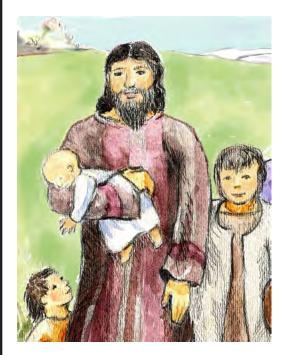
Jacob's Family

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

Level C | 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. Game: Patriarchs of the Old Testament
- 4. Explore: What Kind of Person Do You Want to Marry?

Talk About It

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

This week's story mentions marriage practices that were common when the Word was written. It may be helpful to remind the students that marriages in the Word give us a picture of relationships between true or false ideas and good or evil loves of various kinds. Some of these marriages are pictures of good qualities and others are not.

- 1. What qualities do you admire in others? Do you have a vision for some of the qualities you want to have when you grow up?
- 2. Rachel embodies the beautiful thoughts a person can have about becoming a caring and useful, heavenly person. Think of a time when you tried to be that kind of person. Is this easy or hard?
- 3. What is a good first step to take if you want to become a heavenly person? (learn what the Lord teaches in His Word, build good habits through fighting natural responses that get in the way of good habits, look for useful ways you can wisely care for the people around you, etc.)
- 4. At times the effort it takes to build good habits may become unappealing. The small everyday steps we take, e.g. not putting ourselves first, are like Leah. Just as Leah does not see clearly, it can be hard to see beyond the self-discipline it takes to achieve the long-term goal of becoming the person you want to be.
- 5. Think of a time that you were disappointed by something that has taken longer than you expected it to. (E.g. A person hears a skilled musician playing a beautiful piece of music, decides to learn to play it, and then discovers that it takes a long time and a lot of hard work to play it well. Encourage sharing of experiences.)
- 6. Have you heard the term "brainchild"? What do you think it might mean? (an idea that is born in our minds) Children in the Word picture good and true motivations and ideas that are born into our spiritual lives. Jacob's many children embody the various fruits of the spirit that we experience in our lives when we make choices that lead our lives towards heaven.
- 7. Who was the mother of Joseph and Benjamin, Jacob's youngest children? (Rachel) Rachel's children are the last to be born in the family and picture deeper spiritual truths that come to us as we are being transformed from being worldly people into spiritual people. They come after a person has been doing the hard work of learning, wanting and finally loving true ideas.

Game: Patriarchs of the Old Testament

At a Glance:

Students will play a Rummy Game to learn or review Jacob's extended family—the Patriarchs of Israel and their children.

Supplies Needed:

- 4 sets of cards
- 4 copies of the game board
- additional copy of game board to use as an "answer" sheet
- game directions

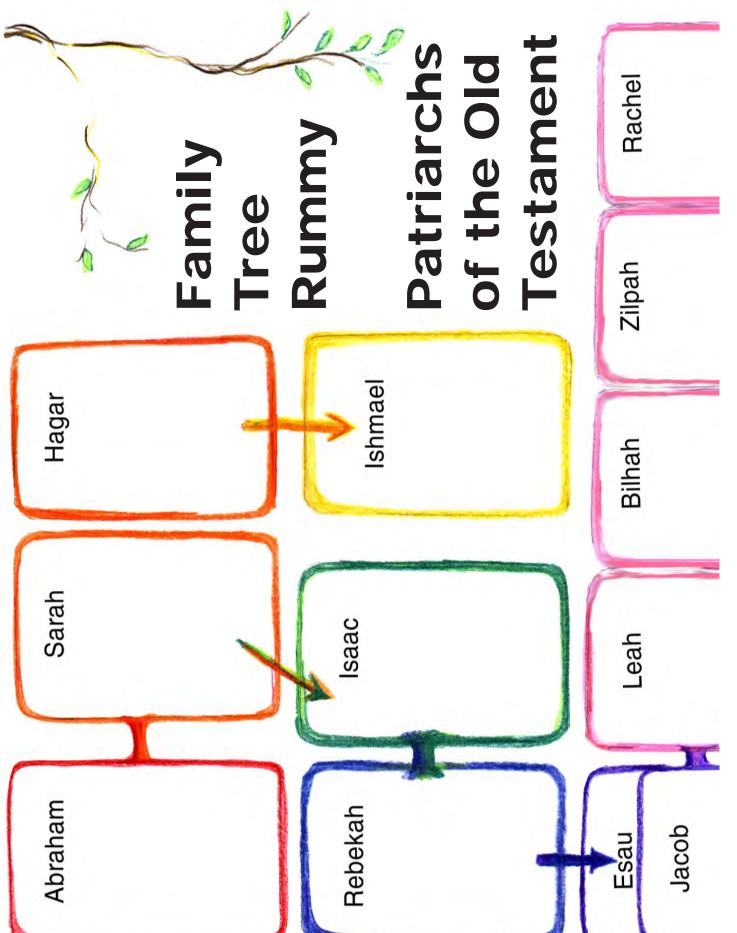
Teacher Preparation:

- Tape game boards together in the middle.
- Cut out game cards.

Directions:

- Some people are very interested in finding out about their ancestors. Ancestors are
 important because they have helped make our families what they are today. Sometime
 people who study their ancestors discover that a person they are descended from
 made an important discovery or a significant contribution to the world. People are
 descended from their ancestors.
- 2. Today we will look at Jacob's ancestors and also his descendants. Can you name any of Jacob's ancestors? (Abraham and Sarah, Isaac and Rebekah)
- 3. Jacob, along with his father Isaac and grandfather Abraham are often called the "patriarchs" of Israel. (Pater is Latin for father; patriarchs refers to the male line of descent.) They are called the patriarchs because the children of Israel and also the Jewish nation are descended from them.
- 4. The patriarchs in the Word correspond to the three levels our own spiritual lives: will or intention (Abraham), thought (Isaac) and act (Jacob). Everything we do in life involves all three. Leading a spiritual life first involves wanting to be good, then learning what is genuinely good, then finally doing what we have learned to be right.
- 5. Play the game, encouraging students to say the names as they play.
- 6. If students finish early, encourage them to arrange the cards from memory.





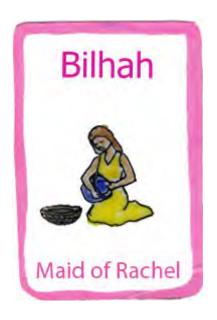
Patriarchs of the Old Testament Game Cards

Cut carefully around each card.

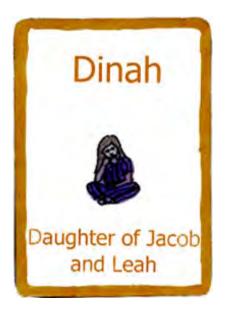






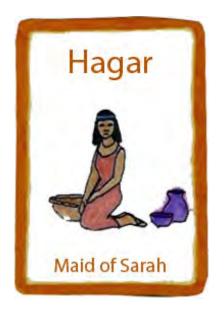


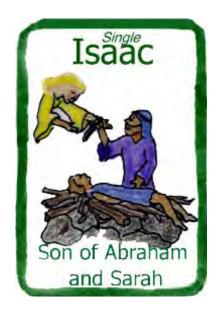




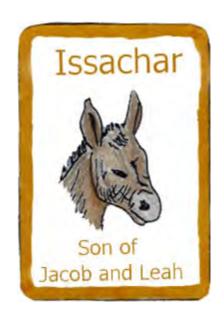






















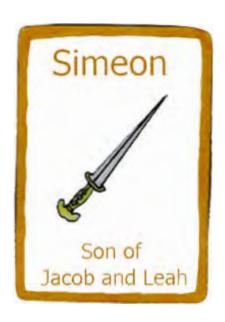
















Patriarchs of the Old Testament Rummy Game Directions

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/she 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 he 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 his 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, his 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 or she may ask for a "trade" on his or her 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 his cards **wins the game**.*
 - *If the deck runs out before the game is over, players take turns picking from each other.

Eventually students should begin to learn where each card goes without help.

Explore: What Kind of Person Do You Want to Marry?

At a Glance:

Jacob got a glimpse of Rachel's beauty and worked for seven years in order to marry her. When things did not turn out as he expected, he worked for seven more years for her. This activity helps students reflect on the qualities they hope for in their future married partners and also in their own lives. Students will rank the qualities in order and create a word picture, or wordle, to express their hopes.

Supplies Needed for Each Student:

- Qualities of a Wonderful Partner page
- blank paper to create wordle
- colorful pens and pencils
- *optional:* computer with internet access

Directions:

- 1. Is a person who looks attractive but behaves selfishly, truly beautiful or handsome?
- 2. What about a person who is not especially attractive, but who is kind and thoughtful?
- 3. What makes a person beautiful?
- 4. Distribute *Qualities of a Wonderful Partner* page.
- 5. Complete the page.
- 6. Distribute paper, pens and pencils and create wordles.
- 7. *Optional:* Explore wordles online at www.wordle.com. This website offers a choice of fonts, special effects, etc. Wordles may be printed but some special effects do not work in print.
- 8. Working on becoming a beautiful person helps prepare for marriage in the future.



QUALITIES

OF A WOND ERFUL PARTNER

Jacob worked seven years for Rachel, the beautiful woman he hoped to marry. When things did not go as planned, Jacob continued to work for seven more years for Rachel. Jacob's devotion to Rachel pictures the devotion and hard work it takes to become a wisely loving person—like the kind of person many people would hope to marry.

Qualities

Circle 10-12 words in the box below (or add your own) that describe qualities you would like your future husband or wife to have.

artistic	trustworthy	outgoing	optimistic	athletic	funny
kind	motivated	strong	supportive	caring	friendly
brave	fun	sweet	thoughtful	talented	gentle
generous	joyful	dependable	hard working	reliable	smart
incredible	honest	reflective	good listener	patient	musical
devout	exceptional	cute	physically fit	happy	brilliant
humble	modest	cheerful	sophisticated	sincere	diligent
clever	beautiful	wealthy	loves children	upbeat	handsome
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Rank

Decide which of these qualities is most important to you. Write each quality below in order of importance to you.

1.	5.	9.
2.	6.	10.
3.	7.	11.
4.	8.	12.

Create

Create a word cloud from the ranked qualities (see sample below). Make high ranking words larger and bolder and low ranking words smaller.



You can explore this activity further online at www.wordle.com. Look for a variety of color schemes, fonts, layouts and special effects!