

### PREPARE YOUR HEART

Take some time to think about times when you have trusted God. What do you need to trust God about right now?

Provide children with easy-to-read Bibles and they will enjoy Bible study more.

### Bible Exploration & Award Aims:

Club members will:

- learn why they can trust God and why they would want to obey God.
- decide to trust and obey God in a specific way.

### Scripture:

Joshua 1:1-11; 6:1-5, 20

### Bible Memory:

Joshua 1:9b

### Supplies:

GET READY—none

1st ACTIVITY AWARD—missions story

BIBLE EXPLORATION & AWARD—

supplies for Focus of your choice (Follow Instructions—blocks; Trust and Obey—copies of scenes); paper

BIBLE MEMORY—plain paper, markers, tape; for each member: Bible Memory Card, Memory Verse Sticker

2nd ACTIVITY AWARD—book about animals

GAMES—your choice

PRAYER—for each member: copy of Unit 2 Parent Page (p. 67)

**WEB HELP**—For discipline tips, go to “Ideas That Work” in the Leader Resource Center (password: kids) at

www.pioneerclubs.org.

# Joshua Trusted God

## GET READY 5-10 MINUTES

Play *Duck, Duck, Goose* with a twist. Choose one club member to be “Joshua.” “Joshua” walks around the circle, tapping each person on the head while saying, “Victory.” Joshua chooses the person to chase him (or her) by shouting, “Jericho.” “Jericho” then chases Joshua around the circle. Joshua tries to reach the space where Jericho sat before being tagged. Open with prayer.

## MISSIONS ACTIVITY AWARD

20-30 MINUTES



### Do Ahead:

Read the Missions Activity Award (handbook p. 135). Be prepared to do requirement 1, “Learn about missions.” If you have a missionary home on furlough, invite him or her to tell a short story about being a missionary. Or e-mail a missionary your church supports for a story. Or find a missionary biography for young children.

Tell or read the story, or have a guest tell the story.

**Missionaries need to trust and obey God in their work. Let's find out about trusting and obeying God in our lives.**

## BIBLE EXPLORATION & AWARD 15-20 MINUTES



### Do Ahead:

Familiarize yourself with Bible award requirement 1 (handbook p. 14) and this Bible Exploration. Gather supplies. Choose and prepare one of the Focus options.

### Focus (choose 1 option)

#### Option 1 – Follow Instructions

Divide club members into groups, each with an adult leader. Put a pile of blocks in the center of your room.

**Each group is to build a skyscraper. You must follow my building instructions exactly.**

**(1) Keep one hand on top of your head at all times.**

**(2) Only one club member at a time may pick up and place a block.**

**(3) You must not make any noise.**

After skyscrapers are completed:

• **What did you think about the way you were to build your skyscrapers?** Take a few answers, as time allows.

**Guess what? My way was different from the way you would have done it.**

#### Option 2 – Trust and Obey

Divide club members into groups, each with an adult leader. Have each group discuss one of the following situations.

**1. You find a 20-dollar bill on the playground. Your friend says, “Let’s buy ice cream with it.” Your inside voice says, “Keep it and buy yourself a new game.” God says, “Turn it in to the lost and found.”**

• **Which voice do you listen to and obey?**

**2. A teacher wants you to help a new student at school. On the way to school this person threw rocks at you and called you names. Your inside voice says, “Smack the kid with your lunch box.” Your friend says to ignore the kid next time. God says we are to do nice things for our enemies.**

• **Which voice do you listen to and obey?**

## Study Scripture

Sometimes the way we think something should be done is different from God’s way. Is it wiser to trust and obey ourselves—or God? The Israelites, God’s people, had to learn that trusting God is the best choice—and so do we.

God had promised to give the Israelites a wonderful country to live in. But God wasn’t going to just let them walk in and settle down. Joshua and the Israelites had to fight the people who lived there already.

• **How do you think the Israelites felt about having to fight?**

But God had a plan in mind. Let’s look together at God’s promise in Joshua 1:8-9. Help club members look up these verses in their Bibles. Read. **God promised as long as the Israelites obeyed him, he would help them win. They would be successful in all they did.**

God told Joshua three times to be strong and to have courage. Their battles wouldn't be easy. But because God was with them they had no reason to be afraid. Have club members repeat three times, "Be strong. Have courage."

Joshua sent spies into Jericho. They saw a thick wall that stood three stories high (stretch up high) around Jericho. The people of Jericho were scared of the Israelites, so they shut and barred the city gates. No one came in and no one went out.

• If you were in charge of the Israelite army, how would you take over a city with such a big, sturdy wall around it?

God didn't use (include ideas mentioned by the club members, such as bulldozers or bombs) to tear down Jericho's walls. In fact, his plan must have sounded really strange to the Israelites. Let me read you what God said: Read Joshua 6:3-4a.

Let's pretend to be the Israelites and walk around Jericho. Choose several club members to be priests. Give each one a paper to roll up to make a horn. Have the "priests" lead the other club members in walking around the room once after you say the following:

On the first day the Israelites marched around Jericho one time.

Repeat for days 2 through 6 and have club members walk around again each time.

• Would you say your marching was shaking that giant wall a little bit, a whole lot, or not at all? Give time for club members to think about this.

• If you had been one of the Israelites, what might you have thought about Joshua and what he was making you do?

The seventh day came. God's plan changed for the seventh day. Now, the people were to march around Jericho seven times. This time the priests also blew their trumpets. After the seventh trip around the city, everybody shouted really loudly. Have club members march around the room seven times with the "priests" blowing their "trumpets." Have everyone shout at the end.

And here's what happened. Read Joshua 6:20.

Joshua trusted and obeyed God. The people of Israel trusted Joshua to lead them according to God's plan. Joshua trusted the Israelites to do what he told them even though it seemed to make no sense. Joshua and the Israelites trusted

God to give them victory . . . and he did!

• Why is it a good idea to trust and obey God rather than our own plans? (God knows everything, is always right, wants what's best for us, is more powerful than we are.)

## Apply

Trusting and obeying God may not always be easy or make sense to us. Trusting and obeying God may take courage, but God is always with us and promises to help.

• When might it be hard to trust and obey God? (When a friend makes fun of you; when doing what God says doesn't make sense to you.)

If your group is large, split into as many smaller groups as you have adult leaders before answering the next question and starting the Bible award.

• How will you trust and obey God this week, even if it will be hard?

Turn to Bible award requirement 1, on handbook page 14. Let's reread Joshua 1:9. Now read the instructions for completing the requirement and allow time for club members to work.

Have club members bow their heads. Lead them in repeating the following prayer: **Dear Heavenly Father, / help me be strong. / Help me have courage. / Help me not be afraid. / Help me trust you. / Help me obey you / at school, / at home, / and at play, / at night, / and all day. In Jesus' name, amen.**

## BIBLE MEMORY 8-10 MINUTES

### Do Ahead:

Memorize Joshua 1:9b. Gather supplies.

To help us remember to trust and obey God, let's memorize Joshua 1:9b.

Give each club member paper and markers. Assign individuals or small groups different parts of the verse to draw a picture about. Help them decide what to draw. *Some suggestions:* Draw a Bible for "commanded," smiley faces for "courageous," hair straight up for "terrified," stick people and a cloud with the word "God" above them for "with you." Tape their drawings on the board and help them recite the verse. *Note:* You may want to save these for memory verse review over the next three meetings.

Hand out Bible Memory Cards and Memory Verse Stickers.

▼ **Extra verse (optional):** Memorize Psalm 71:17 together.

## ANIMALS ACTIVITY AWARD



20-30 MINUTES

### Do Ahead:

Read the Animals Activity Award (handbook p. 178). Choose a book for requirement 1, "Learn about animals." Also be ready to play a game from requirement 2, "Play an animal game."

Do requirements 1 and 2 together.

## GAMES (OPTIONAL)

Choose games from pages 69-71.

## SERVICE PROJECT (OPTIONAL)

*Encouraging Words*

For this unit, write friendly notes or draw pictures for missionary families, especially any with children.

## PRAYER 5-10 MINUTES

Think about the Bible verse we just learned. God can help you be strong and courageous as you obey. Who would like to volunteer to close our club meeting in prayer? If no one volunteers, close in prayer yourself.

Give each club member a Unit 2 Parent Page (p. 67) to take home. Or hand it to parents when they pick up their kids.

### LEADER REFLECTION

In what specific circumstances are your club members struggling to trust and obey God? Pray with them and for them.

### PREPARE YOUR HEART

Think about a specific time God showed his love for you by helping you make a right choice. How did it help you trust him more?

### Bible Exploration & Award Aims

Club members will:

- know they can trust God to help them choose right.
- want to make right choices because they trust God.

### Scripture:

Joshua 2:1-16

### Bible Memory:

review Joshua 1:9b; extra verse (optional): Psalm 71:17

### Supplies:

GET READY—none

1st **ACTIVITY AWARD**—construction paper, scissors, glue or tape, information on missionaries; optional: pictures, cultural items

### BIBLE EXPLORATION & AWARD—

supplies for Focus of your choice (Hot or Cold—stuffed animals, blindfolds, plastic bags; Those I Trust—none); rope; optional: simple Bible-times costume (bathrobe, sandals)

**BIBLE MEMORY**—optional: club members' drawings from Meeting 5

2nd **ACTIVITY AWARD**—your choice

**GAMES**—your choice

### Next Meeting's Preparation:

- If you plan to do the Missionary Visit Focus option, arrange for a missionary to visit your club.
- Recruit adult helpers to play Paul and Barnabas.

# Rahab Chose Right

## GET READY 5-10 MINUTES

Have club members sit in a circle and clap both hands on their laps in rhythm. While everyone is clapping, have each club member in turn say "My name is \_\_\_\_\_" in time with the clapping. Go around the circle a second time. This time, club members are to look to their right and say, "Your name is \_\_\_\_\_" and give that child's name. *Option:* Do a third round, with club members looking to the child on their left.

Open with prayer.

## MISSIONS ACTIVITY AWARD

20-30 MINUTES



### Do Ahead:

Gather supplies to do the first option, "Make a prayer chain," of requirement 2 (handbook p. 135). Precut the paper strips. Write out name, location, family members, and short prayer requests from missionaries your church supports. Bring pictures and cultural items for club members to look over, if possible.

Tell about the missionaries. Let club members look over any pictures or cultural items you brought. Help club members create prayer chains. Take time to pray now.

- **What good choices have these missionaries made?** (Helping people, obeying God, etc.)

Let's learn about choosing to do the right thing.

## BIBLE EXPLORATION & AWARD 15-20 MINUTES



### Do Ahead:

Familiarize yourself with Bible award requirement 2 (handbook p. 15) and this Bible Exploration. Gather supplies. Choose and prepare one of the Focus options.

## Review

Ask club members to share a time this past week when they had courage to trust and obey God with something hard to do.

## Focus (choose 1 option)

### Option 1—Hot or Cold

Have club members sit in a large circle. Put at least two or three stuffed animals at various places in the center of the circle. Pick one specific animal to be captured. Blindfold one club member. This is your hunter. Give the hunter a plastic bag. Larger clubs may want to divide into groups for this. Each group should have a club leader helping.

When I say, "go," our hunter will go into the circle to capture an animal by putting it in a plastic bag. The rest of us will tell if the hunter is close to the correct animal by saying "hot." If the hunter gets closer we will say "hotter." If the hunter is far away from that animal, we will say "cold." If the hunter is moving away from the animal, we will say "colder" so he (she) will know to change directions. All players except the hunter must stay seated in our circle while calling "hot" or "cold."

Then turn the hunter around once or twice before sending him or her into the circle. Give encouraging comments to every player. Give as many players a turn as time permits.

- **What was hard about this game?**

You could have chosen to find the animal on your own and stumbled all around your circle. Or you could choose to use your ears and trust your teammates to help you go the right way.

### Option 2—Those I Trust

Divide club members into groups. Each group should have an adult leader, paper and pencil, or easel pad and markers.

- **What does the word "trust" mean?** Be ready to help define.
- **Think of one person you trust. Why do you trust that person?** Leaders should write down the reasons club members suggest. (I feel safe with the person; the person keeps promises; the person will do what is right.)
- **If you had a hard choice to make, how would knowing someone you trust make**

a difference? (Person would help you make good choice, might be angry or sad if you made a bad choice, could stand up for you if others disagree with your good choice.)

## Study Scripture

Let's find out more about making good choices and who we should trust.

God wants people to make good choices because they trust him. Today we are going to learn how a woman named Rahab chose to help God's people because she trusted that God could protect her and her family. Recruit helpers to be spies and king's men. Help club members find Joshua 2. Have them leave their Bibles open.

This story actually happened in the midst of the story in our last meeting. When Joshua, the Israelite leader, was planning to attack Jericho, he needed to know about the city. You may remember we said that Joshua sent in some spies. Have spies sneak around. The spies came to Rahab's house. Have spies knock. And Rahab let them in. Have spies sit behind you.

Joshua wasn't the only person who had spies. The king of Jericho had spies, too. Soon after Rahab let Joshua's spies in, the king's men were knocking on Rahab's door. Have king's men knock three times—loudly!

Rahab answered the door. "Bring out those spies!" the king's men demanded.

Oh, no! What will Rahab do? Will she choose to keep Joshua's spies safe? Or will she choose to help the king? Let's take a vote. All those who think Rahab will choose to save Joshua's spies, raise your hands. Count hands if you like. All those who think Rahab will help the king, raise your hands. Count again if you choose. Let's continue our Bible story and find out.

Rahab and the people of Jericho had heard how the God of the Israelites dried up the waters of the Red Sea so the Israelites could walk across and escape from the Egyptian army. They had heard how the Israelites destroyed their enemies in battle. Even though Jericho had a thick, high wall built around it for protection, the people of Jericho were afraid of the Israelites.

Rahab believed God would destroy Jericho. So Rahab chose to protect Joshua's spies and didn't let the king's men know where they were. She chose to trust the God of the Israelites to pro-

tect her from her own king. After the king's men left... (whisper, as if telling a secret) Rahab climbed the stairs to her rooftop where she had taken Joshua's spies.

In Bible times roofs were usually flat. People often used them to dry the plants they grew. Rahab had hidden the spies under stalks of flax. Flax is a plant used to make cloth. Rahab told the spies why she chose to help them. Then Rahab said (fold hands together as if pleading), "Because I have shown kindness to you, promise to save me and my family when your army comes to destroy our city."

The spies agreed. "If you don't tell your king about us, we promise to save you when the Lord gives us this land."

Rahab's house was built on the city wall, so Rahab helped the men escape. Show a heavy rope. Read verse 15.

Because of Rahab's right choice, Joshua's men promised to protect Rahab and her family.

- How hard do you think it might have been for Rahab to make the right choice? Why? (She didn't know the spies; the king would be mad.)
- Who do you think Rahab trusted more—God or the king? Why do you think so?

Here's a verse we've memorized part of. Read Joshua 1:9.

- How did Rahab do what this verse says? (She was strong and courageous.)  
And God was with her.

## Apply

Turn in your handbook to page 15, Bible award requirement 2, part 1. Read instructions. Help club members think of a situation in the coming week where they will need to choose to do the right thing. Allow them time to draw.

Now let's do part 2, "Trust God." How can remembering Joshua 1:9 help you trust God? Read each choice or let volunteers read. Circle any of these statements that make choosing right easier for you.

Have the club members bow their heads and pray silently, asking God to help them choose to do what's right.

## BIBLE MEMORY 8-10 MINUTES

Review Joshua 1:9b.

▼ **Extra verse (optional):** Memorize Psalm 71:17 together.

## ANIMALS ACTIVITY AWARD

20-30 MINUTES



### Do Ahead:

Review requirement 3's first option, "Pet" (handbook p. 179). Arrange for someone with a well-behaved pet to bring it to club. Ask the person to be ready to teach one way to take care of the pet. (Or choose another option.)

Do the requirement together.



## GAMES (OPTIONAL)

Choose games from pages 69-71.

## PRAYER 5-10 MINUTES

Have the club members stand in a circle, holding hands. Divide the circle into two halves.

We can trust God to hear and answer our prayers. Sometimes the answer may not be what we want, but we can trust God to give us the answer that is best.

Everyone in the first group (point to one side of the circle), will pray, "Thank you, God, that I can trust you." Those in the other group will respond, "Help me choose to do what's right." Then I will close.

### LEADER REFLECTION

What insights did you gain about choices your club members have to make and how they see God helping them?



## Bible Exploration & Award Aims:

### Club members will:

- understand the importance of telling others about God's love.
- desire to tell others about Jesus.

### Scripture:

Acts 1:8; 13:1-5, 13-15, 26-35, 42-48; 14:1-3, 21-23

### Bible Memory:

Acts 1:8b, extra verse (optional): Psalm 96:2; review Joshua 1:9b

### Supplies:

**GET READY**—world globe (or picture of the world)

**1st ACTIVITY AWARD**—tape, pictures of missionaries, scissors, glue, construction paper, thread; for each member: 4 plastic drinking straws

**BIBLE EXPLORATION & AWARD**—supplies for Focus of your choice (Missionary Visit—none; Tell the Tale—watch); two simple Bible-time outfits (bathrobes and sandals), copies of Paul and Barnabas interview (p. 62), “microphone” (pencil, etc.)

**BIBLE MEMORY**—pictures—see Do Ahead; for each member: Bible Memory Card, Memory Verse Signs  
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## Do Ahead:

Gather supplies.

Have club members sit in a circle and pass around a globe (or picture of the world) while singing the following words to the tune of “Row, Row, Row Your Boat.”

**Tell, tell, tell it now,  
Tell of Jesus' love.  
God the Father sent his Son  
So we can live above.**

At the end of the song, the club member holding the globe must say to someone in the circle, “Jesus loves you,” and hand that person the globe. Repeat as often as time allows.

Open with prayer.

## Do Ahead:

Gather supplies to do requirement 3, “Make a missions mobile” (handbook p. 136). Make copies of missionary photos—enough for each club member to have four pictures.

Review what club members have learned about the missionaries, or introduce any new ones. Make the mobiles.

**Let's learn how we can be missionaries.**

## Do Ahead:

Familiarize yourself with Bible award requirement 3 (handbook p. 16) and this Bible Exploration. Gather supplies. Choose and prepare one of the Focus options. If you choose the Missionary Visit Focus, invite a missionary to speak. Recruit helpers to play Paul and Barnabas.

## Review

Ask club members to tell about right choices they made this past week.

## Focus (choose 1 option)

### Option 1—Missionary Visit

Have a missionary tell why he or she wanted to become a missionary. What is the life of a missionary like? How does he or she tell people about God and Jesus?

### Option 2—Tell the Tale

Have club members sit in a circle. Whisper into one club member's ear, “Jesus loves you—pass it on.” Have club members continue to whisper the sentence into the next person's ear until it gets back to you. Time them to see how fast it will go around the circle. Have club members repeat it faster, but remind them that they must speak clearly.

- **How is what you just did like what a missionary does?** (Telling someone else about Jesus so they can also tell someone else.)

## Study Scripture

Let's go back to Bible times and visit some famous missionaries. Shut your eyes tight! 10 – 9 – 8 – 7 – 6 – 5 – 4 – 3 – 2 – 1. Open your eyes!

Here we are in the land where Jesus lived. And there (point to Paul and Barnabas who are sitting) are Paul and Barnabas. I will be a reporter. Hold a “microphone.” Do the skit (p. 62).

When the skit is over, say: It's time to return to the present. Shut your eyes. 1 – 2 – 3 – 4 – 5 – 6 – 7 – 8 – 9 – 10. Okay, you can open your eyes again. We're back!

- **Why was it important for Paul and Barnabas to take these mission trips?** (To tell others about Jesus so they could go to heaven; there weren't any Bibles, newspapers, etc., to spread God's message.)
- **What would you say to the people who didn't believe in Jesus?**
- **Remember Barnabas' question about the good news of Jesus continuing to be shared in the future? Who tells others about Jesus today?** (Pastors, teachers, missionaries, etc.)

Let's turn to Acts 1:8 in our Bibles. Read it. **The Bible says each one of us is to be a witness. A witness is someone who tells what he or she knows. Just as God gave Paul and Barnabas a task, a mission, to tell others about Jesus, God has given us a mission, too. We are supposed to tell others what we know about Jesus.**

- **What are some things we can tell others about Jesus?** (Things he's done for us; Jesus loves them; Jesus died for our sins; etc.)
- **Who can we tell?** (Family, friends, neighbors.)

Turn to Bible award requirement 3, handbook page 16. Help club members complete part 1, "True or false?"

### Apply Discipleship Challenge

- **What are some ways we can tell others about Jesus?** (Person to person, in a card or letter, talking on the telephone, giving a tract, etc.)

For part 2, "Complete your mission," think about one person you will tell that Jesus loves him or her this week. Think about what you will say. Write that person's initials in the open Bible on page 16.

### Salvation Challenge

Jesus loves you. Jesus died to pay for the things you do that God feels sad about. If you believe that and tell God you're sorry you disobey him, God will forgive you.

- **How do you feel knowing this?**

If you want to know more or have any questions about what this means, please talk to me before the end of club.

(Check the Pioneer Clubs catalog or online store for salvation and follow-up resources to use with club members.)

Right now, I'm going to tell God thank you for sending Jesus to save us. If I say what you would like to say, you may repeat this prayer silently after me. Dear

God, / thank you for the Bible / and people who teach me about Jesus. / I know I have done bad things. / Thank you for letting Jesus take my punishment. / Please forgive me. / Give me the new life in Jesus / that Paul and Barnabas told people about. / Amen.

### BIBLE MEMORY 8-10 MINUTES

#### Do Ahead:

Memorize: Acts 1:8b. Gather supplies. Have pictures that can represent words or phrases in the verse, such as two people talking, the earth, a large letter "U."

Let's learn Acts 1:8b to remind us that God's Holy Spirit helps us tell others about Jesus.

Choose club members to hold visuals in sequence. Point to direct club members in recitation. Allow club members to take turns pointing to lead the recitation. Switch club members who are holding the visuals so that all participate. Have the visuals out of order after you switch. Let other club members help the pointer get the order right. Encourage club members to say the verse on their own.

Acts 1:8b was written to remind people living in Jerusalem and Judea that God wanted them to spread the word outside their area.

- **If it were written for us, what would the verse say instead of "Jerusalem" and "Judea"?** Encourage club members to say the memory verse again, substituting the city and state or province where they live.

Hand out Bible Memory Cards and Memory Verse Stickers.

Review Joshua 1:9b.

▼ **Extra verse (optional):** Memorize Psalm 96:2 together.

### ANIMALS ACTIVITY AWARD

20-30 MINUTES



#### Do Ahead:

Be ready to do requirement 4, "Know God feeds animals" (handbook p. 180), and requirement 5's first option, "Hanging Peanut Treat." Gather supplies.

Do requirement 4 together. Then help club members make peanut treats.



### GAMES (OPTIONAL)

Choose games from pages 69-71.

### PRAYER 5-10 MINUTES

#### Do Ahead:

Gather supplies.

Have club members each write their name on a slip of paper. Fold the papers in half and put them in a container. Then have each club member draw out a name. Ask club members to pray that the Holy Spirit will help the people whose names they drew tell someone about Jesus this week. Encourage club members to pray out loud if they like. Also encourage them to keep praying for the people they've drawn throughout the week.

#### LEADER REFLECTION

Where are your club members in their relationship with Jesus? Your club room may be your Jerusalem!

### PREPARE YOUR HEART

Think about something someone did that really encouraged you. Keep this in mind as you help your club members learn the joys of being encouraged and becoming an encourager.

### Bible Exploration & Award Aims:

Club members will:

- learn that people need encouragement.
- decide to be an encourager.

### Scripture:

Judges 4:4-10, 14-16, 23-24; background Scripture: Judges 4 and 5

### Bible Memory:

review verses learned in unit

### Supplies:

GET READY—none

**1st ACTIVITY AWARD**—pair of chopsticks for each team, napkins or paper towels, wastebasket for each team

**BIBLE EXPLORATION & AWARD**—supplies for Focus of your choice (Cheerleading—tape, toilet tissue tube and streamers for each member; Bad vs. Good—none), two paper bag puppets, picture of palm tree

**BIBLE MEMORY**—your choice

**2nd ACTIVITY AWARD**—tacky glue; for each club member: 1 large pom-pom, 1 medium pom-pom, 5 small pom-poms, 3 extra-small pom-poms, small black bead, 2 wiggle eyes

**GAMES**—your choice

**AWARD CELEBRATION**—unit activity awards and Bible awards, supplies for any optional activities chosen

**PRAYER**—none

### Next Unit's Preparation:

Select and review the unit you will use next.

# Deborah Encouraged God's People

## GET READY 5-10 MINUTES

### Do Ahead:

Gather supplies.

To help club members get acquainted, have them write their names on pieces of paper and then arrange themselves in alphabetical order by their first names. The papers will help them.

Open with prayer.

## MISSIONS ACTIVITY AWARD

20-30 MINUTES



### Do Ahead:

Be ready to do requirement 4, "God says 'Go!'" (handbook p. 137). Gather supplies to play the first two games, "Chopsticks Relay" and "Laughing Hyenas," of requirement 5.

Do requirement 4 together. Then review countries where there are missionaries that your church supports. Explain that children in other countries love to play games, just as your Voyagers do. Introduce and play the games.

**Remember to pray for our missionaries, to encourage them. We're going to learn about being encouragers today.**

## BIBLE EXPLORATION & AWARD 15-20 MINUTES



### Do Ahead:

Familiarize yourself with Bible award requirement 4 (handbook p. 17) and this Bible Exploration. Gather supplies. Make two paper bag puppets: Deborah and Barak. Choose and prepare one of the Focus options. If you choose the Cheerleading Focus, cut streamers into 12-inch (30 cm) strips.

## Review

Ask for volunteers to tell what happened when they told someone about

Jesus' love this past week. Be ready to tell about your own experience to start discussion.

### Focus (choose 1 option)

#### Option 1—Cheerleading

Hand out toilet tissue tubes, 12-inch (30 cm) lengths of streamers, and tape. Have club members make cheerleading pom-poms by taping the streamers to one end of the tubes. Then use this cheer: "Two bits, four bits, six bits, a dollar. All for Voyagers, stand up and holler! YEA!"

**Cheerleaders encourage players on a team.**

- Who encourages you in your everyday life? How do you feel when someone encourages you?

**Deborah was kind of like a Bible-times cheerleader. She didn't have pom-poms or wear a special cheerleading outfit, but Deborah was good at encouraging others.**

#### Option 2—Bad vs. Good

Divide the club members into three groups. Two—the Mud-Slingers and the Helper Knights—should stand facing each other. Tell the third group to try to jump as high as they can, right where they stand. Have the Mud-Slingers look grumpy and say discouraging things like "That's not much of a jump!" or "Why do you even try?" Then have the Helper Knights say something encouraging to the jumpers. If club members can't think of any encouraging remarks, use these suggestions:

You can do it!  
You did your best.  
Nice try!  
Good for you!

After a minute, have the three groups switch roles and repeat.

To save time in a small club, leaders can be the Mud-Slingers and Helper Knights. That way, all club members can try jumping at the same time.

- How did you feel when you heard the Mud-Slingers?
- How did you feel when the Helper Knights encouraged you?
- What kind of remarks help people?  
**Deborah was a Bible-times woman who was really good at encouraging people.**

## Study Scripture

At the time of this story, Israel's great leader Joshua has died. Deborah is now the one God has chosen to guide his people. Let's look up the story of Deborah in our Bibles. Turn to chapter 4 in the book of Judges in the Old Testament. Help club members find Judges 4. Tell them to keep their Bibles open. Show Deborah puppet.

Deborah: **Hi, Voyagers! My name is Deborah. I am a judge and a prophetess. And my courtroom is under a palm tree.** Hold Deborah puppet next to picture of palm tree. **Whenever the Israelites have an argument they can't settle between themselves, they come to me. God speaks to me so I can tell the people what to do. One day God gave me a message for Barak.** Show Barak puppet.

Deborah (*speaking to Barak*): **The Lord, the God of Israel, commands you to take 10,000 men and lead the way to Mount Tabor. He wants you to fight our enemy, Jabin. God will bring the commander of Jabin's army, Sisera, and his troops to the river and let you win the battle.**

Barak: **I'm not going unless you go with me!**

Deborah (*to club members*): **So I had to encourage Barak. I said, "Okay. I'll go with you." And I went with Barak and the army to do battle.**

Barak (*to club members*): **Then Deborah encouraged me again.**

Deborah (*to Barak*): **Go, Barak! The Lord has already taken care of everything. The Lord said you would win this battle.** Take away Barak puppet.

Deborah (*to club members*): **Barak and his 10,000 soldiers went to battle against Jabin's army and God helped us win!**

Show the Barak puppet. Have club members look at Judges 4:8. Read it to them.

- **Why do you think Barak said, "I'm not going unless you go with me"?** (He was afraid; he wasn't trusting God as he should; he needed Deborah to encourage him.)

Show the Deborah puppet.

- **What would you have done if you were Deborah?**
- **How did Deborah help Barak and the army?** (She encouraged them, trusted God to do what he said.)

## Apply

Raise your hand if you have ever said, "I'm not going unless you go with me"?

- **Why did you say that?**

God is always with us. God promises to help us. God tells us to be strong and to have courage. But sometimes we need to hear encouraging words from a person we can touch and see. God often sends us people to help and encourage us.

- **When might someone need encouragement?** (When trying something new, feeling sick or tired.)
- **How do you feel about someone who encourages you?**
- **What are some ways we can encourage others?** (Be with them, pray for them, thank them, give encouraging words, etc.)

If your club is large, divide club members into groups. Make sure each group has an adult helper. **Turn to Bible award requirement 4, on handbook page 17.** Assign each club member or group at least one of the pictures in part 1 to act out. Ask club members who are watching to tell:

1. What was happening?
2. How was someone encouraged?

Have club members complete part 2 of the Bible award requirement on their own. Then have club members recite the memory verse, Joshua 1:9b, and give their answer to part 3. (God is always with us.)

Have club members sit in a circle. **You can encourage people by letting them know you are praying for them. Right now, pray silently for the person sitting to your right. Ask God to help the person remember that he or she has been prayed for. Also ask God to help you know how to encourage that person in other ways. Remember to pray for the person you just prayed for throughout the week.**

## BIBLE MEMORY 8-10 MINUTES

Review verses learned in this unit, using teaching methods from other meetings.

## ANIMALS ACTIVITY AWARD



20-30 MINUTES

### Do Ahead:

Gather supplies to do the first option, "Pom-Pom Teddy Bear," of requirement 6 (handbook p. 182).

Make bears together.

## GAMES (OPTIONAL)

Choose games from pages 69-71.

## AWARD CELEBRATION

### Do Ahead:

Invite parents or Pals\* to this part of the meeting. Order God's People Bible Awards, Missions Activity Awards, and Animals Activity Awards for all club members who have completed the unit requirements. *Options:*

- **Plan to give the devotional "Guitar" from Pioneer Clubs' *Talks that Teach* book (catalog #2725).**
- **Plan refreshments.**

Hand out awards to club members. Lead guests in applause. Do any optional activities you chose.

## PRAYER 5-10 MINUTES

Take prayer requests for those who might need encouragement. Pray for each one by name. Close with a thank-you to God that he is always with us and will give us help and courage.

### LEADER REFLECTION

**Which club members look as if they need more encouragement themselves? How interested did club members seem about becoming encouragers for others?**

\*Pioneer Clubs Pals are adults from the church who are matched with club members for prayer and friendship. For more information, see *Making Your Pal Program Work* (catalog #2600).