

Oak Arbor New Church Sunday School – Lessons for Intermediate Level

Lesson 17: JOURNEY TO CANAAN

Exodus 14: 10-31

(10-12 year olds)

6 weeks

These lessons involve learning about the children of Israel's journey to Canaan through reading the Word and playing the "Journey to Canaan" game. Please note that this game is included with this lesson but must be printed and assembled before it can be played.

Lesson 17-A: Crossing the Red Sea

READING:

Have the students take turns reading verses aloud from the story of the Red Sea crossing (**Exodus 14:10-31**)

ACTIVITY:

Play the "Journey to Canaan" game. (Please see the enclosed directions for printing, assembling and playing this game. We have adapted the original game so that it can be shared online.)
Read "Before Playing the Game for the First Time" on page 5 before you play the game.

Lesson 17-B: Bitter Waters at Marah, and the Story of the Manna

READING:

Have the students take turns reading verses aloud from the story of the bitter waters at Marah (**Exodus 15:22-27**) and the story of the manna (**Exodus 16:1-31**)

ACTIVITY:

Play the "Journey to Canaan" game.

Lesson 17-C: Great Thirst at Rephidim, and the Attack of the Amalekites

READING:

Take turns reading aloud from the story of the great thirst at Rephidim, and the attack of the Amalekites (**Exodus 17**)

ACTIVITY:

Play the "Journey to Canaan" game.

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Lesson 17-D: Worshipping the Golden Calf

INTRODUCTION:

Remind the children of how Moses had led the children of Israel to Mount Sinai, and then had gone up on the mountain to receive God's laws. Moses was up on Mount Sinai a long time, and while he was gone, the children of Israel grew impatient.

“Let's read now the foolish thing that they did because they grew tired of waiting.”

READING:

Have the students take turns reading a certain amount of verses aloud from **Exodus 32: 1-29** (or you can just read it and have them follow along).

After the Reading: The Lord seems very harsh in this story! Remind the children that the children of Israel were very mixed up with evil desires and ideas, so they often *heard* or *understood* the Lord to be talking or acting in harsh ways, even though really the Lord is never harsh.

Later, the Lord told Moses to come back up onto Mount Sinai and make new stone tablets for the Ten Commandments.

ACTIVITY: Play the “Journey to Canaan” game.

Lesson 17-E: The Twelve Spies Sent into Canaan

INTRODUCTION:

After the children of Israel had been at Mount Sinai and received the Ten Commandments, and after they had built the tabernacle, according to the Lord's instructions, the children of Israel continued to journey through the wilderness. The Lord guided them toward the promised land, with a pillar of cloud by day, and a pillar of fire by night.

But the Israelites had many flaws. Time and again they complained and rebelled against the God who was guiding them and protecting them, and it would always bring trouble upon them. The Lord knew just what they needed to do to remain safe from trouble, and when they obeyed, things went well. When they did not, trouble came.

Finally, they reached the edge of the land of Canaan, and Moses sent one man from each of the twelve tribes to go into the land and “spy” – that is, to secretly find out what the land was like, and what kind of people were living there. Ten of these men would come back saying one thing, but the other two, Caleb and Joshua, would come back saying something very different.

READING:

Now have the children take turns reading aloud **Numbers 13: 1-33**, and **Numbers 14: 1-10**.

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DISCUSSION:

1. How long were the spies in the land of Canaan ? *(40 days)*
2. What did they bring back? *(A huge cluster of grapes, some pomegranates, and some figs)*
3. What did all twelve spies agree about when they gave their report? *(that Canaan was a good and beautiful land, flowing with milk and honey)*
4. What did they disagree about? *(Ten thought that the people in Canaan were too powerful for them to overcome. Two, Joshua and Caleb, thought that they could indeed conquer the land because the Lord would help them.)*
5. Whose advice did the rest of the children of Israel choose to listen to? *(The ten spies who did not trust in the Lord's power. They wanted to stone Joshua and Caleb to death, but the Lord stopped them.)*

The Lord had shown the children of Israel many times how powerful He was, and that He could certainly make them able to conquer their enemies. And still, all those adults, except Joshua and Caleb, and Moses, did not trust that He could empower them to take the land of Canaan. There were indeed giants in the land, They were very large, wicked people, who were descended from the evil people at the end of the Most Ancient Church. But they were nothing in comparison with the power of the Lord.

So, if these Israelites did not have enough trust to go in and start to conquer Canaan, they could never have that land. The Lord commanded that they must go back into the wilderness and wander for 40 more years, until all of the untrusting adults had grown old and died, and all who were left were the children who would have grown up, and Joshua and Caleb, whom the Lord would cause to live long enough to enter Canaan.

Sometimes it seems too hard to live a good life, which will bring us into heaven. The selfish feelings we have to resist seem too big, like giants in the land. But we need to trust that the Lord can give us the power to resist, if we only try. When all those selfish attitudes have finally grown old and begin to die out, then new, vigorous attitudes of being willing to try will go with the Lord into battle, and will come into the promised land of heavenly life, and make it our own.

ACTIVITY:

Now play the “Journey to Canaan” game. (The whole group can play at once, or divide into smaller groups that take turns playing.)

Lesson 17-F: Crossing the Jordan

INTRODUCTION:

After 40 years of wandering in the wilderness, the Children of Israel were finally ready to enter the land of Canaan. Moses, who had led them for so long, had died, and it was their new leader, Joshua, who would take them into the land and lead them in the battles to drive their enemies out. But there was a river blocking their way into Canaan—the River Jordan. Now we will read about how the Lord brought them across that barrier, into the promised land.

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READING:

Have the children take turns reading aloud **Joshua 3: 9-17** and **Joshua 4: 1-18**.

DISCUSSION:

1. So what was the miracle that took place here? Describe it. (*The waters of the Jordan River that came from upstream stopped, and piled up in a heap. The rest of the water flowed away downstream, leaving dry ground.*)
2. This miracle was obviously performed by the Lord, but what was the object that He told them to use? (*The Ark of the Covenant*)
3. What's inside the Ark, that makes it so holy? (*the Ten Commandments*)
4. What were the children of Israel told to do, after they had all crossed over, so they would remember this event? (*Twelve men, one from each tribe, came and took a stone from the dry riverbed and carried it to the shoreline, where they set up a memorial made of twelve stones. Then Joshua went and made another pile of twelve stones, right in the middle of the Jordan River where the feet of the priests who bore the ark of the covenant had stood.*)

The children of Israel had been near the land of Canaan 40 years earlier, but they had not been ready to go in. Now it was time, and it was the Lord who needed to help them cross that barrier of the Jordan River.

The land of Canaan represents heaven, and all the struggles of the children of Israel show a picture of our own journey to get to heaven. Just as the Lord had to help them find Canaan, enter the land, and conquer the enemies that were there, we need the Lord to help us find the life of heaven, to enter into it, and to fight against all the wrong ideas and selfish wishes that would give us trouble and keep us from being happy.

The river Jordan was a border at the outside of Canaan, so it is a picture of our outer, everyday life. When the Jordan River was keeping the children of Israel out of the land, it was picturing how an outer life that's full of wrong ideas and selfishness can block our way to heaven. Have you ever seen a river or stream, after a long rainstorm, that is swelling up over its banks? It is harder to get across than ever than before! And in this story the Jordan River was swollen. When our everyday life is swollen up with the wrong kind of pride or wrong ideas, it is very hard to get through to heavenly life.

But as always, the Lord has a way to help. He told the children of Israel to bring the Ark, and as soon as the priests' feet touched the river, the waters parted. The Ark with the Ten Commandments carried Divine Truth from the Lord, which has great power, and so it was able to cause this miracle. This Ark is a picture of how the Lord joins with us through His Word. When true ideas from His Word are brought right into our everyday life, like the Ark being brought into the Jordan River, then our outer life stops being a barrier that blocks our way to heaven. When we decide not to steal, to lie, to criticize, etc.; the Lord stops the bad parts of our everyday life, just as He stopped the waters of the Jordan, and we can cross over into heavenly life. There will still be work to do, just as the children of Israel still had enemies to fight, but heavenly life has definitely begun.

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The Lord wanted the children of Israel to remember this time, when He brought them across the Jordan into Canaan. And He wants us not to forget these true ideas that we've started using in our everyday life.

So He wants us not to forget these true ideas that we've started using in our everyday life. So He told the Israelites and Joshua to set up "memorials" — things that would make them remember — which were two piles of twelve stones. One pile was in the land of Canaan, and one would remain under the waters of the Jordan River. He wants these strong, true ideas from His Word — not to steal, not to lie, not to criticize, and so on — to remain both in our outer, everyday life, and in our deeper, spiritual life. If those true ideas remain strong, like a strong pile of stones, then we will not forget, and they will remain with us as we work toward a more and more heavenly life. Then the Jordan River, with that strong pile of stones beneath the flowing waters, is a picture of a good thing — an outer, everyday life with strong, true ideas from the Lord that will lead us to live a kind and useful life, like the life of an angel.

ACTIVITY: Now play the "Journey to Canaan" game.

Before Playing the Game for the First Time

Teacher reads aloud the following:

"The Children of Israel were called by the Lord to go on a journey to the land of Canaan, just like we are called by the Lord to go on a journey to heaven. The journey to heaven is our life. On their journey, the Children of Israel had many troubles, just like our journey of life has many troubles. But for every problem that the Children of Israel encountered, the Lord Jehovah had a solution.

If the Children of Israel would turn to the Lord and do as He advised, the problem would be solved. If they did not, things would go worse for them. The thing that would give the Children of Israel the worst trouble was when they worshipped other false gods. Then they were cutting themselves off from the very God Who was their Savior and protector.

The Lord Jehovah wanted nothing more than to bring them to the promised land of Canaan and give them a good life there, but He could only bring them there if they *chose* to follow Him as their God, and follow His advise. If they chose to follow only themselves or other idols like Baal, the Lord could not bring them into the Promised Land. And the Lord wants nothing more than to bring each of us into heaven, but He can only do that if we *choose* to follow Him and take His advice in our lives.

In the end, some of the Children of Israel made it to the land of Canaan, and some did not. In this game, you are pretending to be a group of Israelites. Let's see if this group makes it to the Promised Land or not. If not, try playing again!"

PLAYING THE JOURNEY TO CANAAN GAME

*(Based on the game “Princess” by Family Pastimes)
For Ages 10 and Up*

ASSEMBLING THE GAME:

Print the 4 sections of the game board and assemble. (You may wish to glue or tape these onto poster board or other thick paper.)

Print and cut apart:

12 small cards

numbered cards showing problems the Children of Israel faced

11 puzzle pieces for the idol Baal

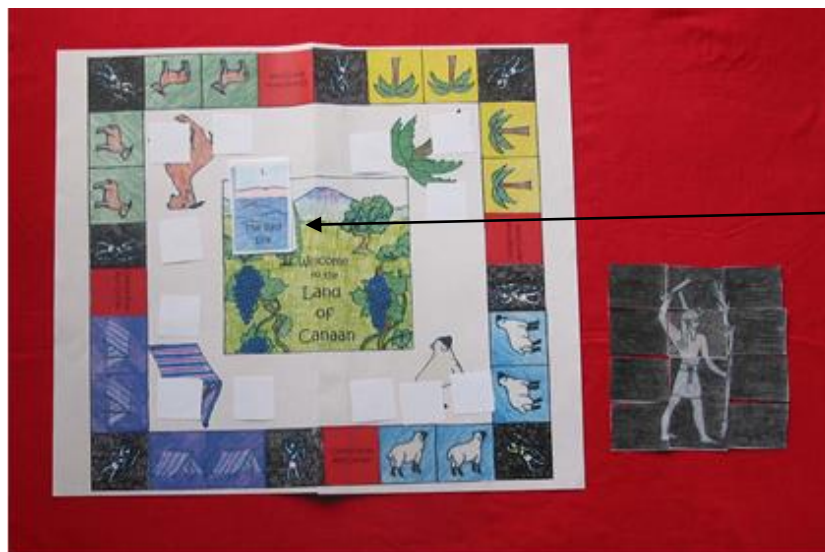
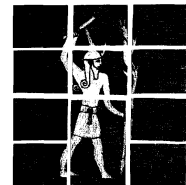
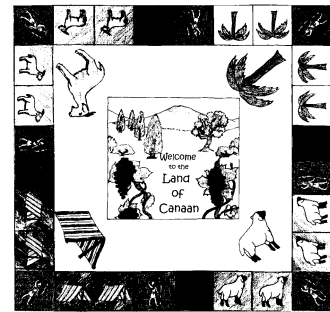
SETTING UP THE GAME:

Place numbered cards in a pile, face up (with card #8 at the bottom and card #1 at the top) onto the center of the playing board over the words “Welcome to Canaan.”

Shuffle or mix the twelve small square cards, and then place them randomly, face down, so that there are three of them at each corner of the inner playing board, i.e., place three small cards face down onto the large picture of a sheep, three onto the goat, three onto the palm tree, and three onto the tent. (Note: The sets of three small cards on each corner picture should not be on top of each other, but beside each other.)

Off to the side of the playing board, put together the eleven puzzle pieces of the idol Baal.

Have each player choose a playing piece, and place it on any square they like to begin the game.



Numbered cards go here

Puzzle of Baal

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PLAYING THE GAME:

The numbered cards covering the words “Welcome to Canaan” show some of the problems the Children of Israel encountered on their journey to the Promised Land. To get past each problem, players must find the small card showing the solution that the Lord provided. Another problem that will occur during the game is that the image of the false god, Baal, will start blocking the way to Canaan. Four small cards somewhere on the board show the solution to this problem: “Turn away from other gods. Worship Jehovah.”

1. Pick a player to go first. Have that player roll the die and move his/her game piece clockwise around the board.
2. If a player lands on a square showing the false god, Baal, that player must put one of the puzzle pieces of the large picture of Baal over the land of Canaan.
3. If a player lands on a square showing a tent, that player can pick and turn over one of the small square cards that are resting on the larger picture of a tent, and see if it is the solution they need to get past the first problem card, “The Red Sea.” (See below for what solutions are needed for each problem.)

If it is the **correct** solution, remove it from the board and remove problem card #1. Now the players are looking for the solution to problem card #2.

If it is **not the correct** solution, leave the small square card face up on the larger tent picture and proceed to the next player’s turn.

4. If a player lands on a square showing a sheep, that player may turn over a card lying on the larger picture of a sheep. The same goes for the squares with pictures of goats or palm trees.
5. If a player lands on a square that says “Choose from any corner,” that player may turn over a small card resting on any of the four pictures (sheep, goat, tent, or palm tree).
6. If a player turns over a small card that says “TURN AWAY FROM OTHER GODS. WORSHIP JEHOVAH,” the player may remove that small card from the board and take away one of the large puzzle pieces of Baal that are covering the Land of Canaan picture. If the player does not wish to or need to do this, he or she may leave the small card where it is to be used later. (NOTE: The Baal puzzle piece should be put with the other unused puzzle pieces. It can still go back on the board if a player lands on a “Baal” square.)
7. If all eleven of the puzzle pieces of the large image of Baal are placed over the land of Canaan, the game is over. This group of Israelites did not follow Jehovah, and did not make it to the Promised Land.

If the players succeed in finding all the correct solutions and removing all the problem cards before the large image of Baal covers the Land of Canaan, the game is over. This group of Israelites did make it to the Promised Land! Take away all the puzzle pieces!

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IMPORTANT NOTE! A Player may use one of the small cards to remove a problem card or a Baal puzzle piece **ONLY** when he has landed on the correct picture, where the small card lies. He may **NOT** take the card and keep it to use later.

A more challenging way to play: If you turn over a small square card and it's not the one you need, turn it back facing down. Now players have to try and remember where the particular cards are when they need them!

Problems and Solutions

When a particular problem card comes up, the teacher can read the following:

#1: The Red Sea. The Egyptians were chasing them, and the Red Sea was in the way! God told Moses to stretch out his rod, and then the Sea parted so the Israelites could go safely across.

#2: Bitter waters at Marah. Though dying of thirst, the water at a place called Marah was bitter, and the Israelites could not drink. God told them to cut down a tree and toss it into the water. This made the waters sweet and drinkable.

#3: Great Hunger. The Israelites had run out of food, and were afraid they would die of hunger. Find the manna and the quail that the Lord provided for them to eat in the wilderness.

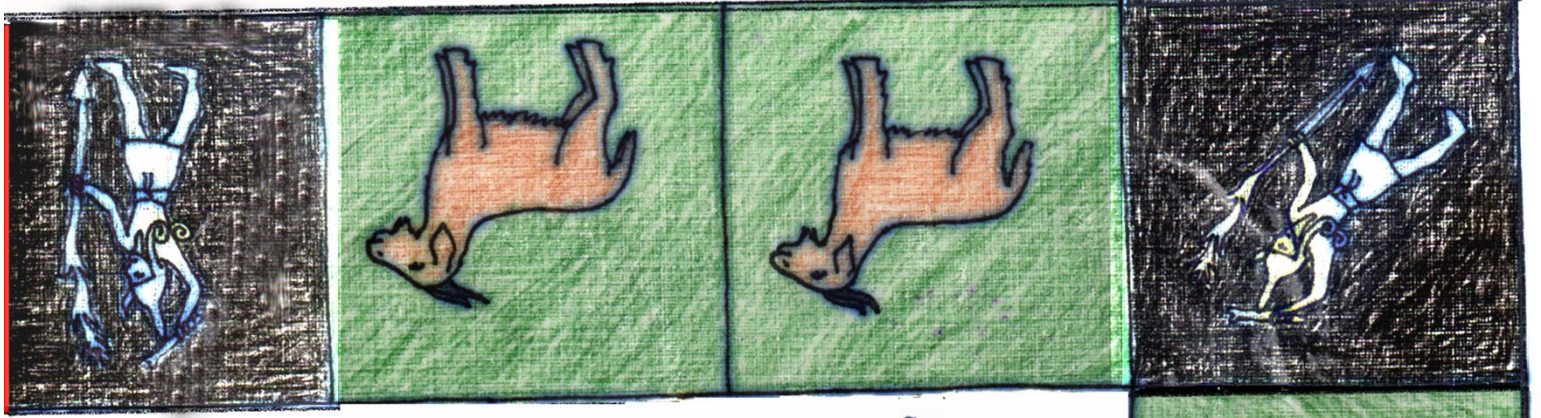
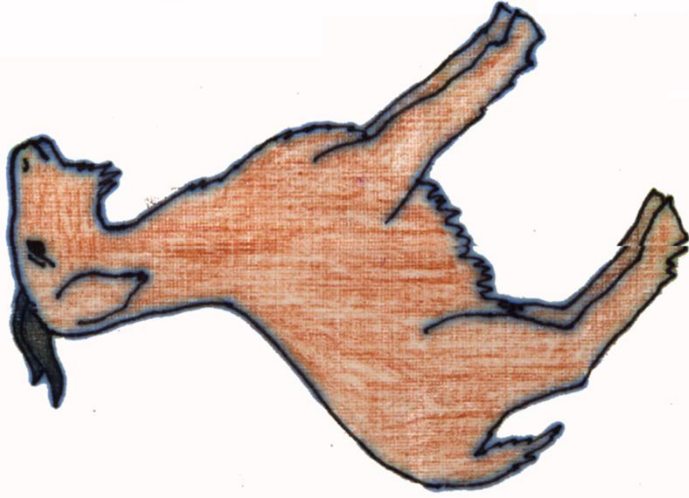
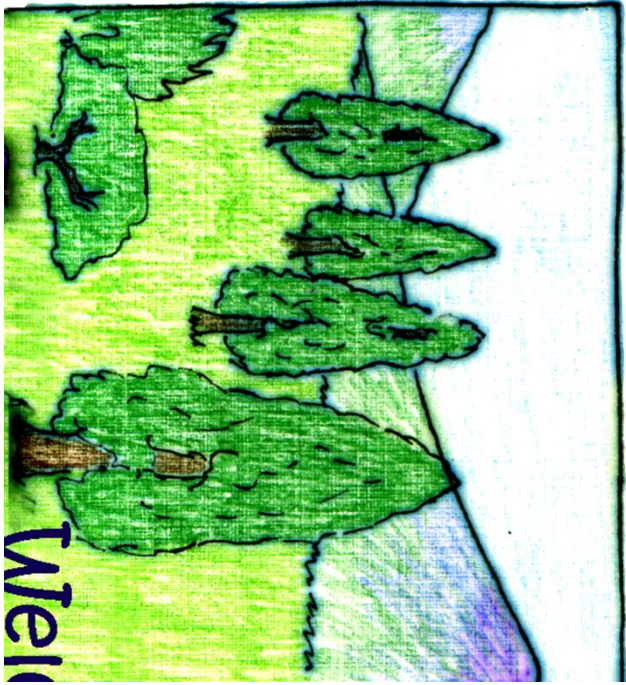
#4: Great Thirst at Rephidim. At a place called Rephidim, the Israelites again thought they might die of thirst. God told Moses to strike a rock with his rod, and water came pouring out.

#5: The Amalekites Attack. A nasty tribe called the Amalekites tried to defeat the Israelites. God told Moses to hold his arms up during the battle, to represent the need to call upon the power of God in their fight. With help from two other men, Moses kept his arms up all day, and the Israelites won the battle.

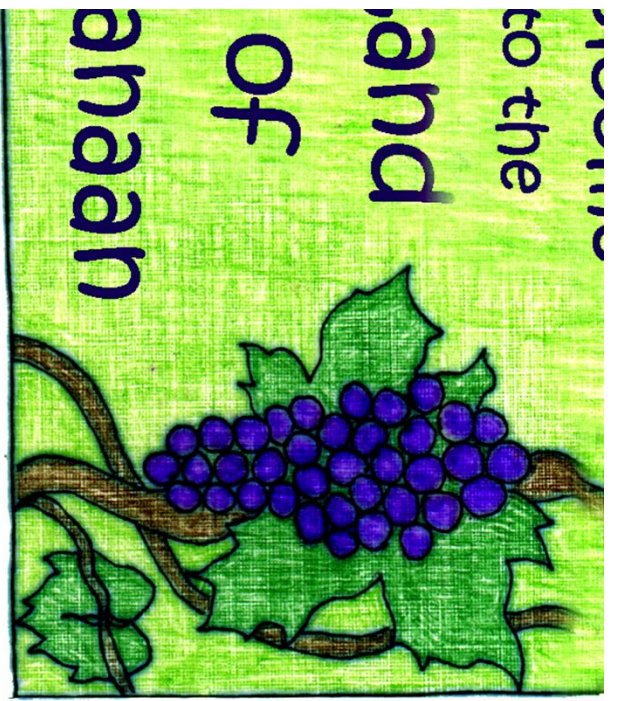
#6: Worshipping the Golden Calf. While Moses was up on Mount Sinai, the Israelites grew impatient and made a god out of gold to worship! When Moses came down, in his anger he destroyed both the golden calf and the tablets of the Ten Commandments that he had brought down. Later Moses went back up and fashioned new tablets with God's Ten Commandments. These Commandments were to teach the people not to worship other things, like the calf, but only Jehovah.

#7: Believing the Ten Spies. At the edge of the land of Canaan, twelve spies went secretly in to see what the land was like. Two of the spies came back saying, "Yes, we can conquer this land, with the help of God!" But the other ten spies said, "No, we could never conquer that land!" The Israelites did not trust in God's power to help them, and believed the ten spies. Because of that, the Lord said they must wander in the wilderness many more years, until all the unbelieving people had died out, before they could enter Canaan.

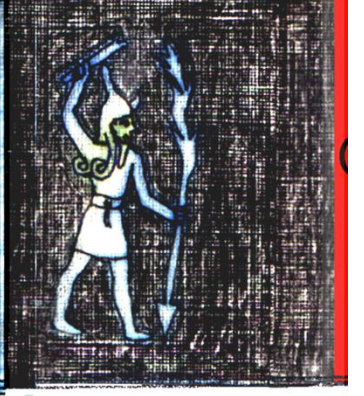
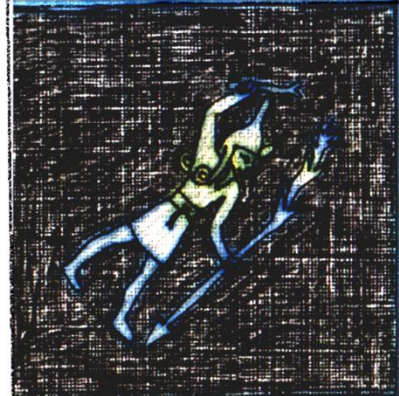
#8: The Wide Jordan River. To get into Canaan, the Israelites would have to cross the Jordan River, which was deep and wide. God told them to send some priests first, carrying the golden Ark. As soon as the priests' feet touched the water, the Jordan River stopped, making a dry path that the Israelites could cross over, into the Promised Land!



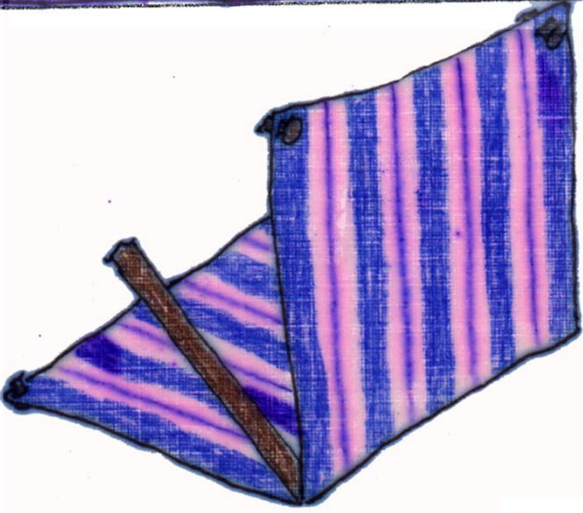
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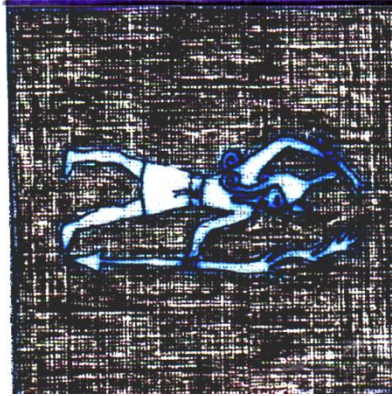
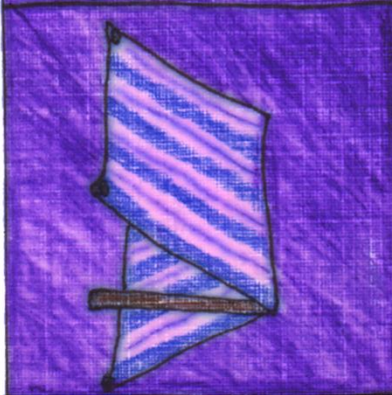
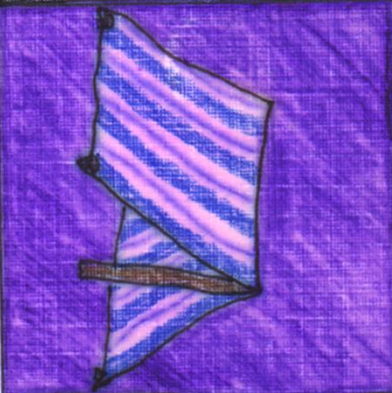
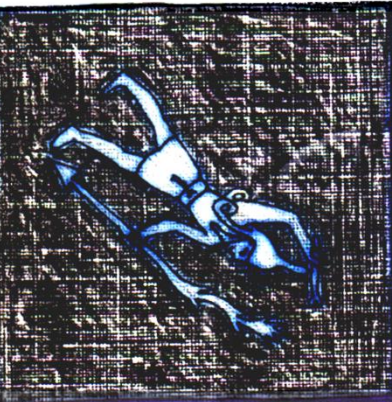
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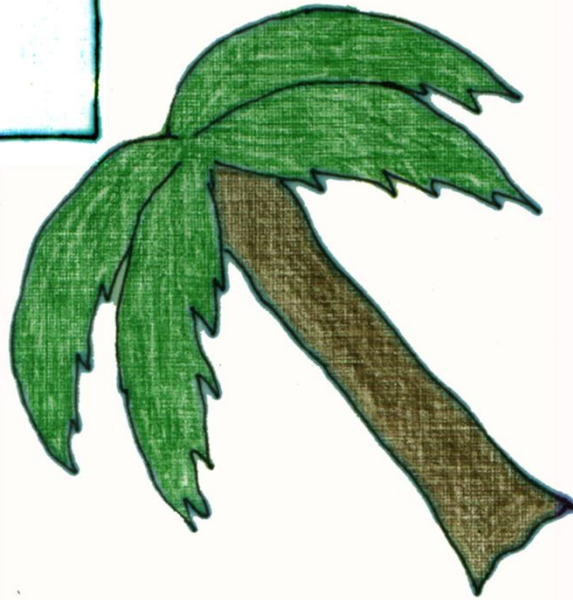


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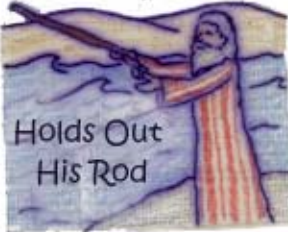








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 <p>Manna and Quail</p>	<p>Moses</p>  <p>Strikes the Rock</p>	<p>Turn Away From Other Gods</p>  <p>Worship Jehovah</p>	<p>Moses</p>  <p>Holds Out His Rod</p>
<p>Turn Away From Other Gods</p>  <p>Worship Jehovah</p>	<p>Turn Away From Other Gods</p>  <p>Worship Jehovah</p>	<p>Moses</p>  <p>Holds Up His Arms</p>	<p>A Tree</p>  <p>To Throw Into The Water</p>
<p>Turn Away From Other Gods</p>  <p>Worship Jehovah</p>	<p>Many More Years of Wandering</p> 	 <p>The Ten Commandments</p>	 <p>The Ark</p>

