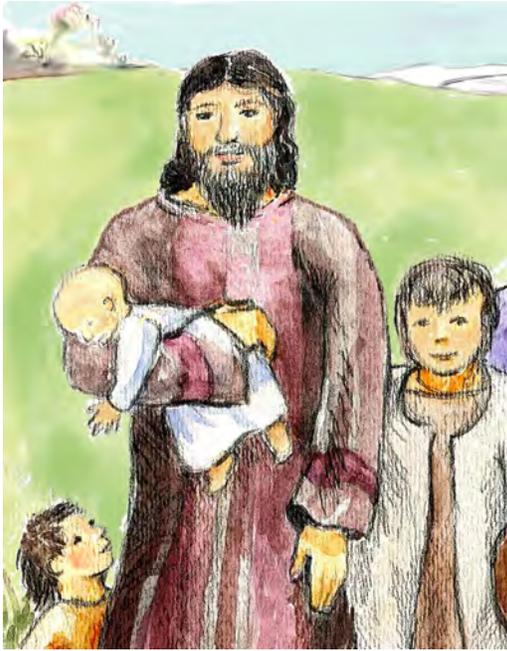


Jacob's Family

Genesis 29:21-35; 30:1-24

Level B | Lesson 4 | Teacher Overview



Behold, children are a heritage from the Lord, the fruit of the womb is His reward.

Like arrows in the hand of a warrior, so are the children of one's youth.

Happy is the man who has his quiver full of them.

They shall not be ashamed, but shall speak with their enemies in the gate.

Psalm 127:3-5

For Teachers

This lesson has several activity options. You may wish to choose 2-3. Reading through all of the options will help you identify the activities that are best suited to your group's size, student mix, available supplies, and the time you have to prepare. You may also want to mix and match activities from other age levels.

Activity Options

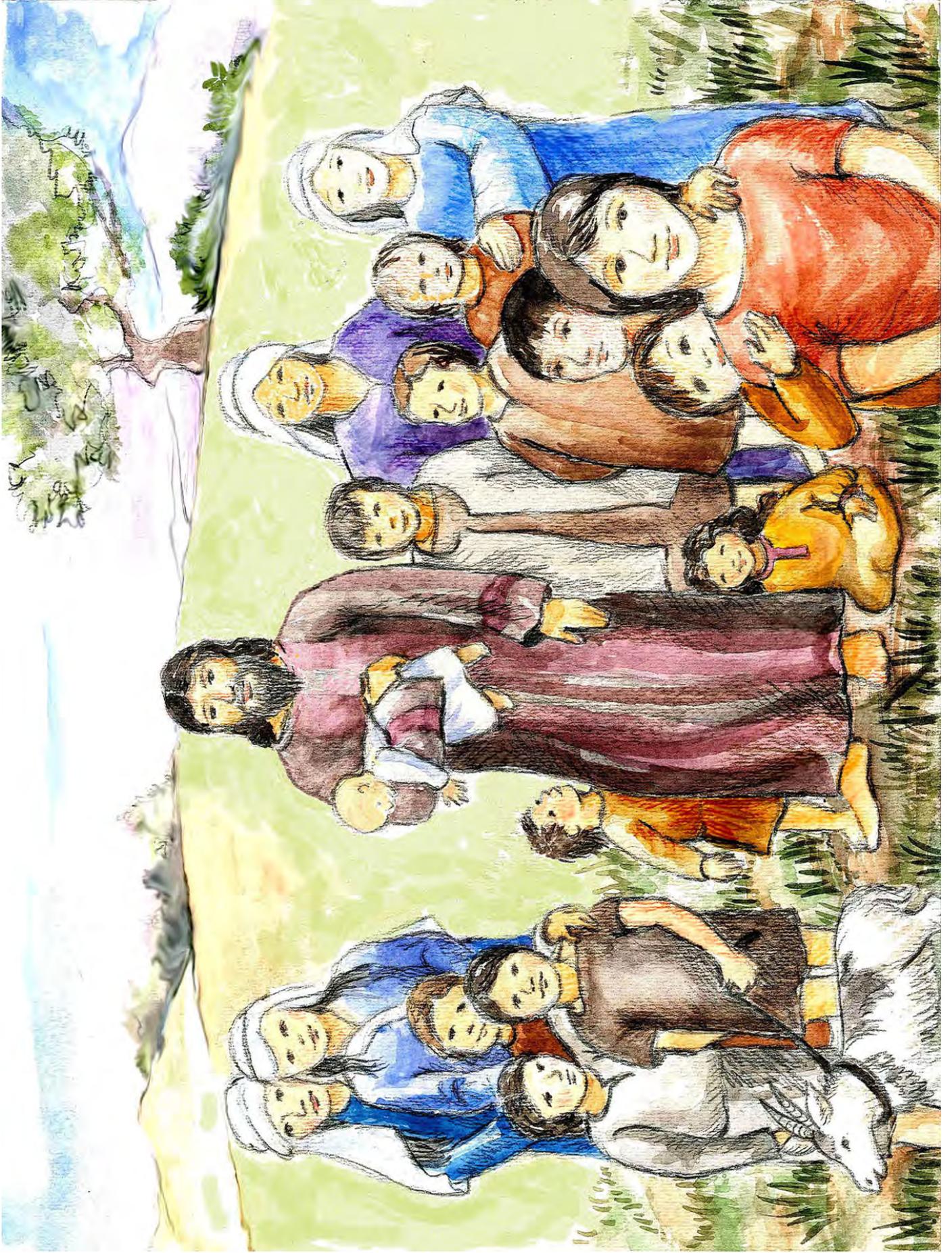
1. Talk About It
2. Illustration: Jacob and His Family
3. Memory Verse
4. Game: Jacob's Wives and Children
5. Take Action: Practicing Patience
6. Coloring Picture: Jacob and Children

Talk About It

Reading: Genesis 29:21-35; 30:1-24

This week's story introduces marriage and family customs that were a permitted part of Israel's culture, but are not the same as the Lord's laws of order for marriage today. The relationships in the story depict the way human beings understand true ideas in new ways and put them into action in their lives. In light of this, today's focus is on Jacob's family—his twelve sons whose descendants later became the twelve tribes of Israel.

1. Jacob worked for a seven long years—to marry Rachel, the beautiful woman he loved. What did he discover the morning after his wedding? (He had been given Leah, not Rachel. At that time it was the custom for the oldest daughter to marry first.)
2. Have you ever felt disappointed? What kinds of things are disappointing? (e.g. Perhaps you have heard someone make a beautiful sound with a musical instrument—but then when you have tried to play it sounded awful. Encourage children to share their own disappointments.)
3. Imagine how disappointed Jacob must have been when he woke up and discovered that he had married weak-eyed Leah. What did Laban ask him to do so that he could marry Rachel? (work for another seven years) How might you feel if you were Jacob?
4. Let's see how many of Jacob's sons we can name. There are twelve sons altogether. (Reuben, Simeon, Levi, Judah, Dan, Naphtali, Gad, Asher, Issachar, Zebulun, Joseph and Benjamin. Benjamin was born much later.)
5. What is special about Joseph and Benjamin? (they are sons of Rachel and are Jacob's favorite sons)
6. Many years later Jacob's descendants became the twelve tribes of Israel. Israel is another name for Jacob. All of the people who descended from each of the sons became a tribe. They were called the "children of Israel" because they were all descended from Jacob (Israel).



Memory Verse: Jacob's Family



Behold, children
are a heritage from
the Lord, the fruit
of the womb is His
reward.

Psalms 127:3

Memory Verse: Jacob's Family



Behold, children
are a heritage from
the Lord, the fruit
of the womb is His
reward.

Psalms 127:3

Cut in quarters and give one to each student to take home.

Memory Verse: Jacob's Family



Behold, children
are a heritage from
the Lord, the fruit
of the womb is His
reward.

Psalms 127:3

Memory Verse: Jacob's Family



Behold, children
are a heritage from
the Lord, the fruit
of the womb is His
reward.

Psalms 127:3

Game: Jacob's Wives and Children

At a Glance:

Students will play either a Rummy or a Memory Game to learn or review Jacob's family. Rummy is suitable for a larger group; Memory works with a smaller group as well.

Supplies Needed:

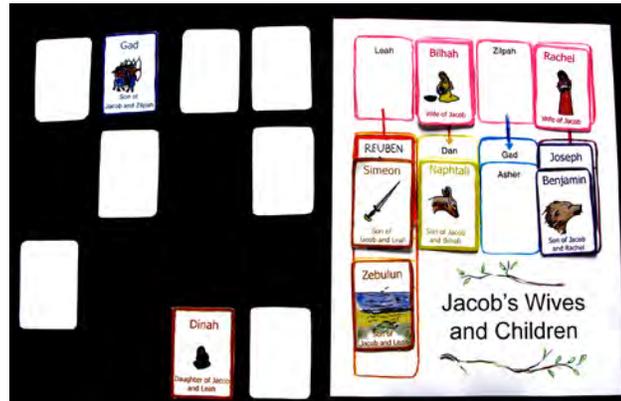
- *Rummy Game:*
 - 4 sets of cards
 - 4 copies of the game board
 - copy of the rules
- *Memory Game:*
 - 2 sets of cards
 - 2 copies of the game board
 - copy of the rules
- *both games:* additional copy of the game board to use as an "answer sheet"

Teacher Preparation:

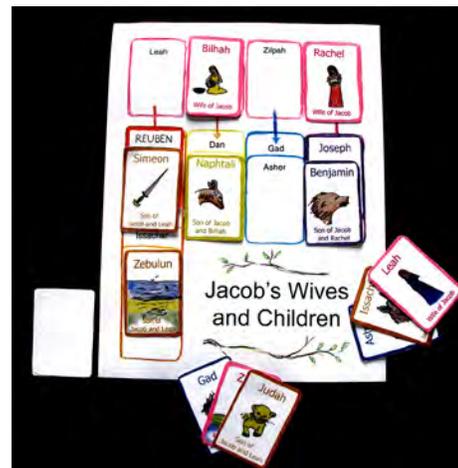
- Cut out game cards.

Directions:

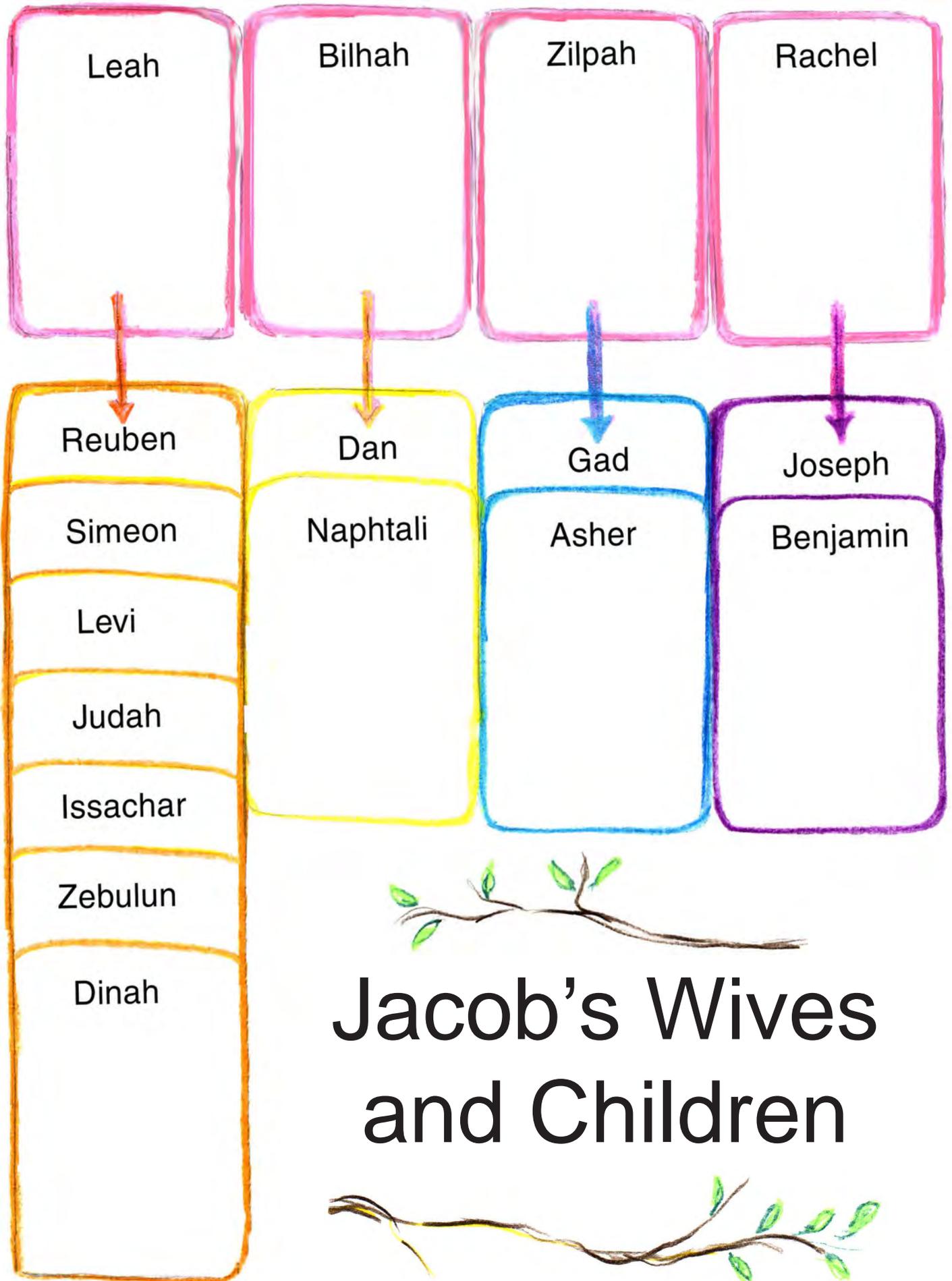
1. Today we will play a game that can help us learn Jacob's family.
2. Play the game of your choice encouraging students to say the names of Jacob's wives and children as they play.
3. If students finish fast, encourage them to arrange the cards from memory or recite the names of Jacob's children. You could also give each child a card of one of Jacob's children and ask them to arrange themselves in birth order.



Memory Game



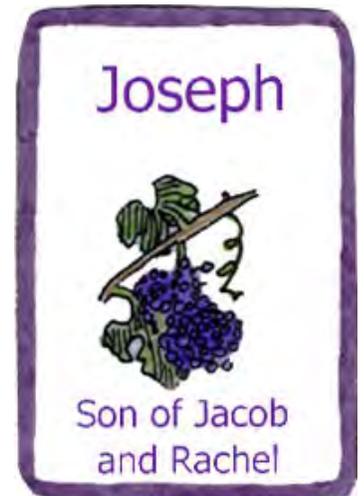
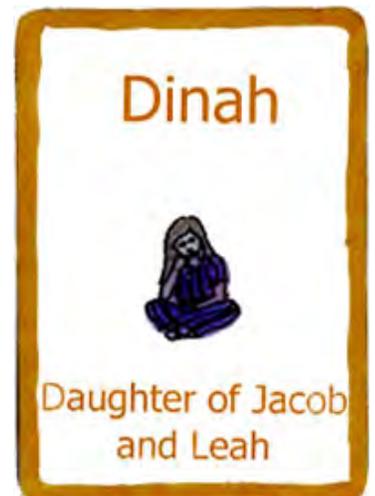
Rummy Game



Jacob's Wives and Children

Jacob's Wives and Children Game Cards

Cut carefully around each card.



Judah



Son of
Jacob and Leah

Leah



Wife of Jacob

Levi



Son of Jacob
and Leah

Naphtali



Son of Jacob
and Bilhah

Rachel



Wife of Jacob

Reuben



Son of
Jacob and Leah

Simeon



Son of
Jacob and Leah

Zebulun



Son of
Jacob and Leah

Zilpah



Maid of Leah

Jacob's Wives and Children Rummy Game Directions

*Original game "Family Tree Rummy" and artwork by Karin Alfelt Childs
Adapted for the Shift Journey Program by Sarah Odhner*



Supplies Needed:

2 sets of character cards, 2 game boards

Group Game Goal:

Be the first player to get rid of all your cards, and to become familiar with this family tree.

Set-Up:

1. Lay 4 game boards on the floor or on a large table and have all the players sit around them.
2. Shuffle cards, and deal five cards to each player. Place the remainder of the deck face down in a spot where everyone can reach.

How to Play:

1. The player to the left of the dealer goes first, and begins by drawing a card from the deck.
2. The player then looks to see if he can lay down any cards on any of the four playing boards. In order to lay down cards, he must have two **different** cards that belong to the same category (i.e. Sarah and Hagar, which are two different cards that belong in the category of "wives of Abraham"). If he has two such cards, he can place them down on one of the playing boards in the correct spot.

(Teacher: Keep an eye out to ensure that the cards are in the right spots.)

3. If the player has a card marked "**single**," it is the only card in its category, and she may lay that one down by itself in the correct spot.
4. If any playing board already has two cards of a category laid down, the player may lay down on the same board any other cards from her hand that belong in that category. NOTE: Only *one* of each individual card belongs on each playing board.
5. When the player cannot lay any more cards down, her turn is over. It is then the next player's turn, who should first draw a card and then proceed as the first player did.
6. If a player is accumulating several of one card, he may ask for a "trade" on his turn, instead of picking a card from the deck. He may pick one other player who wants to make a trade, and they may exchange one unwanted card. Then the player can proceed with his turn.
7. The first player to get rid of all her cards **wins the game**.*

**If the deck runs out before the game is over, players take turns picking from each other.*

Eventually children should begin to learn where each card goes without help. Try to encourage this objective.

Jacob's Wives and Children Memory Game Directions

*Original game "Family Tree Rummy" and artwork by Karin Alfelt Childs
Adapted for the Shift Campaign by Sarah Odhner*



Supplies Needed:

2 sets of character cards, 2 game boards.

Memory Game Goal:

Match the highest number of pairs and arrange the cards on the game boards to become familiar with the Patriarchs and their families.

Set-Up:

1. Shuffle cards.
2. Lay all of the cards face down on a table or the floor in rows where all players can reach them.
3. Set the game boards up near the cards.

How to Play:

1. Choose a player to start the game.
2. The player turns over two cards and looks at them to see whether the cards match or not. If the cards match, the player keeps the cards and then takes another turn. If the cards do not match, the player turns the cards back over carefully.
3. Once cards are matched they should be placed on the appropriate space of the game board.
4. Continue until all of the cards have been matched and the game board is complete.

Take Action: Practicing Patience

At a Glance:

Jacob works for seven years to marry Rachel. Laban insists that it is customary to marry the older daughter before the younger and gives Jacob Leah instead. Jacob works patiently for an additional seven years to marry the bride he loves. Choose one or two activities that reward patient behavior.

Supplies Needed:

- supplies will vary depending on the activity you choose (see *Patience Activities* on the following pages)

Teacher Preparation:

- Preparation will vary depending on the activity you choose.

Directions:

1. In our story Jacob works patiently to marry the woman he loves. There are many times in life when we need to be patient too. Can you think of an example?
2. Choose one or two activities to do with the group.
3. It can take a lot of patience for us to become a heavenly person. If we keep trying, the Lord leads us to life in His heaven.



Patience Activities – Choose 1 of 5

1. Candy Tent

This activity can be used with other activities throughout the class. Children are shown candy at the beginning of class and told that they may eat it now—or wait and receive even more later. Each child has the freedom to choose when they want to eat, but students who wait are rewarded with more candy.

Supplies Needed

- Candy supply with three kinds of wrapped candy: one should be small and basic, and one should be larger and more desirable.
- A tin, box or “tent” to leave the candy in. Students are free to look at the candy during class.

Preparation

- Set up “tent” and scatter enough small candies for each child to have one inside. Keep the remaining candy out of view.

Directions

1. As the children enter for Sunday School, draw attention to the candy. Tell them that they are welcome to have one piece of candy now, or that they can wait and have their candy later. Students who wait until later will receive more candy.
2. Allow students to make a free choice without judgment. Continue with the lesson.
3. At about halfway through the lesson, draw attention to the candy again. Throw in more candy and invite the children who waited to have two pieces if they wish. Tell students that if they wait longer, they will receive even more candy later. Continue the lesson.
4. Towards the end of the lesson, draw attention to the candy again. Add a larger or more desirable candy for each child who has not yet taken candy. Invite students who have not yet taken candy to do so now. Students may each take 3 pieces of candy.
5. Conclude the activity by telling students that sometimes the Lord wants us to wait for things—not because He wants us to go without, but so that He can bless us even more later.

2. Cooking

Cooking demonstrates the principle of waiting best if it requires the use of an oven or stove. If you do not have cooking facilities, choose a recipe that does not require heating.

Supplies Needed

- Oven, cooking equipment, recipe and ingredients

Preparation

- Select a recipe that cooks quickly or does not require cooking. Purchase supplies. Prepare ingredients if needed. Lay ingredients out on the table ready to use.

Directions

1. Look at all of these ingredients! What do you think we can make from them? (let students guess before telling them what you will make)
2. How would it taste if we ate the ingredients right now before we cook? (discuss safety (eggs, meat) and perhaps allow students to sample foods that are safe to eat but do not taste great alone, e.g. flour)
3. Make the recipe. Before cooking ask students if it's ready to eat yet? Discuss the pros and cons of eating vs. waiting until the food is cooked.
4. Cook and eat the food.

3. Opening a Gift

Wrap a “gift”. Show the wrapped gift to the class. Build curiosity and anticipation about the gift by allowing students to handle it and make guesses about what could be inside.

Supplies Needed

- A “gift” to wrap. It could be candy to share, a commonplace object, or something special like the Lord’s Word.
- Attractive wrapping paper and ribbon.

Preparation

- Wrap the gift with care and make it look attractive.

Directions

1. Draw attention to the gift as students enter the Sunday School room. Build curiosity and anticipation about what could be inside by allowing them to handle the package. Encourage them to guess what it might be. Tell the children that they will get to open it later. If you have hidden the Lord’s Word, tell the students that you think it contains the most precious thing on earth. What could it be?
2. Draw attention to the gift later during the class. See if they want to guess again. Continue to build curiosity.
3. Finish by opening the gift and sharing what’s inside. If you have hidden the Word ask them why it’s the most precious thing we have? It is where the Lord shares Himself with us!

4. Planting Seeds

Supplies Needed

- Seeds that sprout quickly (e.g. beans)
- Potting soil
- Containers to plant in, e.g. peat pots, recycled containers or plastic bags
- Water
- Picture of a full-grown plant with fruit
- Newspaper to cover the table

Preparation

- Prepare a working space and set up supplies for each child to plant seeds

Directions

1. Show students a picture of what they will be planting. Have you ever eaten this? How does it taste? What’s your favorite thing about eating it? (Encourage excitement about the food they will be growing. If planting flowers, discuss their color and beauty.)
2. We are going to grow _____. We will start by planting seeds today. It will be a many weeks before our food (flowers) will be ready.
3. Lead the children to the planting area. Guide them through planting. Build anticipation about what they are growing as you work.
4. What do seeds need to grow strong?(sun, water, warmth)
5. We will have to patiently take care of the seeds at home so they can grow big and strong, and in time we will have strong plants.

5. Taking Turns

Choose a game in which children take turns. Encourage the children to wait patiently and think of others as they wait. From time to time make comments about how nicely children are waiting. Reward good waiting behaviors you see either with words or a small treat.

