick puppets of: Gideon, torch, trumpet, Samson, Ruth, Naomi
	Final 5	Final Five	Access Daily Way: Unit 7, Lesson 33 Color This Story: "Gideon Goes to Battle"

RESOURCES: Supplemental materials are available at ResourceWell.org.



Judge fairly

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 Treasure Chest to receive a stamp or sticker of a trumpet or horn. **Let this trumpet help you remember Gideon blew his trumpet. Gideon was a judge who led the people in battle and helped them decide what was right and fair. Today's Whisper Verse is "Judge fairly."** 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: "Judge fairly."

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

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

- | | |
|------------------|--|
| "Judge" | Create the letter "F" hand shape with both hands by placing the tips of the thumb and the index finger together in a circle, leaving the remaining three fingers upright and separated. Move both hands up and down in opposite directions as if weighing things on a balance scale. |
| "fairly." | With the fingers of the right hand separated and the palm facing left, waggle the right hand back and forth slightly. |

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:** "Judge fairly," Deuteronomy 1:16. 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 King who watches over us

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 setting 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 worship illustration. Children who are nonverbal may enjoy participating in songs 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 God as our King who watches over us. He watches over everyone in the whole world! Sing: "He's Got the Whole World in His Hands."

He is watching now as we sing and give our offering to Him. Let's give our offering now. As the offering basket is passed, listen to our new Bible Memory Verse Song. Later, we will sing it together. Play: "I Can Do Everything" as background music while collecting the offering.

How do we know God is watching over us? (Children respond.) **We know because, in the Bible, God promised He is watching over us! Let's sing about His promise now.** Sing: "I Am with You."

God watches over His people and gives us what we need. Long ago, when His people needed a leader, He gave them Gideon as their judge. A judge makes fair and right choices. That reminds me of our Whisper Verse. Let's whisper, "Judge fairly." Review the Whisper Verse together: "Judge fairly." Include sign language.



Gideon led the people in winning a battle. Do you think Delbert and Lello know about Gideon? Let's call them out here and see! Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Kings & Kingdoms Unit 7, Lesson 34.*



God helped Gideon and his army. God helps us in everything we do. That's what the Bible says! Listen to our new Bible Memory Verse Song. Sing along when you are ready. Sing: "I Can Do Everything".

* May substitute Lesson 34 King City Chronicles script or storybook.



Gideon leads the people

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 that Jesus wants us to love our neighbor. Today, we will learn about a judge named Gideon who led God's people in a battle. Handle Bible as a special treasure, leaving it open to Judges 7:21.

WATCH THE WORD: JUDGES 7:17-21

Read the points below or retell the passage in your own words using the points below as a general guide. To illustrate the story, hold a "Gideon's Trumpet" craft sample. Have children assist by placing Bible story figures on a flannel board. Other visual options include Color This Story or a related picture.

- One day the Lord told Gideon,
- "My army you shall lead.
- Stand them in a circle 'round the enemy.
- And I'll give you the victory."

- So Gideon gave everyone a trumpet,
- And a jar with a light inside.
- He said, "Watch me. Do what I do.
- And shout the battle cry!"

- They blew their trumpets and broke their jars,
- And held their lights up high.
- The Lord gave Gideon the victory,
- And the enemy ran away and cried.



When Gideon and his army blew their trumpets, what did the enemy do? (They ran away and cried.) **Let's find our answer in the Bible.** Read Judges 7:21 from the teacher's Bible.



God gives us leaders

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: GIDEON'S TRUMPET

Purpose: To remind the children Gideon told everyone to blow their trumpet.

Supplies: Sturdy yellow paper, cardboard toilet paper tube, crayons or markers, glue or glue sticks, 3 round stickers or 1" paper circles, optional: decorative stickers such as music notes

Prepare: For each child, cut 2 identical horn shapes from sturdy yellow paper. Horn shapes should be longer than the cardboard tube and wide enough to each wrap around half of the tube.

Directions:

1. Use crayons or markers to decorate both yellow horn shapes.
2. Glue the decorated yellow horn shapes to the cardboard toilet paper roll to create a trumpet.
3. Add three round stickers to create trumpet valves.
4. Optional: Decorate trumpet with stickers such as music notes.

Craft Discussion:

- **What did Gideon tell his army to do?** (Blow their trumpets.)
- **The trumpets made a loud noise. What else did the army do to make noise?** (They shouted and smashed their jars.)
- **Then the army held up the lights that had been inside their jars. The lights were called torches. What did the enemy do when they heard the loud noise and saw the torches?** (They ran away and cried.)
- **God sent Gideon as a judge to lead the army. The army followed Gideon's directions and won the victory! Let's celebrate by blowing our trumpets.** Children blow into their trumpets while making trumpet noises.

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: TRUMPET TIME

Purpose: Children enjoy a horn-shaped snack to remind them of the trumpets Gideon's army used in battle.

Snack Suggestion: Horn or tube-shaped snack (For example: Bugles brand snacks)

Directions:

1. Serve drink. Wait to serve the snack.
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.
 - **God gave His people a judge who led them in battle. What was his name?** (Gideon.)
 - **Did Gideon and his army win the battle?** (Yes.)
 - **Gideon's army followed their leader's directions. At his command, they blew their trumpets. Let's pretend our snacks are trumpets and blow our trumpets like Gideon's army!** Blow into horn-shaped snack.
 - **God sent Gideon as the judge to lead God's people. God sends us leaders, too. Who are some of the people who lead you?** (Parent, grandparent, caregiver, teacher, etc.)

THE WAY (GAME OPTIONS)

UNIT 7 GAME OPTIONS

Choose one or more of the activities below. Play until the final 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 7 Worship Attribute: The King Who Watches Over Us.

Supplies: Bin or container of clean sand, penlight, toy horn, toy heart, eyeglasses

Prepare: Place all items beneath the surface of the sand.

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 objects have been located, display them together on a tabletop or on the surface of the sand.
4. Children feel each item as the teacher explains their connection to the Unit 7 Bible stories. The penlight reminds us of the torches Gideon used to win the battle. The horn reminds us that Gideon's army blew their trumpets. The heart reminds us that God gives us friends who we can worship with as He did with Ruth and Naomi. The eyeglasses remind us that God is watching over us.

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or Unit 7 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?"
2. If retelling the Bible study, read it in phrases. For some phrases, state accurate story facts. For other phrases, replace story facts with silly facts. For example, say, "**Gideon told the army to blow their trumpets. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**Gideon told the army to blow their whistles. Thumbs up or thumbs down?**" (Children respond with thumbs down.)
3. If reviewing the Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For other phrases, replace a word with a word that makes no sense. For example, say, "**I can do everything through Him who gives me strength. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**I can do everything through Samson who gives me strength. Thumbs up or thumbs down?**" (Children respond with thumbs down.)

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

GAME: "JESUS GIVE ME STRENGTH" BALL ROLL

Purpose: Children will realize that Jesus gives them strength.

Supplies: Soft ball for rolling

The Bible says, "I can do everything through Him who gives me strength."

Directions:

1. Have children sit in a circle.
2. Teacher rolls the ball to a child.
3. The child holds the ball and says an activity that is hard for that child to do. (Tying a shoe, riding a bike, sharing toys, counting, reading, swimming, etc.)
4. All say together to child with ball, **"Jesus can give you strength to child's activity."**
5. Child rolls ball to another child. Continue playing until all children have had a turn.

GAME: SCENES FROM KING CITY CHRONICLES

Purpose: To learn applications to Unit 7 Bible stories, older children act out today's King City Chronicles script.

Supplies: King City Chronicles scripts for Lessons 34, 35, and 36, optional: capes, eye masks or sunglasses

Directions:

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

GAME: BLANKET BALL

Purpose: Children catch a ball in a blanket to remember God watches over us.

Supplies: Blanket or sturdy tablecloth, ball or balloon

In this game, we will remind each other that God watches over us. Let's lift the blanket and toss the ball in the air. When the ball lands in the blanket, together we will tell each other, "God watches over you!"

Directions:

1. Children stand in a circle holding the edges of the blanket.
2. Place a ball or balloon in the center of the blanket.
3. Together, the children quickly raise the blanket to toss the ball or balloon into the air.
4. As the ball lands, lead children in saying, "God watches over you."
5. Play several times.

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

GAME: MUSICAL CHAIRS

Purpose: This version of Musical Chairs familiarizes children with the Unit 7 Bible Memory Verse Song.

Supplies: Unit 7 Bible Memory Verse Song "I Can Do Everything" or "I Lift Up My Eyes", CD player, chair for each child

Prepare: Set chairs back-to-back in a row. Place CD in player.

Teacher Tip: In this version of musical chairs, no chair is removed; all children remain in the game. 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 the song.
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: ACT IT OUT

Purpose: To help learn the Unit 7 stories, children act them out in costumes or with stick puppets.

Supplies: Bible Times clothing or pictures of the following characters attached to craft sticks: Gideon, torch, trumpet, Samson, Ruth, Naomi

Directions: With each phrase, teacher says phrase and acts it out with hand motions, then repeats same phrase and motions with children. Optional: Children can wear costumes and act it out or children can hold craft sticks with characters. You may choose one or more stories.

GIDEON GOES TO BATTLE

- **One day, the Lord told Gideon,** (Point to heaven.)
- **"My army you shall lead.** (Salute as a soldier.)
- **Stand them in a circle 'round the enemy.** (Stand up straight as a soldier.)
- **And I'll give you the victory."** (Grasp and shake own hands high in victory.)

- **So Gideon gave everyone a trumpet,** (Raise imaginary trumpet in right hand.)
- **And a jar with a light inside.** (Hold imaginary jar in left hand.)
- **He said, "Watch me. Do what I do.** (Point to self.)
- **And shout the battle cry!"** (Cup hands around mouth as if shouting.)

- **They blew their trumpets and broke their jars,** (Blow imaginary trumpet.)
- **And held their lights up high.** (Raise left fist high as a torch.)
- **The Lord gave Gideon the victory,** (Grasp and shake own hands high in victory.)
- **And the enemy ran away and cried.** (Cover face as if weeping.)

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

(GAME: ACT IT OUT continued)

SAMSON AND THE GATE

- **There once was a boy named Samson.** (Raise index finger.)
- **God made him very strong.** (Make fists to flex arm muscles.)
- **God told Samson's mother,** (Point to heaven.)
- **"Let Samson's hair grow long."** (Point to hair.)

- **He grew up to lead God's people.** (Place hands on hips.)
- **He was found by the enemy.** (Use hands as binoculars.)
- **They locked him behind the city gate,** (Lock imaginary gate.)
- **One night when he fell asleep.** (Rest head on folded hands, as if sleeping.)

- **Samson woke in the middle of the night.** (Stretch arms, as if waking.)
- **He tore loose that huge city gate.** (Shake imaginary doors.)
- **He put the pieces upon his shoulders,** (Pretend to lift heavy doors.)
- **And carried them all away!** (Pretend to carry doors while walking in place.)

RUTH AND NAOMI

- **Ruth grew up in Moab.** (Point far away.)
- **Naomi came from Bethlehem.** (Point in opposite direction.)
- **Naomi missed her home and family.** (Make a sad face.)
- **Naomi and Ruth were friends.** (Place hands on heart.)

- **When Naomi went back to Bethlehem,** (Walk in place.)
- **Ruth wouldn't let her go alone.** (Shake head "no.")
- **"Your people will be my people."** (Point to others and then to self.)
- **Ruth said, "Where you go, I go."** (Hold hands and walk in place.)

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 "Gideon's Trumpet" craft. Tell someone how Gideon led God's people in the battle by blowing his trumpet.

ACCESS VERSION OF THE DAILY WAY: Distribute Access Ministries version of the Daily Way, if available. Show the Daily Way to your family. Talk about how God gives us leaders and judges.

COLOR THIS STORY: "Gideon Goes to Battle." Discuss today's Bible story and play Unit 7 Bible Memory Verse song "I Can Do Everything" or "I Lift Up My Eyes To The Hills" as 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 7, Lesson 33: Gideon Goes to Battle: Part 1

PONDER! Read Judges 7:17-21 with your family. God sent Gideon to God's people to be their judge and to lead them in battle. A judge helps us know what is right and fair. Talk about the people God has given you that lead you and help you know what is right and fair.

PRAY! Pray this prayer each day this week: "Lord, thank You for giving us people who lead us and help us know what is right and fair. Show us how to follow the leaders You give us. Amen."

PLAY! Play a game of "Gideon Says" (similar to Simon Says) with your family members. Have one person be Gideon and give different directions such as touch your nose, clap your hands, etc. Remind everyone in Gideon's army to be sure to wait until Gideon says the words, "Gideon Says," before following his directions!

Unit 7 Bible Memory Verse: Philippians 4:13

"I can do everything through Him who gives me strength."

Unit 7 Bible Memory Challenge Verse: Psalm 121:1, 2, 4, 8

"I lift up my eyes to the hills--where does my help come from? My help comes from the Lord, the Maker of heaven and earth." "He who watches over Israel will neither slumber nor sleep."

"The Lord will watch over your coming and going now and forevermore."