

## **Do What I Say**

Tell the children that they need to do everything that you tell them to do. Randomly call out various actions and poses for the children to copy. Each time you call one out, strike the same pose or do the same action. Once the children are in the rhythm of following you begin to do the opposite of what you are instructing them to do e.g. when you say "jump up", sit down; when you say "hands on your heads", place yours on your hips.

Talk about how some of them followed what you said and others followed what you did.

Why was it so hard for the children to do as you said when you were doing something different?

Today's true story from the Bible is about a man named Gideon who said one thing about God, but acted very differently – he did things his own way!

## **Quiz ... Peril peg game**

I've included a youtube link to the explanation of the game

**<https://youtu.be/-rKtW5dZI5M>**

## Peril Peg

2 Team Quiz Game  
Bag Game  
Ideal Age: 6 - 12 years old

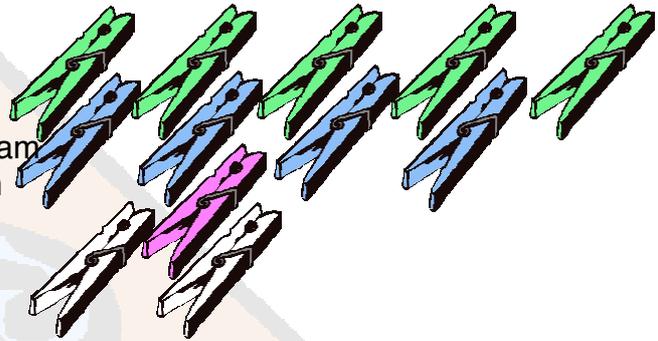
There are four different coloured pegs:

5 Green pegs - One team will be the green team

5 Blue pegs - One team will be the blue team

1 Pink Peg - The "Plus Peg"

2 White pegs - The "Peril Pegs"



Playing the game

When a team answers a question correctly they draw as many pegs as they like out of the peg bag. There is a catch!

The green team scores 1 point for each green peg they draw out.

The blue team scores 1 point for each blue peg they draw out.

If a team draws out the other teams peg they neither lose or gain points.

If either team draws out the pink Plus Peg they score 5 points.

If either team draws out the white Peril Peg they lose all the points they have for that particular turn. They do not lose points from prior rounds.

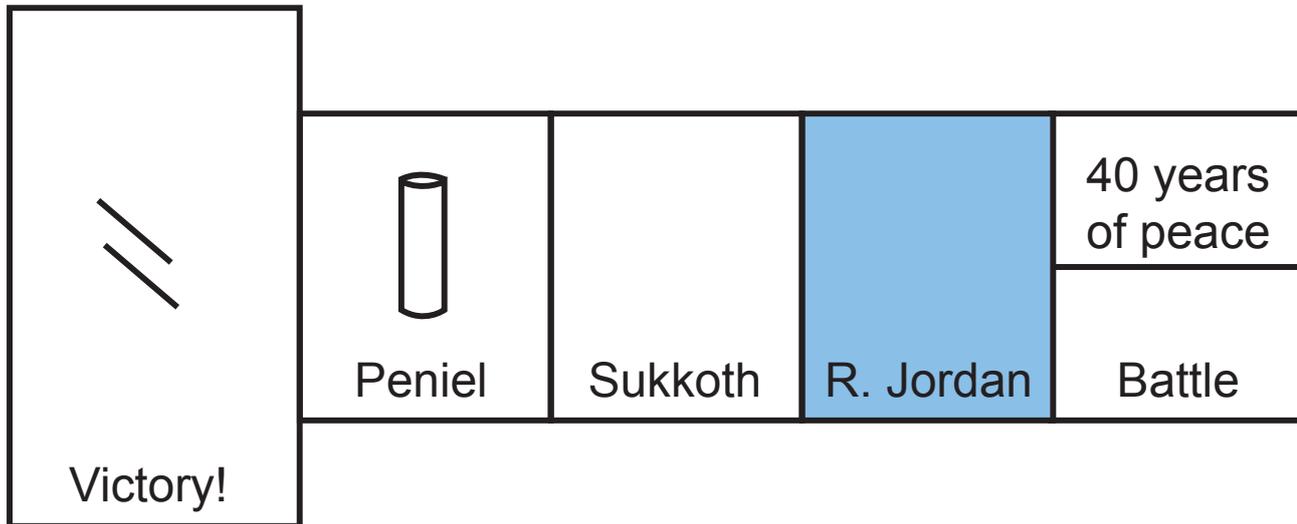
The team can end their turn at any time.

The maximum points a team can score in one turn is ten.

Suspense makes this game work!

In the USA pegs are called pins. They will call the game Peril Pin

The pegs do not need to be the colours I have chosen, however the Peril Peg needs to be a colour like black, white, or red to emphasise that points will be lost.



### Extra game ideas

#### **Option 1: Hopscotch Battle.**

Before the lesson create a hopscotch grid using large sheets of paper or card taped together. These can be taped to the floor so that the children do not slip. The grid should consist of four boxes, the first divided into two, and one larger rectangle at the end (see the diagram below). In the first box on the left write 'Battle' and on the right write '40 years of peace'; use a blue piece of paper/card for the second box and write 'Jordan River' inside; label the third box 'Sukkoth'; the fourth 'Peniel'; and the final larger box 'Victory!'. Place a toilet roll tube upright on the box labelled Peniel for the tower and two toothpicks (to represent thorns) on the last box labelled 'Victory!'

The children take it in turns to complete the hopscotch trail in the following way:

1. Hop on one leg onto the Battle square;
2. Jump over the River Jordan to Sukkoth with both legs;
3. Jump to Peniel with both legs, being careful not to knock over the tower;
4. Jump onto the Victory block and pick up the two thorns;
5. Jump back to Peniel and knock over the tower;
6. Jump to Sukkoth and drop the two thorns;
7. Hop onto one leg over the River Jordan to 40 years of peace.

**For younger children** – you could simplify the steps by allowing them to jump onto each square (including the River Jordan) instead of hopping.

## **Option 2: Not in It to Win It.**

Have kids race against each other. Give each child one cup and one bucket filled with five 'Israelite soldiers' (these could be Jelly Babies or Lego figures used in the teaching plan). Place a second bucket opposite each child at the other end of the room. You could also place a piece of blue cloth/ rope across the middle of the room between the first and second buckets representing the River Jordan.

The kids race to take all of their people across the river to the battle at the other side and then back again. They do so in a relay, carrying one person in a cup on top of their heads over the river and tipping them into the second bucket without taking the cup off their head. They may then run back across the river and pass the cup to the next teammate. Once all the people have been carried across the river they run and bring them back one at a time in the same way, tipping them into the original bucket.

Try to keep track of any cheating that goes on during the game e.g. not putting the cup on their head straight away; taking the cup off their head while running/tipping the people out; carrying more than one person at a time. You do not need to correct any of the children when they cheat, just keep score!

The game ends when all kids have rescued and returned all of their people; one child will think that they have won because they finished first. At this point tell the children that you noticed some cheating during the game; read out how many times each child cheated and then ask who they think should win.

Does anyone deserve to have won?

Point out that the aim of the game was not to win, but instead to rescue the Israelites.

Remind the children that in today's true story from the Bible God gave Gideon a great victory and helped him to rescue the Israelites.

Gideon made many mistakes, even setting up an idol, but God still used Gideon for good to bless his people and give them peace.



## Activity

**For 3-7s** – choose either Activity A (page 42) or Activity B (page 43).

**Activity A** – Print page 42 onto paper for each child.

**The children** colour in the picture of Gideon and decorate each of the ephods. You can provide gold glitter for them to use on the ephods. Help the children to cut, fold and paste as marked so that the ephod flaps back and forth between the idol worshippers and Gideon.



Remind the children that Gideon made an ephod which the people then worshipped. This was a real problem for Gideon as it made the people sin against God.

**Activity B** – Print page 43 onto paper or card for each child. Each child will also require one kebab stick with the sharp end cut off.

**Before the lesson** cut the page as marked. Fold and cut out the ovals with the pictures of the ephod and the baby. Also cut away the grey oval and pierce the page at the 'X's with a sharp object.

**The children** decorate the pictures. Provide them with gold glitter for the ephod. Help them to push the kebab stick through the bottom hole from the back of the page and up into the hole at the top of the oval from the front of the page.

Now paste the ovals on either side of the stick within the oval cutout using the markings to align them. The children twist the stick to see the difference between what Gideon said and what he did. You'll need to explain that although Gideon said that neither he nor his son would be king, he called his son Abimelech which means, 'my father is king'!



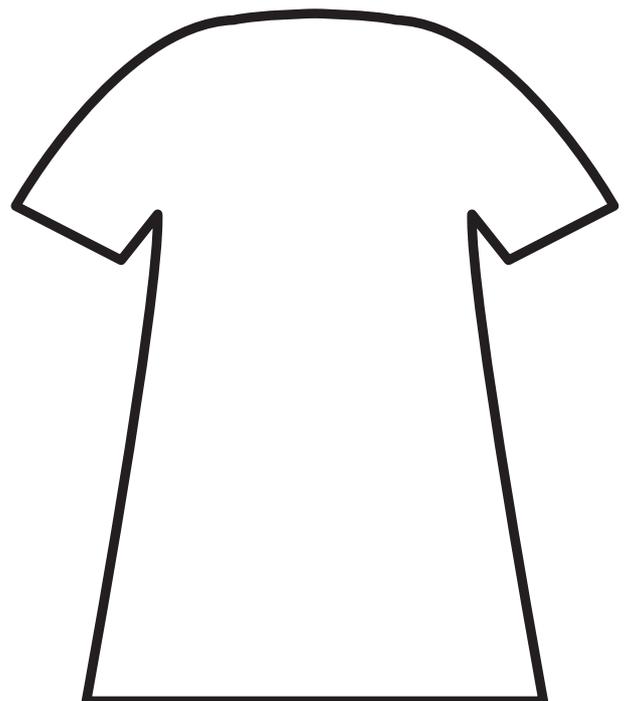
## Play Dough Recipe

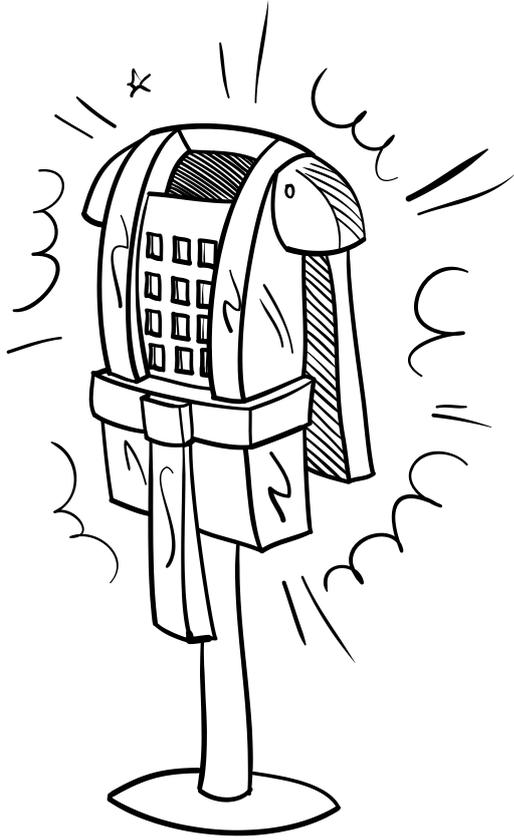
### Ingredients

- 3 cups plain flour
- 1.5 cups salt
- 6 tsps cream of tartar
- 3 tbsps oil
- 3 cups water

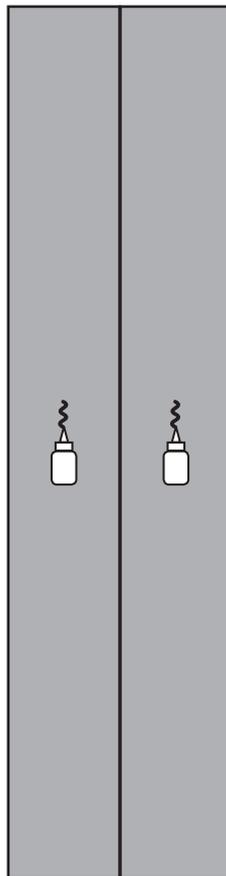
### Method

- Mix all the ingredients together in a suitable sized pan.
- Stir continuously over a low heat until the mixture leaves the sides of the pan.
- Remove from the heat and allow to cool.
- When the mixture has cooled sufficiently to be handled, knead until smooth.
- Store in an air-tight container.



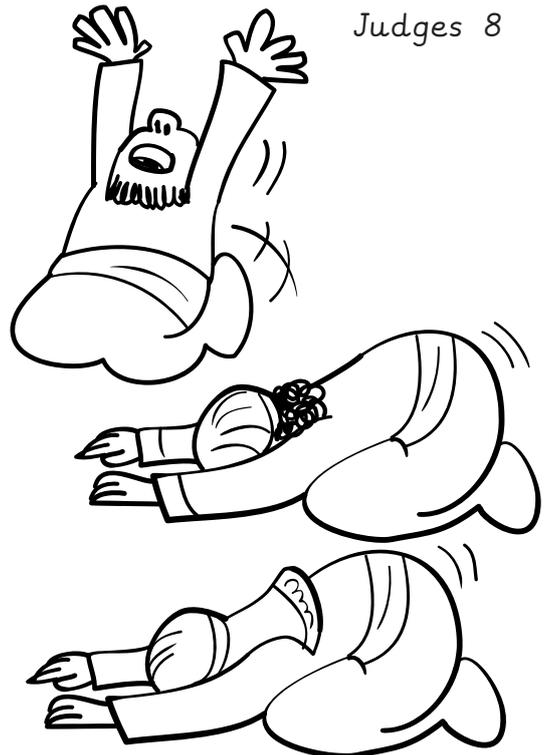


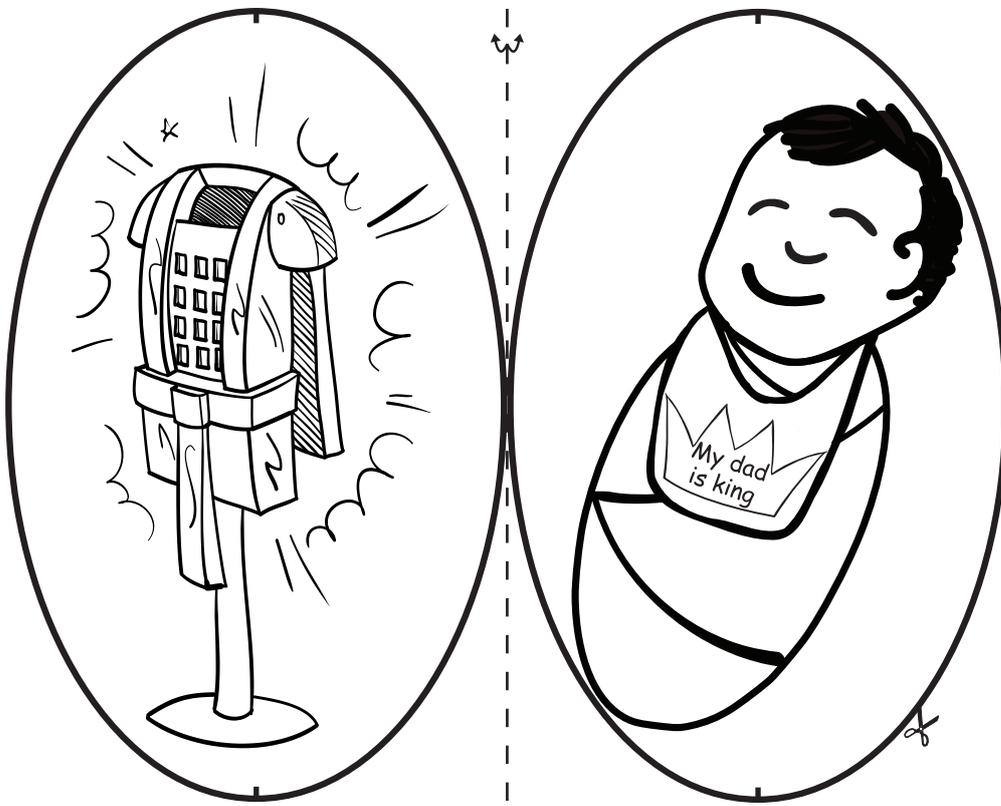
Gideon made a golden ephod, but...



...the people worshipped it.

Judges 8



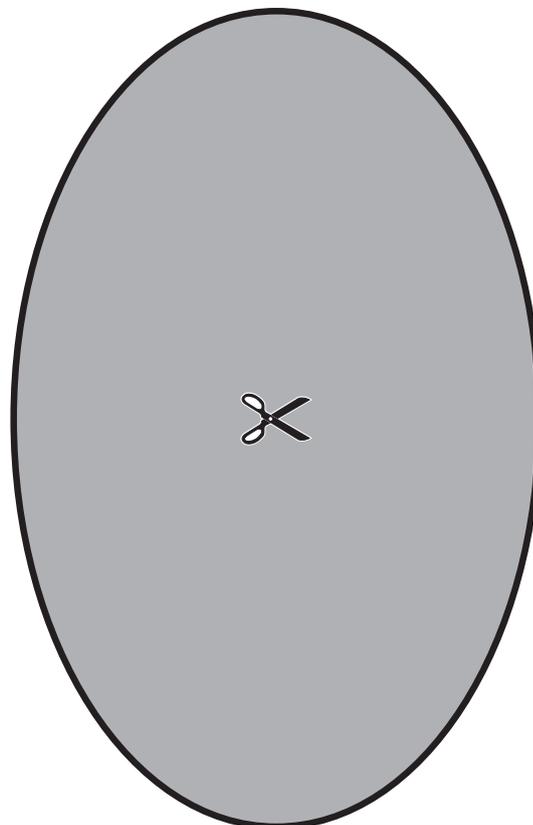


Gideon said that he would not be king,  
but he lived as if he was a king!

+

Judges 8

I will not be  
your king



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