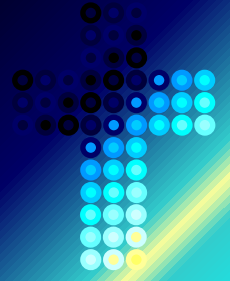


JESUS DISCOVERY PROJECT



TEACHING MATERIAL FOR 5-11 YEARS

SERIES 02:

SAMUEL: A NEW KIND OF PRIEST

RESOURCES

(1 SAMUEL CHAPTERS 1-17)

Author: Eleanor Delpont

Samuel: A New Kind Of Priest Resources by Eleanor Delport

First e-book edition 2022

© Copyright 2022 Eleanor Delport—All Rights Reserved

Visit our website at www.jesusdiscovery.uk

JESUS DISCOVERY PROJECT



BIBLE STUDY SERIES AGE 5-11 YEARS

SAMUEL: A NEW KIND OF PRIEST (1 SAMUEL CHAPTERS 1-17)

10 sessions

Author Eleanor Delpont

This series looks at God's response to a faithless generation of priests from the tribe of Levi, how he uses the prayer of faithful Hannah to raise up a new kind of Priest, Samuel, and eventually a new kind of Priest King, David, who has a heart after God's own heart.

We explore the big theme of faith and trust in God: how Eli and his sons, the Israelites and King Saul struggled to trust and obey God, which led to tragedy and separation from God's presence, but Hannah, Samuel, Jonathan and David, put their trust in God and God uses them to bring about His deliverance for His people.

As well as the big theme of faith, we encounter topics such as obedience, sin, repentance, atonement, God's mercy, worship, prayer and the role of the Holy Spirit in anointing and helping those who put their trust in Him.

The series includes worship activities, times to share the bread and wine together, prophetic activities and opportunity to pray for healing for one another and those you know. The final session takes a broader look at where Samuel and David, both with ancestors from Bethlehem Ephrathah, fit into God's big salvation plan and focuses on how God changed Bethlehem Ephrathah from a place of sorrow to a place of hope and life in Jesus, our great High Priest.

Each session includes a starter and multiple choice question, story, game, craft, prayer activity, memory verse and many have discussions, worship, prophetic activities and additional games too. There is also a list of extra games in Resource 10.

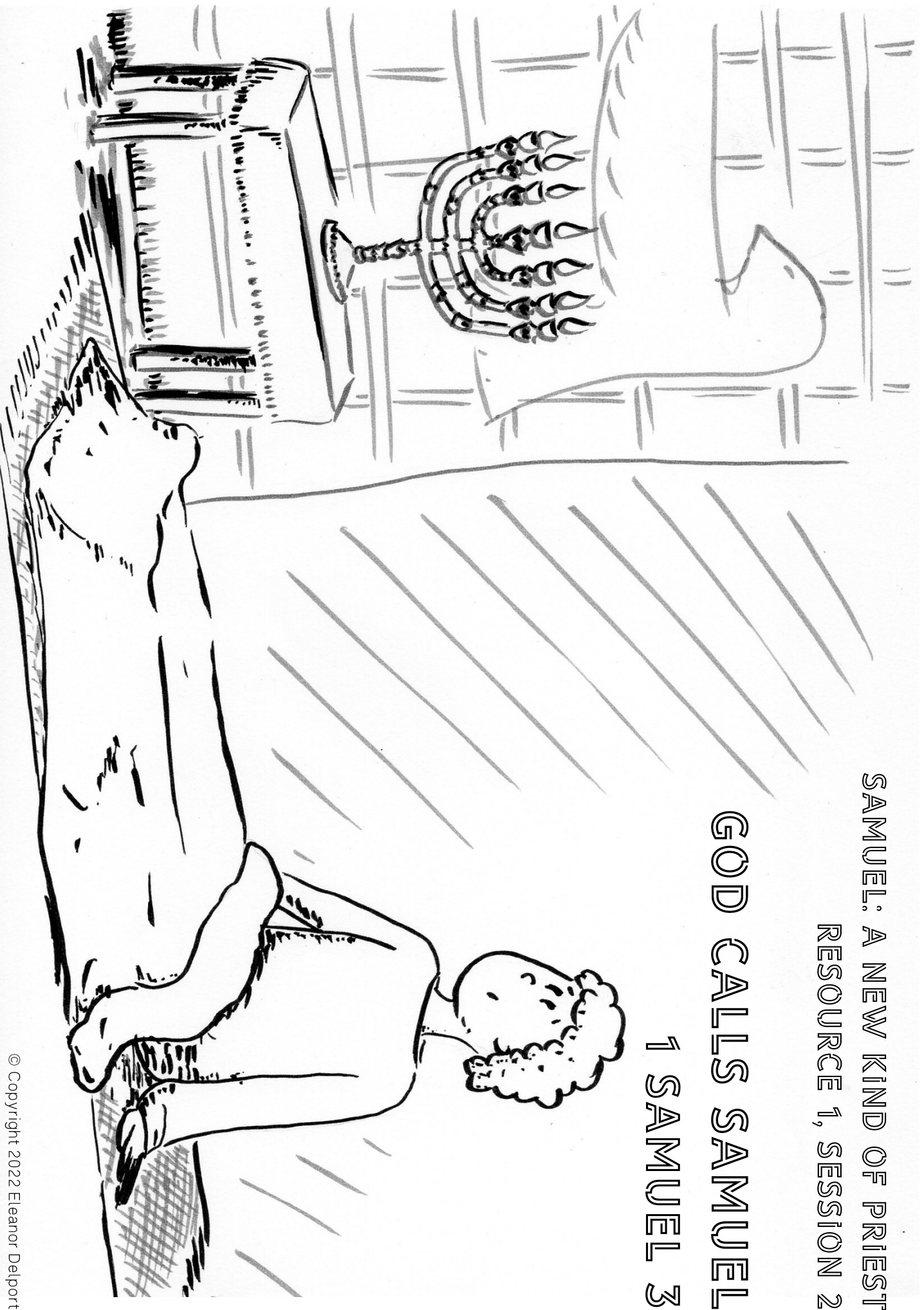
SAMUEL: A NEW KIND OF PRIEST RESOURCES

CONTENTS

RESOURCE 1	PAGE 5
Session 2 · Craft · God calls Samuel	
RESOURCE 2	PAGE 6
Session 3 · Craft · Story comic strip	
RESOURCE 3	PAGE 7
Session 6 · Game · Pin the tail on the donkey	
RESOURCE 4	PAGE 8
Session 6 · Craft · Saul anointed	
RESOURCE 5	PAGE 9
Session 8 · Craft · David anointed	
RESOURCE 6	PAGE 10
Session 8 · Worship	
RESOURCE 7	PAGE 11
Session 9 · Craft · David v Goliath and Yahweh v Dagon	
RESOURCE 8	PAGE 12
Session 10 · Map	
RESOURCE 9	PAGE 13
Session 10 · Craft · Bethlehem Ephrathah worksheet	
RESOURCE 10	PAGE 15
Extra games	

SAMUEL: A NEW KIND OF PRIEST
RESOURCE 1, SESSION 2

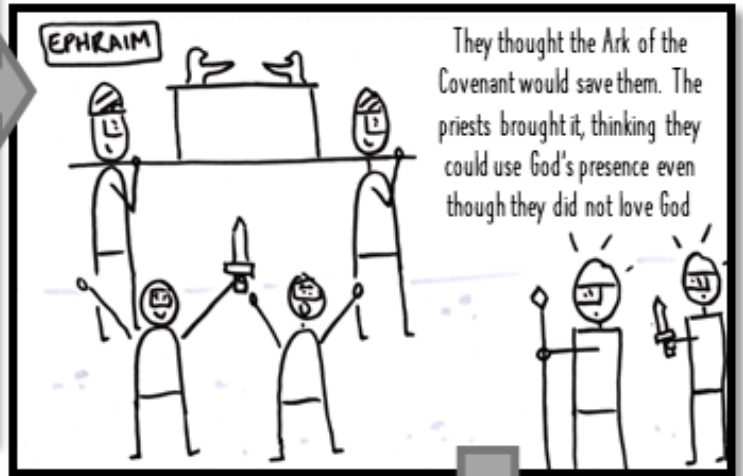
GOD CALLS SAMUEL 1 SAMUEL 3



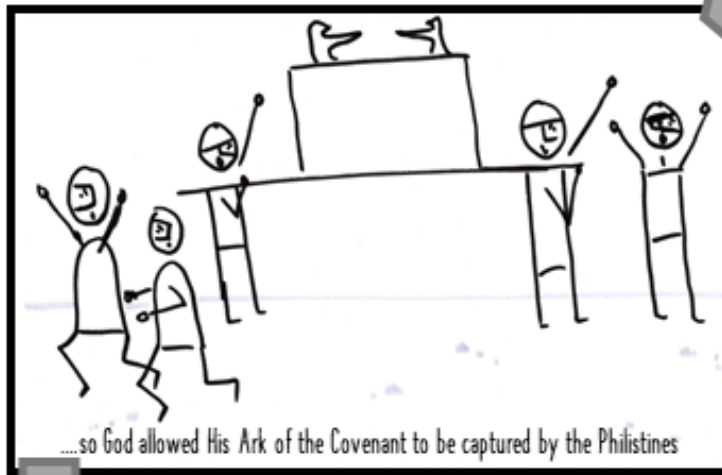


The Israelites were being beaten by their enemies, the Philistines, in battle

1 Samuel chapter 4



They thought the Ark of the Covenant would save them. The priests brought it, thinking they could use God's presence even though they did not love God



...so God allowed His Ark of the Covenant to be captured by the Philistines

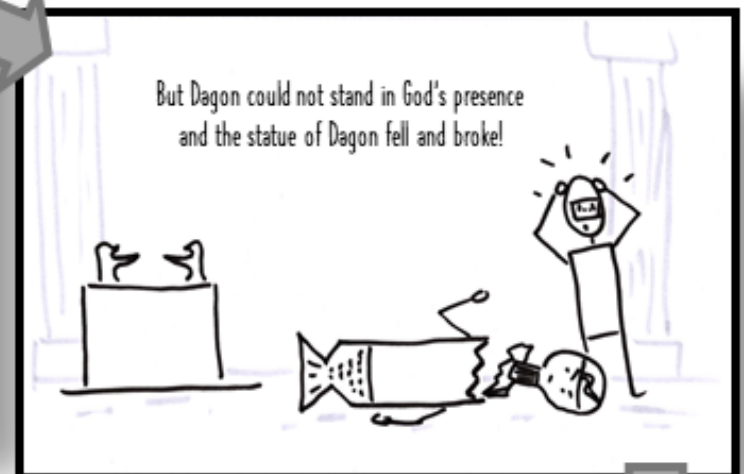


The Israelites had been breaking God's covenant and worshipping other gods...

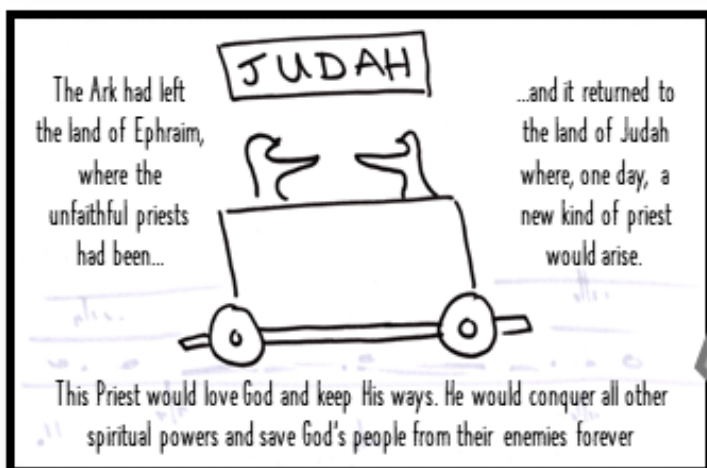
1 Samuel chapters 5-6



The Philistines thought that their god Dagon had beaten Israel's God, so they put the Ark in Dagon's temple



But Dagon could not stand in God's presence and the statue of Dagon fell and broke!



The Ark had left the land of Ephraim, where the unfaithful priests had been...

...and it returned to the land of Judah where, one day, a new kind of priest would arise.

This Priest would love God and keep His ways. He would conquer all other spiritual powers and save God's people from their enemies forever



The Philistines realised that Israel's God was stronger than their gods. They were afraid and sent the Ark back to Israel

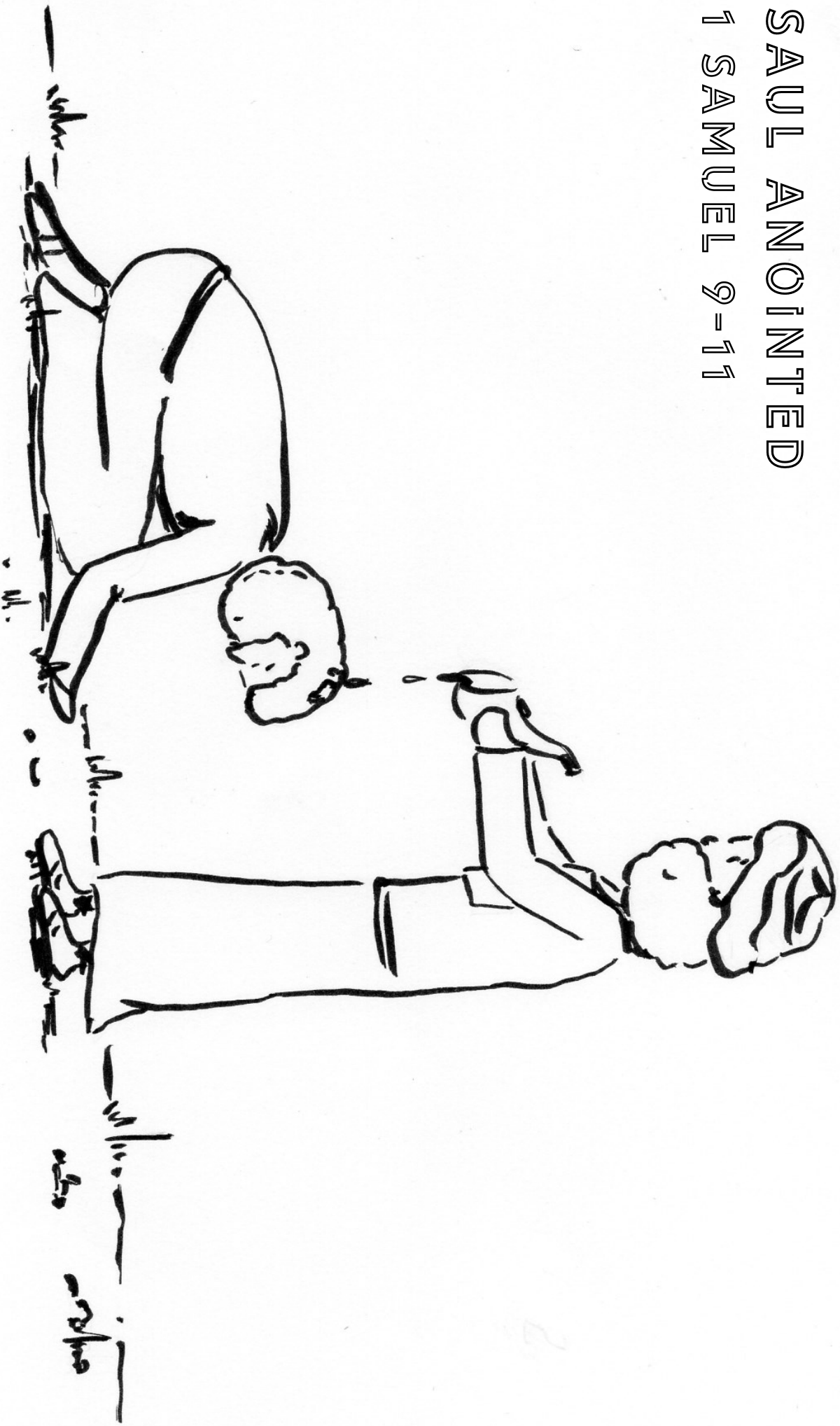
RESOURCE 3
SESSION 6 GAME—PIN
THE TAIL ON THE
DONKEY



SAMUEL: A NEW KIND OF PRIEST
SESSION 6, RESOURCE 4

SAUL ANOINTED

1 SAMUEL 9-11



DAVID ANOINTED

1 SAMUEL 16



RESOURCE 6
SESSION 8 WORSHIP

<https://youtu.be/KI2BPjAla6g>

Every Move I Make by Hillsong Kids—lyrics and Actions

<https://youtu.be/Sjld36-B1K0>

King of love by Doug Horley—lyrics and actions

www.duggiedugdug.com

<https://youtu.be/ajczrL5urel>

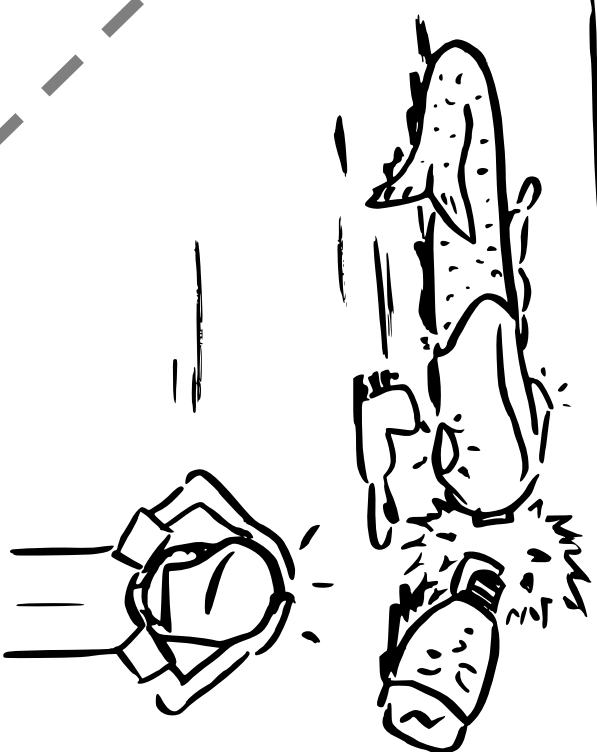
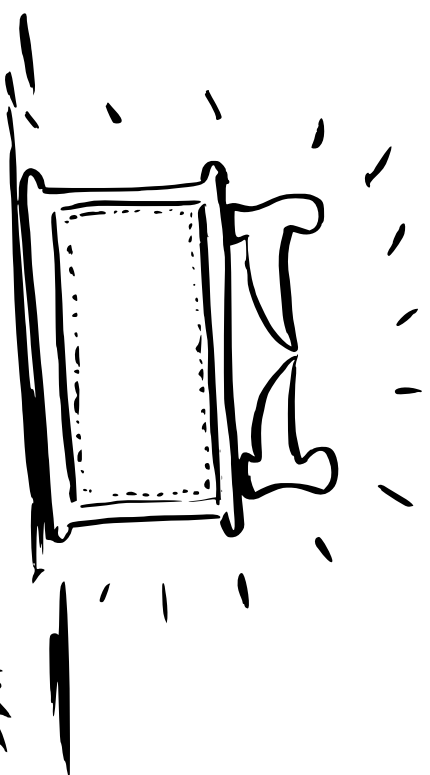
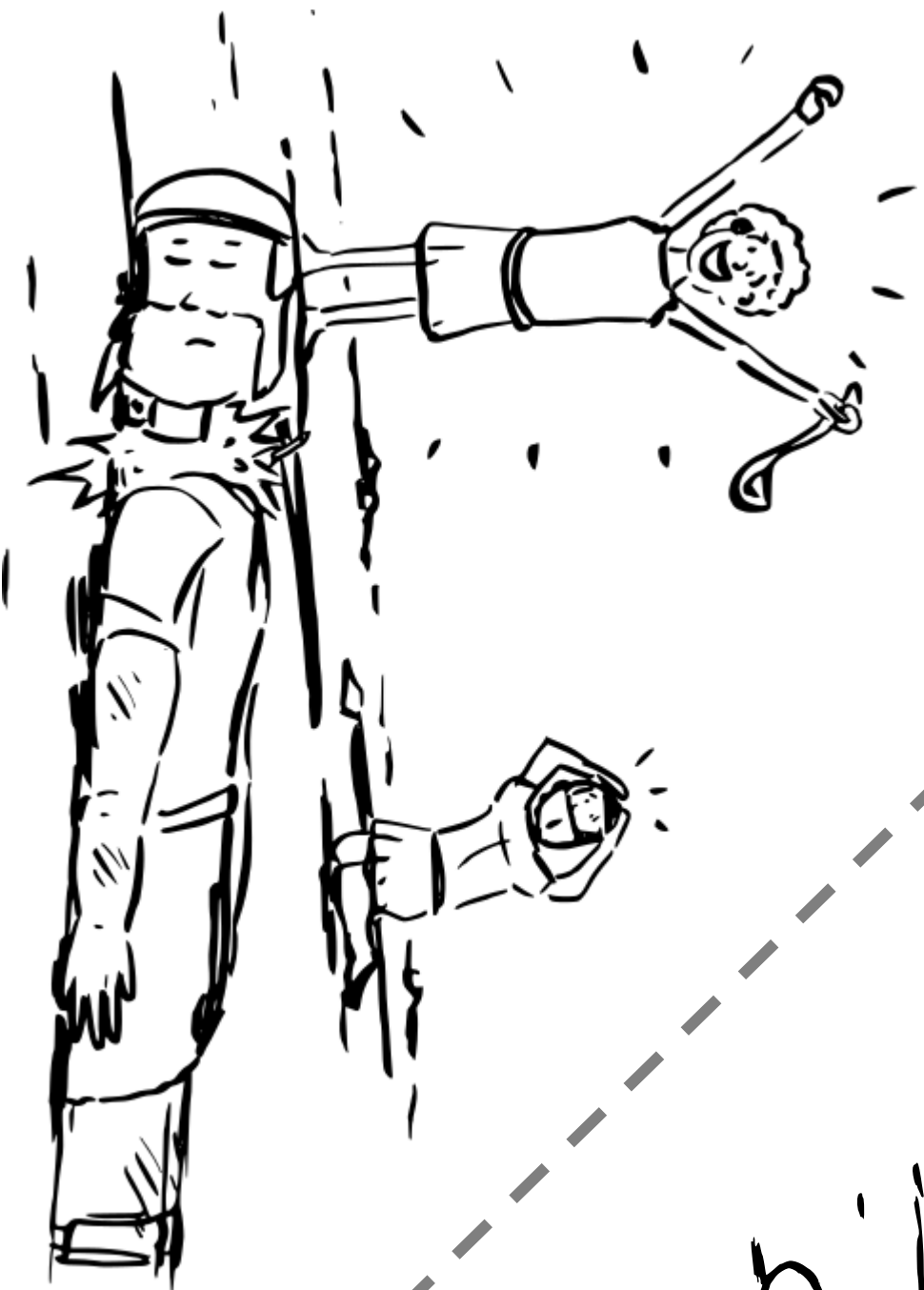
God Suit On by Cheeky Pandas

<https://cheekypandas.com/panda-praise/>

You can download the action video from the cheeky pandas website

SAMUEL: A NEW KIND OF PRIEST
RESOURCE 7, SESSION 9

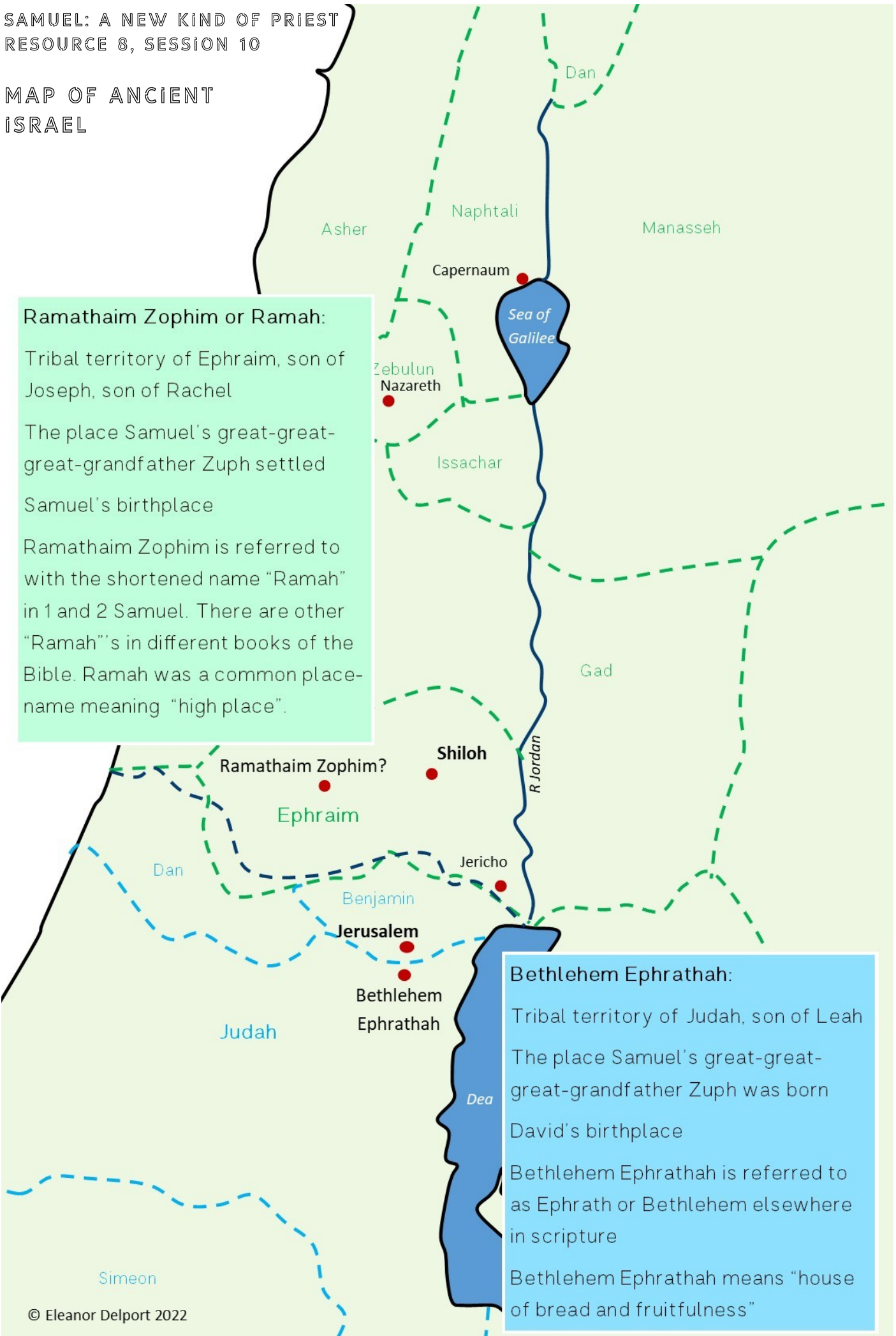
DAVID V GOLIATH
1 SAMUEL 17



YAHWEH V DAGON
1 SAMUEL 5

SAMUEL: A NEW KIND OF PRIEST
RESOURCE 8, SESSION 10

MAP OF ANCIENT
ISRAEL



Ramathaim Zophim or Ramah:
Tribal territory of Ephraim, son of Joseph, son of Rachel
The place Samuel's great-great-great-grandfather Zuph settled
Samuel's birthplace
Ramathaim Zophim is referred to with the shortened name "Ramah" in 1 and 2 Samuel. There are other "Ramah"s in different books of the Bible. Ramah was a common place-name meaning "high place".

Bethlehem Ephrathah:
Tribal territory of Judah, son of Leah
The place Samuel's great-great-great-grandfather Zuph was born
David's birthplace
Bethlehem Ephrathah is referred to as Ephrath or Bethlehem elsewhere in scripture
Bethlehem Ephrathah means "house of bread and fruitfulness"

Can you match the person associated with Bethlehem Ephrathah to the clue?

Boaz
(Ruth 4)



Solomon
(1 Kings 6)



Jacob
(Genesis 35)



David
(1 Samuel 17)



Ibzan
(Judges 12)



Samuel
(1 Samuel 2)



Son of
sorrow to
Son of
strength



The land
shall be
married



The poor
and
foreigners
fed



A faithful
priest



Victorious
in battle



Builder of
a new
temple

Can you find all the words
related to Bethlehem
Ephrathah?

R	E	D	E	E	M	I	G	F	O
S	A	M	U	E	L	B	K	J	D
E	A	D	B	O	A	Z	I	T	F
I	S	A	M	S	J	A	C	O	B
G	B	S	F	H	I	N	J	A	N
Y	R	O	R	E	M	T	P	E	I
R	E	L	O	P	E	F	E	D	M
R	A	O	O	H	T	D	I	N	A
A	D	M	P	E	E	V	U	E	J
M	Y	O	J	R	A	K	B	L	N
U	R	N	U	D	I	K	U	P	E
P	A	Z	D	N	Y	E	J	M	B
L	P	A	G	O	R	O	S	E	E
K	B	L	E	H	C	A	R	T	N

Baby
Benjamin
Bread
Boaz
David
Feed
Ibzan

Jacob
Joy
Judge
King
Marry
Poor
Priest

Prophet
Rachel
Redeem
Samuel
Shepherd
Solomon
Temple

EXTRA GAMES (RESOURCE 10)

A GREAT WIND BLOWS

You will need: One chair or cushion per child

Make a circle of chairs facing and have all the children sit down, facing the middle. An adult calls out "A great wind blows for everyone who..." and ends the sentence with something along the lines of the examples below. Everyone to whom the statement applies stands up and swaps places with someone else in the circle.

If most children stand up, remove one chair and whoever cannot find a seat comes outside the circle and helps the adult choose a sentence.

For example:

A great wind blows for ...

...everyone who has a brother

...everyone who has been camping

...everyone who has a little sister

...everyone who has brown hair

...everyone who has blue eyes

...everyone who has eaten toast for breakfast

...everyone who has a pet cat

...everyone who likes to ride a scooter

...etc.

BLIND MAN'S BLUFF / MARCO POLO

You will need: A blind fold

One child wears the blind fold and has to try and tag the other children.

In Marco Polo, whenever the blind-folded child calls out "Marco", everyone else calls out "Polo", thereby giving away their position.

CAT AND MOUSE

One child is chosen as the cat and one child is the mouse. Everyone else holds hands in a circle with the cat outside the circle and the mouse inside the circle. The children in the ring walk around holding hands and calling out this chant. "What time is it? Just struck nine. Is the cat home? He's about to dine!" Then the children stop and the cat has to chase the mouse by weaving in and out of the children. The cat must follow the mouse's path and cannot take a short cut.

EXTRA GAMES (RESOURCE 10)

DUCK, DUCK, GOOSE / NAME CHASE

All children sit in a circle. One is chosen to walk around the outside and tap each person's head saying "duck". On one head the child says "goose" and the "goose" has to jump up and chase the other child around the circle before they sit back in the "gooses" place.

Name chase is a similar idea, but instead of saying "duck", you say each child's name and instead of saying "goose", you say the name of your children's group or church. This is a good way of learning names.

BALANCE CHALLENGE

Children stand back to back in pairs and link arms. Child A leans forward so Child B is flat on their back with legs in the air. Then return to the middle. Then Child B leans forward so Child A is flat on their back with legs in the air. Then, return to middle and, still linking arms. Try to sit down.

MEMORY GAME

Sit children in a circle and ask them to think of one thing they like doing. Then choose someone to start. For example, Katie might say "I like to swim." The person next to her will say "Katie likes to swim, I like to dance." The next person, "Katie likes to swim, Fred likes to Dance, I like to cycle"...and so on.

CREATE A STORY

Sit the children in a circle. One starts off "Once upon a time..." The next adds a bit of the sentence "an octopus swallowed a..." then the next adds a bit more and so on until you are all the way round the circle.

MAN DIDDY WATCHER

One person sits in the middle of the circle, blindfolded, with keys in front of them. Another person from the circle quietly takes the keys and walks around the outside of the circle back to their place. The person in the middle has three attempts to point at the person with their keys. If the stealer gets back to their place unnoticed, the group chants "Man diddy watcher, whose got your keys?" Then the person in the middle opens their eyes and has three guesses as to who has their keys.

BEAN GAME

When bean is called, children do action. Baked bean—lie on the floor. String bean—stretch up tall and thin. Runner bean—run on the spot. Jelly bean—wobble. Jumping bean—jump. Broad bean—stretch wide. French bean—"Bonjour!". Chilli bean—shiver.