

Games and Activities

ACT OUT THE STORY

Use building blocks to build a castle in the middle of the room or table. Act out the events of the six days. Go around the brick/large table once then go back and sit and call that the first day. Repeat the same for six times then do the seven rounds on the seventh time. You could also act it out with toy people.



LOUD MUSIC

Kids love to make a noise, much more than your neighbours enjoy to hear it, so be sensible with this one. Find some music instruments or use some items from around your home. Pots, pans, buckets, kitchen roll tubes or the horn from this week's craft. On the count seven, have them make as much noise as possible.



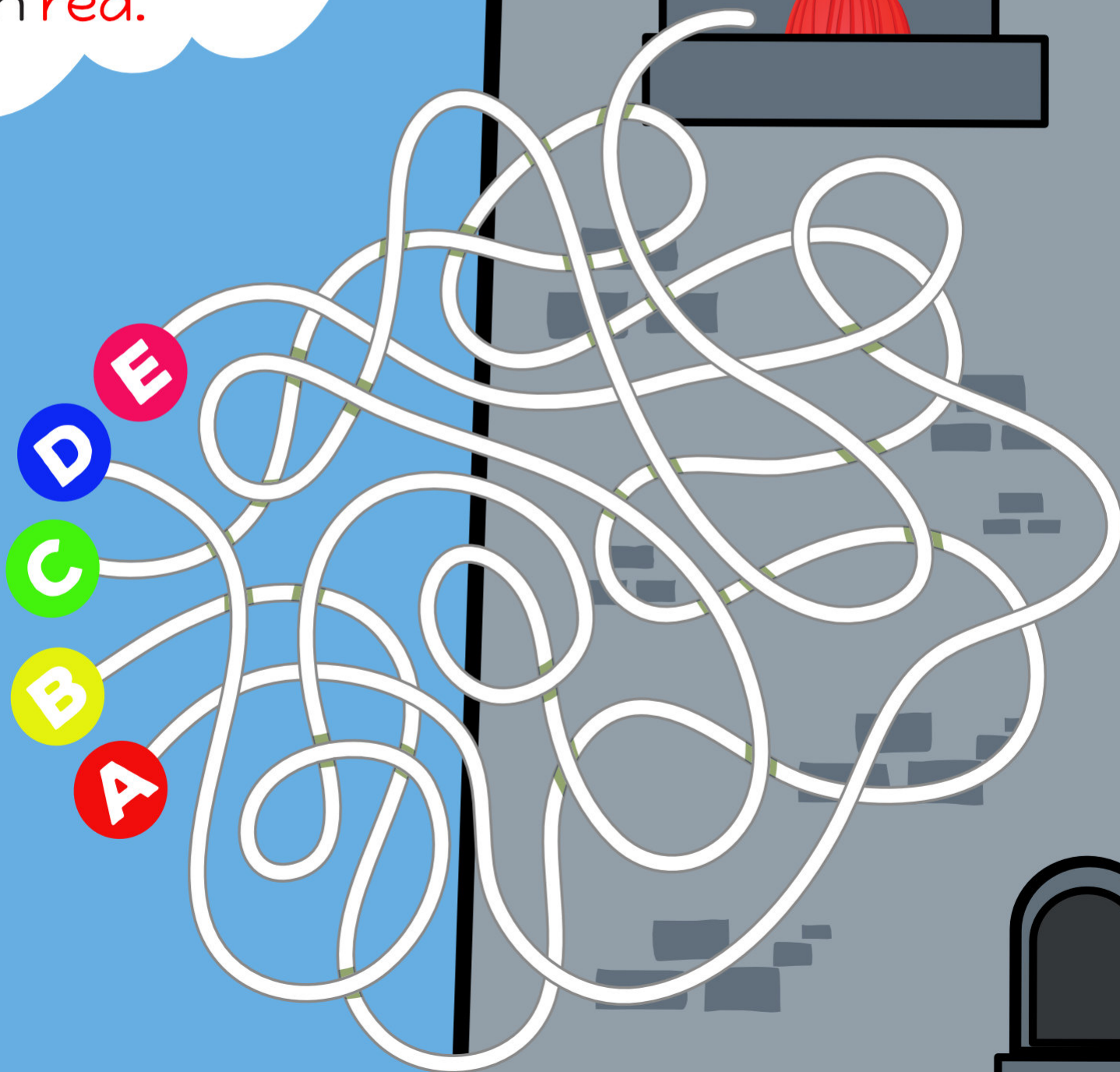
HIDE THE SPY

Find a toy which will become one of the spies in Jericho. Take it in turns to hide the spy somewhere in the room or house.

To make it easier, you could play hot or cold as the child moves closer or further away.

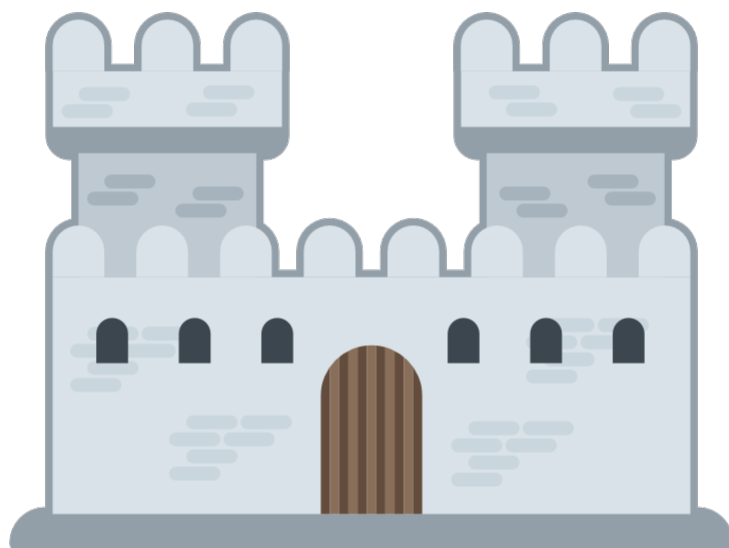


Colour the rope to
Rahab's window
In red.

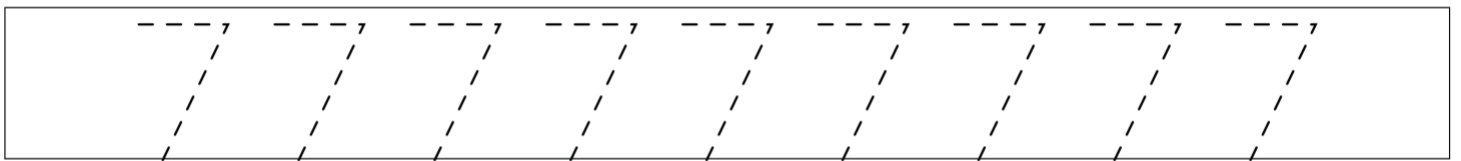
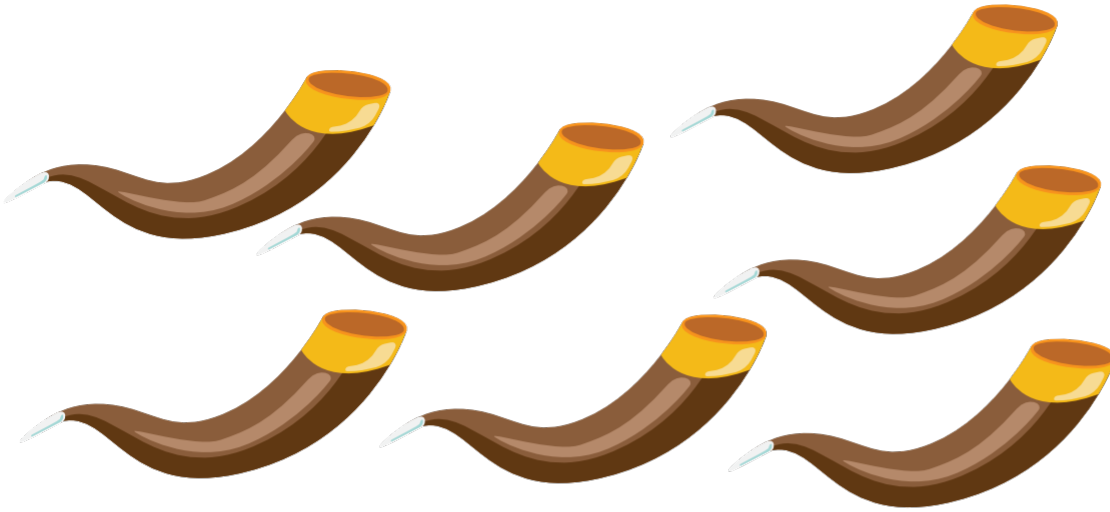
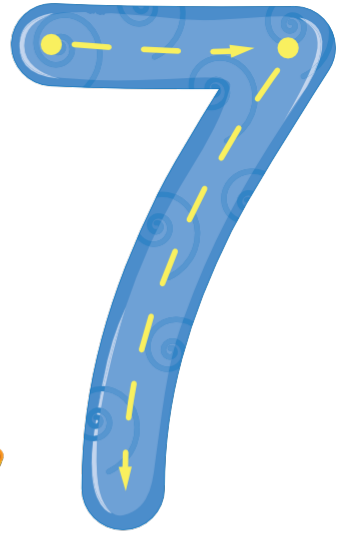


March around Jericho 7 times

- 1
- 2
- 3
- 4
- 5
- 6
- 7



Number 7 Worksheet



Colour 7 circles

