



TIMELANDERS

Journey through the Bible
with your friends

BIBLE
ANIMATIONS



TRAVEL STAMPS
Stickers For Your Passport

MAKE A MODEL
The Ark of the Covenant
and the Tabernacle

PULL-OUT COMIC
Lev, Bo and Ozzy
'The Prayer and the Pasture'

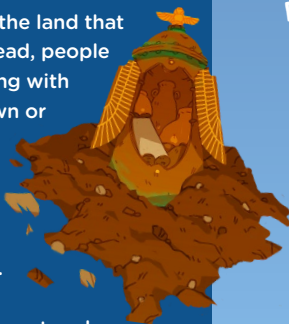
13 NEW EXCITING
BIBLE TRIPS



JOURNEY 6: WELCOME TIMELANDERS _

Welcome to another exciting Journey to special Bible times and places. Bo, Ozzy, Roots, Hyla and I will lead you through each Trip as we explore the stories within the Ancient Sketchbook that we found in the Time Capsule. Over the next 13 weeks, we will travel with God's people through the wilderness and into the land that God promised. There will be stories to read, people to meet, and things to do every day, along with extra activities you can enjoy on your own or with friends and family.

When you complete the activities each day, put a (✓) in that day's box. When you finish the entire Trip, place a travel stamp (sticker) in your passport. At the beginning of every Trip, we will make another part of the ark of the covenant and tabernacle until it is complete on Trip 13. Grab your sheep for this journey through the Bible with Timelanders!



INSIDE THIS MAGAZINE YOU WILL FIND:

- > Journey 5 Travel Stamp Stickers for your passport
- > Make a Model-The Ark and the Tabernacle
- > The Prayer and the Pasture Pull-out Comic

HOW IT WORKS

Each TRIP'S weekly travel schedule will include:

An introduction to the Bible story, then...

look at the picture in the Sketchbook and jump into a different time and place.

Day 1: Read the Bible passage and explore make an element of the ark and tabernacle.

Days 2-5: Read each part of the story and complete the activity in the Lander's Log. Return to the 21st century and land back on Terra Firma (that means firm land).

Day 6: Think about the Bible story and what we learned about God and ourselves.

Day 7: Talk to others about what you learned.

Finish the trip by putting a stamp in your passport.

AND THAT'S NOT ALL!

There are lots of extras each week like:

LEV'S EXTRA EXPLORATIONS and BO'S DID YOU KNOW?

TIMELANDERS UPDATE

WARNING!!! LOOK OUT!!!!!!!
Some of the Trips in this Journey are quite long. That means there will be a lot of verses to read. DON'T WORRY. The Bible stories are full of adventure, and we don't want you to miss out on anything.

Roots will make sure you are prepared. This is what you will see next to the Bible reference.

- > More than 20 verses: 🌰 🌰
- > More than 30 verses: 🌰 🌰 🌰

We might also hop from one set of verses or one chapter in the Bible to another. DON'T WORRY. Hyla will help you.

- > When you see this, get ready to hop.



TIPS

Tip#3

Need help looking up a Bible passage? Scan to access your guide.



Tip#1

There may be times when you miss a day because you are away from home or aren't feeling well. Don't worry. You can always go back and finish later or do two days in one.

Tip#2

When you see 'Scan Me!' beside an image, open the camera of your phone or tablet, then scan the QR to see the story come alive or visit the Timelanders website.



OZZY



G'day Timelanders. I love travelling back to Bible times, and my rocks and relics tools have come in very handy on each trip. They are also useful for exploring around the treehouse. We found a cave the last time we went into the woods, and I can't wait to go back to see what is inside. Who knows what we might find there.

I have been packing plenty of acorns for the journey because the Israelites are still in the wilderness. I think there will be plenty when we get to the Promised Land.

Roots



INTRODUCTION

START

On our last journey we travelled a long way from Canaan to Egypt and then into the wilderness. When we started our journey, Joseph was a young boy in Canaan who had to make a new life in Egypt. Then we jumped hundreds of years later to the time of Moses when he led his people out of Egypt and back towards Canaan. God's people wandered in the desert for many years, fed by God with manna and quail. When we finished our last journey, the Israelites were still wandering in the wilderness.

Now they have come to the holy mountain of God, Mount Sinai, where he will give them a great gift—a set of rules that show them the very best way to love him and live together successfully in their new home. God's people will also settle in their new homeland and be led by judges and kings. Will the Israelites appreciate what God has done for them? Will they follow his rules for loving him and living together, or will they choose to go their own way and turn their backs on the One who rescued them from Egypt?

The Ancient Sketchbook

Lev

Hi Timelanders!

We are ready for another Journey back to Bible times. Since Ozzy joined us, we have been exploring a bit further from the treehouse. My gadget glove is very handy for that and so is Bo's GPS and Ozzy's tools. We have had plenty of adventures in the woods and in the pasture next to the treehouse. Bo's Mum said we need to be careful about wandering too far from home and I think that is wise advice.

I love travelling back to Bible times with Lev, Ozzy, Roots and Hyla. We are together all the time, and the treehouse makes a great base for our adventures. It also helps us keep the Time Capsule and Ancient Sketchbook safe. It is great having Ozzy's Bible, too, because we can read the Bible verses and look at the maps before we travel back in time.

Bo

I can't wait to get to the Jordan River. I look forward to a swim in the river, although I heard that we may be able to hop through it on dry land!

Hyla

Tip#4

To continue your journey, you will need a Travel Guide. If you haven't chosen one yet we encourage you to ask an adult or parent. They will be able to talk to you about what you are learning on each Trip. They can also help with any questions you have and provide help when you need it. There is a special guide for your Travel Guide as well. Go to www.timelanders.com to find out more.

ANIMATIONS!

There are four special animations in this Journey. You will find them in Trips 3, 7, 9, and 12. You will need a smartphone or tablet with a camera to access them.



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READ MORE

about Lev, Bo, Ozzy, Roots and Hyla in the pull-out comic: 'THE PRAYER AND THE PASTURE'



TRIP 1: GOD'S TOP TEN

Having left Egypt, the Israelites are still in the wilderness. God has faithfully provided them with water and food every step of the way. It was difficult for Moses to manage all these people, so following his father-in-law's advice, he appointed leaders to settle arguments among the people. Now they have come to Mount Sinai, God's holy mountain, where Moses will meet God in a very special way. No one has ever met with God like this, and there will be some very special instructions for Moses and the Israelites.

PRAY: Ask God to help you get to know him better through his Word.



Hold on tight.
We're off!

LOCATION:



MOUNT SINAI

DAY 1

Now the Israelites are free from slavery and on the way to their own land. Through Moses, God tells them how to live as his people. His instructions will forever be known as the 'Ten Commandments.'



› Read Exodus 20:1-21



It looks like a mountain. And there seems to be lots of smoke and lightning!

DAY 2

Read Exodus 20:1-6
Being God's people started with putting him first and worshipping only him. God was the creator and rescuer of his people, and he deserved their praise!

DAY 4

Read Exodus 20:12-17
Following God and obeying his rules would also change how they treated one another. This included family, friends and neighbours.

DAY 5

Read Exodus 20:18-21
All the thunder, lightning and smoke may have sounded quite scary, but God wanted the people to know he was powerful, to respect him, and take his instructions seriously.

DAY 3

Read Exodus 20:7-11
Being careful about how they used God's name and setting aside one day a week for him were ways the Israelites could show their love for him and put him first.

I'm excited about our next adventure. I wonder where we're going today.

I was nervous about approaching God, but it was amazing to be so close to him and to hear him speak, giving me his instructions.

Moses

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

It's time to go back home and think about what we discovered.

DAYS 6 & 7

On our next Trip, Moses will receive more instructions from God. He will learn all about worshipping God and the way God will be present with his people.

It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.



USERNAME: LEV'S EXTRA EXPLORATIONS

- **CREATE THE FINGERTIP TEN** to help you remember the Ten Commandments. Go to the Timelanders website for a pattern and instructions.
www.timelanders.com/journey-6

- **PLAY TEN COMMANDMENT HOPSCOTCH!** Draw a hopscotch grid on the pavement or sidewalk using chalk. Write the numbers 1 to 10 inside the squares. As you hop through the squares, call out the commandment for the number you have landed on. If you forget a commandment, turn around and hop back to the start. If you are playing alone, try again. If you are playing with a friend, let your friend try! Go to the Timelanders website if you need instructions for setting this up. www.timelanders.com/journey-6

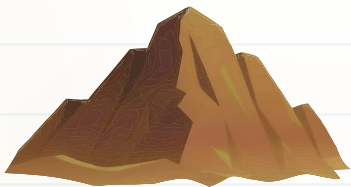
LANDERS LOG

- DAY 1** The Ark of the Covenant Model
Cut out the Ark of the Covenant box, fold on the dotted lines and glue the tabs to the inside of the box.



- DAY 3** For many people the 'Sabbath' is a Sunday, and for some it is Saturday. What sorts of things do you do on the Sabbath to make it a special day for God? Write them here.

- DAY 5** Above the mountain, draw what made the people tremble with fear.



- DAY 6**
 - What kinds of rules are you expected to obey in your home? How do they help the people in your family get along with each other?
 - How did God's ten commandments help people to live a good life with God and with other people?
 - Which commandments do you think are the most difficult to obey? Why?

PRAY Talk to God about your thoughts and what you discovered this week.

- DAY 2** Cross out every other letter in the sentence and place each letter in the blanks provided to find out what God teaches us in the first two commandments. We did the first two to get you started.

~~X~~W~~X~~O S R T S B H D I F P X X J O R N E L W Y S G C O P D.
W O _____

- DAY 4** Draw a line from the Commandment on the left to the explanation that best fits it on the right.

| Commandments | Explanations |
|------------------------------------------------------------|------------------------------------------------|
| Honor your father and your mother. | Don't take things that belong to other people. |
| You shall not murder. | Don't be jealous of what others have. |
| Do not take the Lord's name in vain. | Obey your parents. |
| You shall not steal. | Tell the truth. |
| You shall not give false testimony against your neighbour. | Use God's name with respect. |
| You shall not covet. | Don't kill anyone. |



It's easier to live with other tree frogs when we follow rules to get along. For example, we take turns watching for predators to keep the whole colony safe!

Did you know?

An **IDOL** is anything that takes God's place as our main source of love, trust or worship. In Biblical times, idols were often statues or an image of a person, animal or some other object made from wood or stone. The golden calf was one of these, and the people even said it had God's power. An idol now doesn't have to be a physical object. It can be anything that replaces God in a person's life and becomes more important than him.

- DAY 7** Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log. Don't forget to put your stamp in your passport.



TRIP 2: THE ARK AND ARCHITECTURE

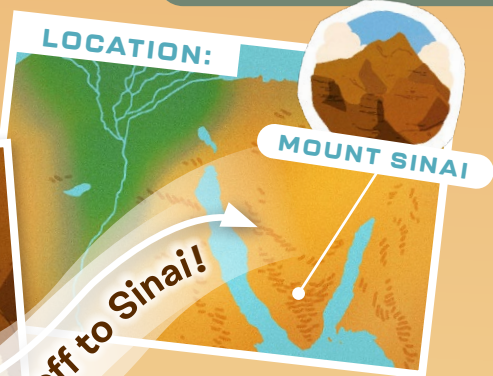
Are you ready? I think we're going back to Mount Sinai today.

God gave Moses and the Israelites rules for showing they loved him and living together as his people. He wanted them to be fair and merciful, to keep a Sabbath rest and to hold important festivals to remember what he had done for them. When Moses returns to Mount Sinai to meet with God again, he will get more instructions for remembering and worshipping God.

He will stay there forty days and forty nights!

PRAY: Thank God for the people and things that help you remember what he has done for you.

Yes, it looks like God is talking to Moses again. I wonder what he'll tell him today.



We are swirling off to Sinai!

DAY 1

The tabernacle is to be a special place where the Israelites can worship God. Inside is a special box called the 'ark' that holds the 10 Commandment tablets. God gives Moses all the instructions needed for building the tabernacle and the ark.

Read Exodus 25:1-22 🍌 🍌

DAY 2

Read Exodus 25:1-9
The tabernacle would be built out of the abundance of treasure that the Israelites brought from Egypt. The items Moses asked them for were valuable. God wanted to give all who were willing the opportunity to help build this special place for him.

DAY 3

Read Exodus 25:10-11
The ark was a very special part of the tabernacle. It was made of gold, but what it would contain would be much more valuable.

DAY 4

Read Exodus 25:12-16
The ark reminded the Israelites of God's covenant with them, and it was so holy that it couldn't just be picked up but had to be carried with special poles.

DAY 5

Read Exodus 25:17-22
The ark was more than just a reminder of God; it was the place where God would be present and meet with Moses to give him instructions for the Israelites.

I love making things, and I was so pleased to be able to use my gift for God when I was put in charge of making the Tabernacle!

Bezalel

It's time to go back home and think about what we discovered.

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

DAYS 6 AND 7

The Israelites have God's instructions for living and worshipping him. Will they obey God's instructions? Will they be thankful and worship him?

It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

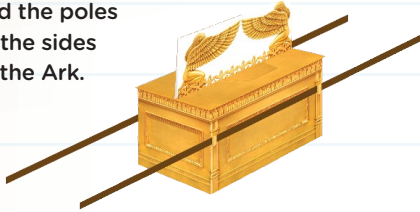
USERNAME: LEV'S EXTRA EXPLORATIONS

• **GO ON A BIBLE VERSE SCAVENGER HUNT.** The ark of the covenant is mentioned at least 200 times in the Bible! Go to the Timelanders website for a Bible verse scavenger hunt that unlocks the ark's surprising story! www.timelanders.com/journey-6

• **TAKE THE 'DRAW THE ARK' CHALLENGE.** Using coloured pencils or crayons and a sheet of paper, try to draw the ark of the covenant using Exodus 25:10-20 as a guide. Use the scale of 1 cubit=5 centimetres or 2 inches.

LANDERS LOG

DAY 1 The Ark of the Covenant Model
Cut out the Ark Cover, Cherubim, and Ark Poles. Fold along the dotted lines. Glue the Cherubim to the Ark Cover and the poles to the sides of the Ark.



Flying squirrels aren't able to build beautiful tabernacles. But we can build nests in the treetops—anywhere from 8-20 feet above the ground! I wonder how many cubits that is?



The **TABERNACLE** was a tent-like portable structure where God was present while the Israelites were travelling through the wilderness. The tabernacle was where people came to worship God, and it could be packed up and carried by the Levites from place to place. God told them exactly how he wanted them to build it and what he wanted them to put in it. It was where the ark of the covenant was kept.



DAY 2 Circle the items that God invited the Israelites to bring as offerings for building the tabernacle.



DAY 5 These words were all important in making the ark. Find them hidden in the puzzle.

| | | |
|-----------|-----------|------------|
| GOLD | WINGS | COMMANDS |
| ATONEMENT | POLES | ISRAELITES |
| CUBITS | TESTIMONY | GOD |
| CHERUBIM | COVER | |

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

DAY 3 A cubit was around the length from an adult's elbow to the fingertips. Use a measuring tape or ruler to measure how far it is from your elbow to your fingertips. Write the result here.

_____ centimetres

DAY 4 Fill in the blanks using information from the Bible verse given:

- The rings for carrying the ark were to be made of _____ (v. 12).
- The poles were to be made of _____ covered in _____ (v. 13).
- Inside the ark, they will put the _____ (v. 16).



- DAY 6**
- Why do you think God gave the Israelites such detailed instructions for building the tabernacle and the ark of the covenant?
 - While the Israelites were in the desert, they worshipped God in the tabernacle. Where can we worship God today?
 - What do we learn from this passage about the kind of relationship God wants with his people?

DAY 7 Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log.

Don't forget to put your stamp in your passport.

PRAY Talk to God about your thoughts and what you discovered this week.



TRIP 3: IMPATIENCE AND THE IDOL

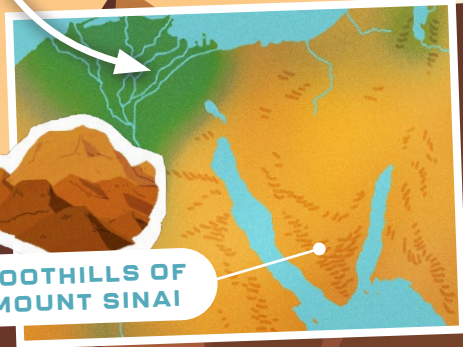
God gave Moses many instructions for building the tabernacle, a special place for worship. He even told him what objects would go in it. Moses has been up on the mountain with God for a very long time. The Israelites don't know what has happened to him and are starting to get restless.

PRAY: Ask God to help you worship him.



And we're whooshing back in time for another adventure!

It looks like Moses has come down from the mountain



FOOTHILLS OF MOUNT SINAI



That looks like a gold statue... but I don't think it's the ark of the covenant! Let's go and see!

DAY 1

Moses has been with God for days and days. At the bottom of the mountain, the Israelites start getting impatient and wonder if Moses is ever coming back. Get ready to hop through these Bible verses to find out what happens!

🍌🍌 > Read Exodus 32:1-20; 34:1-4, 27, 28



DAY 2

Read Exodus 32:1-6
The people didn't just give up on Moses; they gave up on God. They replaced him with their own golden calf idol and even said it had rescued them from Egypt!

DAY 3 Read Exodus 32:7-14
As you might expect, God was furious. Moses knew the Israelites had sinned, but he reminded God of his promises to his people and begged him not to abandon them.

Making the golden calf seemed like a good idea at the time, but I quickly saw that it was a big mistake, especially after all God had done for us!



Aaron

DAY 4

Read Exodus 32:15-20
When Moses saw the Israelites worshipping the golden calf, he got so angry that he smashed the tablets on which God had written the commandments! Then he burned the golden calf, ground it to powder, scattered it on water and made the Israelites drink it!

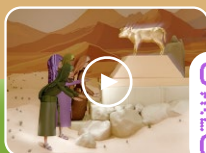
DAY 5

Read Exodus 34:1-4, 27, 28
Once again God had mercy on the Israelites. He wrote the commandments out on a new set of tablets so the Israelites could remember his words.

It's time to go back home and think about what we discovered.

Put a ✓ in the box when you have completed your daily activity:

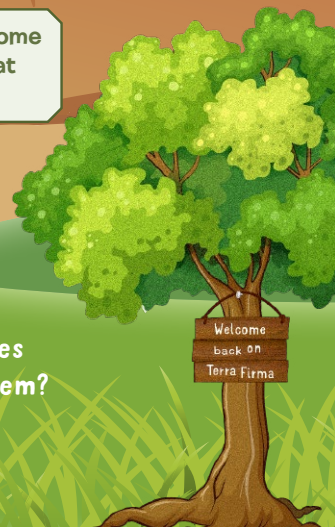
- Day 1
- Day 2
- Day 3
- Day 4
- Day 5



DAYS 6 AND 7

On our next Trip, we will find out what Moses tells the Israelites about loving God. Will the Israelites remember what he tells them?

It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.



USERNAME: LEV'S EXTRA EXPLORATIONS

• **PLAY A GAME OF PASS THE PARCEL** to see what it is like to patiently wait for something. One person will prepare the parcel by wrapping small objects or treats in layers of paper starting with a tiny parcel in the middle. Players sit in a circle passing the parcel while music plays. When the music stops, the person holding the parcel unwraps one layer to get the object or treat. This repeats until the final layer is removed.

• **MAKE A GOLDEN CALF IDOL PUZZLE** with the commandments that the Israelites forgot when they worshipped the golden calf. Go to the Timelanders website to download the puzzle. www.timelanders.com/journey-6

LANDERS LOG

DAY 1 The Ark of the Covenant Model
Cut out the Commandment Tablets, Aaron's Rod and Manna Jar. Fold on the dotted lines and glue as instructed. Put all three in the box and put the lid on the Ark. Your Ark of the Covenant is complete!



DAY 3 Moses mentioned three ancestors to whom God had promised to make their descendants as numerous as the stars. Can you find and circle their names hidden in this picture?



Some small frogs live under stones for shelter. Those big stone tablets look like they could offer a lot of protection!

DAY 5 Unscramble the letters in each word to find out what was chiselled on the new stone tablets.

DSGO' NTE OMDNACMMNTES

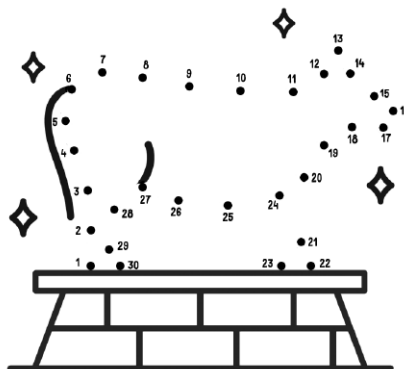
DAY 6 Why did the Israelites worship the golden statue instead of God?
What things today do people sometimes treat as more important than God?
How can we show our love to God and worship him alone?

PRAY Talk to God about your thoughts and what you discovered this week.

DAY 2 Put a ✓ by the statements that are TRUE.

- Aaron tried to convince the Israelites to wait a little longer for Moses to return from the mountain.
- Aaron suggested that they should make a statue to worship while they waited for Moses.
- Aaron made a statue in the shape of a calf out of the Israelites' gold jewellery.
- Aaron built an altar and suggested they have a festival.
- The Israelites refused to worship this new statue.

DAY 4 To see what made Moses so angry, complete the picture by connecting the dots, then color it in.



Did you know?
A **CHISEL** is a hand tool with a long blade that has a sharp edge at the end. God directed Moses to chisel out two stone tablets where he could write the words of the Ten Commandments. Moses would have held the sharp end of the chisel to the stone and then struck it with a hammer or mallet to chip away the stone into the shape God wanted. Artists, sculptors and stone masons still use chisels today for their work.

DAY 7 Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log. Don't forget to put your stamp in your passport.



TRIP 4: LOVE THE LORD_

On our last Trip, we left the Israelites in the wilderness in the book of Exodus. On this Trip, we will jump past the books of Leviticus and Numbers, and land in the book of Deuteronomy. Moses is now an old man, and the Israelites are about to enter the Promised Land. To prepare them for life in the land God has given them, Moses will remind them of what God has done for them and how they should live as his people.

PRAY: Ask God to help you to love Him and others.

I've got the Ancient Sketchbook! Are you ready for our next Trip?



Off we go again! Whoosh! We're almost there!

LOCATION:



Yes! I can't wait to find out what happens next for Moses and the Israelites.

DAY 1 Moses wants the people to understand how important God's commands are. He is going to give them some essential instructions to help them think about how important God's laws are for them and for generations to come.
Read Deuteronomy 6:1-12

DAY 2

Read Deuteronomy 6:1-3
God's rules were given to the Israelites because he loved them and wanted what was best for them and their children—and their children, and their children after that!

DAY 3

Read Deuteronomy 6:4-5
Moses told them to love the Lord with everything—heart, soul and strength. God didn't want the Israelites to love him just a little bit. He wanted them to love him completely!

DAY 4

Read Deuteronomy 6:6-9
Repeating God's commands, talking about them all the time and putting reminders where they would see them each day were some ways the Israelites could remember what God had told them.

We weren't very good at following God's instructions, but I knew it was important to obey God if we wanted to live a good life in the Promised Land.

Israelite Hearer

DAY 5

Read Deuteronomy 6:10-12
God was getting ready to fulfil a promise he made to their ancestors—Abraham, Isaac and Jacob. It would be a gift so amazing that it would be tempting for them to forget God when life was good and no longer hard.

It's time to go back home and think about what we discovered.

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

DAYS 6 & 7

Moses is a very old man now, and it is time for a new leader to take over. Who will lead the people next?

It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.



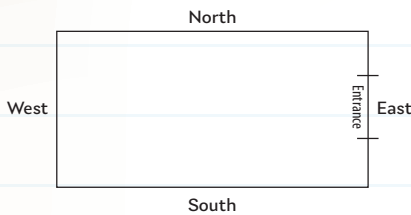
USERNAME: LEV'S EXTRA EXPLORATIONS

- **MAKE YOUR OWN REMINDER** of the words of Moses, called the Shema, in Deuteronomy 6:4-5. Go to the Timelanders website for instructions.
www.timelanders.com/journey-6

- **PASSING ALONG TRADITIONS:** Think of something practical you have learned to do from your parents or grandparents. Maybe you have learned how to cook a favourite family recipe, how to grow flowers or vegetables in the garden, how to paint with watercolours or how to catch a fish or a baseball. Now it's your turn to pass on the skill! Teach what you have learned to another person, helping them to try it out for themselves.

LANDERS LOG

- DAY 1** **Tabernacle and Courtyard Model**
Cut out the Tabernacle Courtyard North, South, East and West sides. Fold on the dotted lines and glue together as instructed to form a rectangular courtyard.



Baby flying squirrels are called kits, and they learn important lessons from their parents, too. For example, parents teach their kits how to forage for nuts and seeds!

Did you know?

Deuteronomy 6:4-9 is often referred to as the **SHEMA**. This word means 'hear' in Hebrew. In this scripture Moses told the Israelites to 'hear' the truths he commanded them. These included there is only one God, and that they were to love him with all their heart, soul and strength. Not only should they remember these important truths, but they were to teach them to their children. The Shema is traditionally part of Jewish daily prayers even today.

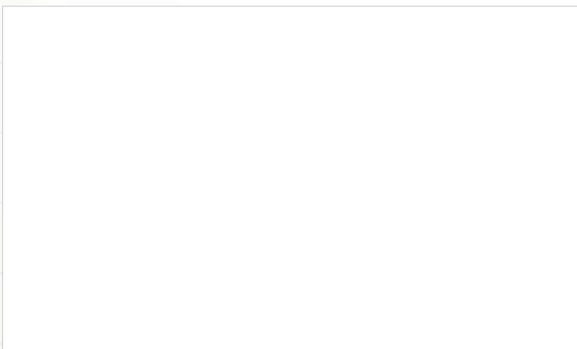
- DAY 2** To find out what would happen if the Israelites obeyed God's commands, decrees and laws, unscramble each of the following words:
Things will _____, and they will _____.

og elwl twih hemt
jeyon ogdo flie

- DAY 3** Hold this up to a mirror to find out what Moses told the Israelites to do.

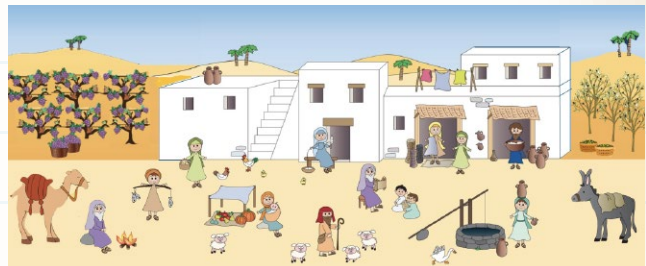
Love the Lord your God with all your heart and strength.
Love the Lord your God with all your heart and strength.

- DAY 4** Draw a picture of one of the places where you talk with your family and friends about God.



- DAY 5** God said the Israelites needed to be careful that they didn't forget him when they arrived in their new land and had everything they needed. Find these things in the flourishing city that Moses said would be in the land God promised to their ancestors. Circle these things they would have.

- Wells for water
- Vineyards
- Olive groves
- All good things



Talk to a family member or friend about what you think it means for us to have everything we need?

- DAY 6**
 - Why does Moses want the Israelites to learn God's Word as they enter the Promised Land?
 - How does remembering God, obeying his commands and reading his Word help you?
 - What and who helps you learn from God's Word?

- DAY 7** Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log. Don't forget to put your stamp in your passport.

PRAY Talk to God about your thoughts and what you discovered this week.



TRIP 5: STRENGTH AND COURAGE

On this Trip we will be jumping to the end of Deuteronomy. Moses has had a lot to say about their journey through the wilderness and their covenant agreement with God. He is now 120 years old and ready to pass leadership of the Israelites along to his assistant, Joshua. Moses will not be going with them into the Promised Land, so he will bless the people just before they cross the Jordan River into the land God is giving them.

PRAY: Ask God to help you be strong and courageous.

I'm ready for another adventure! Are you coming to find out what happens next?

Hold on tight as we soar back in time!

Yes, I can't wait to get to the Promised Land!

JORDAN RIVER

LOCATION:

DAY 1

Moses has been a great leader for the Israelites, but he knows he will die soon. It is time for Joshua to take over as leader.



Read Deuteronomy 34:1-12;
Joshua 1:1-11

DAY 2

Read Deuteronomy 34:1-8
After many years and a long journey, before Moses died, God let him see the whole Promised Land. God's promise to Abraham, Isaac and Jacob was about to come true!

DAY 3

Read Deuteronomy 34:9-12
Taking over and leading the Israelites must have seemed like a big task to Joshua after Moses had done it so well. But Joshua had God's Spirit to guide him, and the Israelites could trust him.

DAY 4

Read Joshua 1:1-7
There were many people and a lot of land for Joshua to look after. That was a big responsibility. God promised to be with him and to never leave him. That was a big promise!

I was nervous about leading the Israelites. It was such a big task, but I knew God was with me and I could trust him to help me.

Joshua

DAY 5

Read Joshua 1:8-11
This was the third time God told Joshua to be strong and courageous. Obedience to God's law was going to be key to his success. Now the time had come to cross the Jordan into a new land and a new life with God.

It's time to go back home and think about what we discovered.

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

DAYS 6 AND 7

The Israelites are finally ready to enter the Promised Land, but what will happen there? Find out on our next Trip!

It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

USERNAME: LEV'S EXTRA EXPLORATIONS

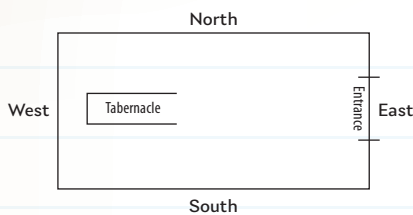
• **TAKE THE BEAN BAG CHALLENGE** to experience what it was like for Joshua to have to be strong, courageous and very focussed. You will need a bean bag around 12.5 cm or 5 inches square. Use chalk or masking tape to create a line 4 metres or 13 feet in length on the floor or pavement. Try walking from one end of the line to the other (one foot in front of the other) with the bean bag balanced on top of your head. If the bean bag falls, you must go back to the beginning of the line and try again. As an added challenge, time yourself to see how long it takes to get from the beginning to the end. See if you can improve your time on several turns. Play with friends or family for added fun.

• **LEARN ABOUT A COURAGEOUS CRITTER.** There are plenty of animals in nature that must display courage to survive. Look online or in the library to find out more about one of the following animals: wolverine, honey badger, Cape buffalo, polecat, Emperor penguin, ferret, ostrich, or mink. What can you learn from these critters about being courageous? Share what you learn with another person.

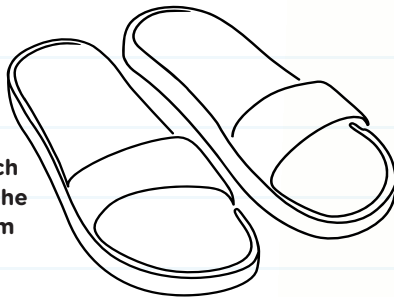
LANDERS LOG

DAY 1 Tabernacle and Courtyard Model

1 Cut out the Tabernacle North, West, and South sides. Fold on the dotted lines and glue together as instructed. Place in the Courtyard with the West side of the Tabernacle near the West side of the Courtyard.



3 Joshua had big shoes to fill when he took over from Moses. What are some of the things that made Moses such a special leader for the Israelites? Write them here in the sandals.



4 God's message for Joshua was so important that he told him more than once! Use the Morse Code chart to see God's important message.

..... - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - -

| Morse Code | |
|------------|-------------------------|
| A | · - · - |
| B | · - · - · - · - |
| C | · - · - · - · - · - · - |
| D | · - · - · - · - · - |
| E | · - |
| F | · - · - · - |
| G | · - · - · - · - |
| H | · - · - · - · - · - |
| I | · - · - |
| J | · - · - · - · - |
| K | · - · - · - |
| L | · - · - · - · - |
| M | - - · - |
| N | · - - - |
| O | - - - - |
| P | · - - - · - |
| Q | · - - - · - · - |
| R | · - · - · - |
| S | · - · - · - |
| T | - - · - |
| U | · - · - · - |
| V | · - · - · - · - |
| W | · - · - - - |
| X | · - - - · - |
| Y | · - - - · - · - |
| Z | - - · - · - |

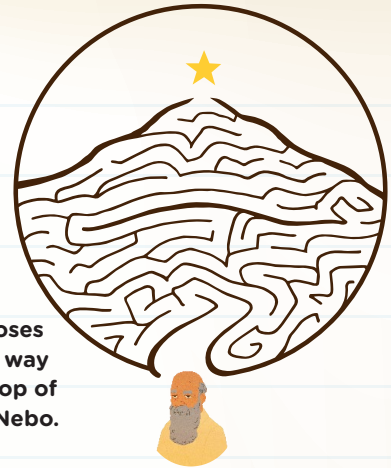
5 A lot of important things have happened to prepare the Israelites to enter the promised land. Put these events in the right order, from 1 to 7.

- ___ The Israelites wept for Moses for 30 days
- ___ Moses climbed to the top of Mount Nebo
- ___ God told Joshua to be strong and courageous
- ___ Moses died when he was 120 years old
- ___ Joshua told the Israelites to get ready to cross over the Jordan River
- ___ God showed Moses all the land he was giving the Israelites
- ___ Joshua became the leader of the Israelites

- DAY 6
- What do you think it means to be courageous?
 - How would Joshua find the strength and courage he needed to bring the Israelites into the Promised Land?
 - When have you shown courage in a challenging situation?

PRAY Talk to God about your thoughts and what you discovered this week.

DAY 2 Help Moses find his way to the top of Mount Nebo.



Tree frogs can change colour and blend into their surroundings, so predators aren't so scary!

JOURNEY 5 TRIP 5

Did you know?

From the top of **MOUNT NEBO**, Moses looked out over the land that God had promised to the Israelites. The mountain, which rises about 2,800 feet above sea level, is now located in the country of Jordan. On a clear day, you can enjoy the same view as Moses. You can see the Dead Sea, the Jordan River Valley, Jericho, Bethlehem and the hills of Jerusalem. Early Christians built a church on Mount Nebo, which is still there.

DAY 7 Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log. Don't forget to put your stamp in your passport.



TRIP 6: THE PROMISE OF PROTECTION

Joshua has taken over the leadership of the Israelites after Moses. The people agree to obey Joshua just as they had obeyed Moses. They are now ready to enter the land God promised to them long ago. But first, they will need to find out what challenges they might face.

PRAY: Praise God for being the God in heaven above and on the earth below.

Jump in!
We're heading to Jericho!



There's a city wall in today's picture. I wonder if it's in the Promised Land.

DAY 2

Read Joshua 2:1-7

The spies were in danger when the king heard of their plans, but Rahab helped them by sending his men in the wrong direction. God had led the spies to just the right person.

DAY 3

Read Joshua 2:8-14

News of the Israelites and what God had done for them had already reached Jericho. Rahab believed it was true and that their God was real and powerful! She needed a lot of faith and courage to do what she did.

DAY 4

Read Joshua 2:15-16

The spies made a promise, and it was now time to go. Rahab not only helped them escape but also gave them instructions for keeping themselves safe in the hills.

DAY 5

Read Joshua 2:17-21

In return for Rahab's help, the spies promised that when they invaded Jericho, they would make sure she and her family were safe. Her faith in God and trust in their word would save her and her family!

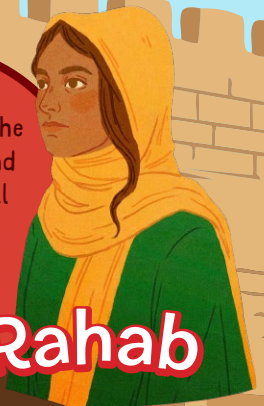
DAY 1

Joshua is sending spies to Jericho to bring back a report on what they find there. It is a risky venture, but they get help from an unexpected person.

🌰 🌰 > Read Joshua 2:1-21

I had heard so much about the Israelites' God, and I believed it was all true. I hoped that if I helped the spies they'd keep me safe.

Rahab



I don't know who that lady is, and there's a red rope hanging from the window. I wonder why!

It's time to go back home and think about what we discovered.

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

DAYS 6 AND 7

The spies did their job and reported everything to Joshua. The Israelites are almost ready to cross the Jordon and head for Jericho. What will happen when they get there? It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

TRIP 7: WITH TRUMPETS AND A SHOUT

Remember how God parted the Red Sea to bring his people out of Egypt? In a miraculous moment, God parted the water of the Jordan River so that his people could cross into the Promised Land. Finally, the Israelites are ready to capture the city of Jericho and begin taking ownership of the land God has given them.

PRAY: Thank God for always being with you.



LOCATION:

JERICO

Hold on; off we go, back to Jericho!

DAY 1

The people in Jericho know the Israelites are coming, and the city is locked up tight. It would appear that no one can get in or go out, but God has a plan for Joshua and the Israelites.



Read Joshua 6:1-27

DAY 2

Read Joshua 6:1-7
It sounded like a strange plan. How could marching around the walls with the ark of the covenant get them into Jericho? But Joshua trusted God and gave the orders just as God had told him to.

DAY 3

Read Joshua 6:8-11
Carrying the ark of the covenant reminded the Israelites that God was with them, and they obeyed Joshua's orders. There was a lot of noise, but the army marched without saying a single word.

DAY 4

Read Joshua 6:12-19
Joshua gave the final instructions about what to do and what to take when they entered Jericho. He made sure they knew everything belonged to God and that Rahab's family should be saved.

DAY 5

Read Joshua 6:20-27

Finally, on day seven, the walls of Jericho fell! Everything in the city was destroyed, but Rahab's family was spared. Joshua was certain that the city of Jericho should never be rebuilt. Joshua was strong and courageous.

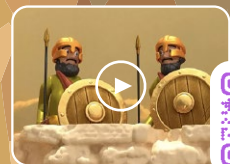
It's time to go back home and think about what we discovered.

I can't wait to find out what happens when the Israelites get to Jericho!

Let's go and see. I hope Rahab will be okay!

Joshua's plan sounded crazy, but I knew he really trusted God. And it worked! It was an amazing moment when the walls fell and we saw God's power!

Trumpeter



Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

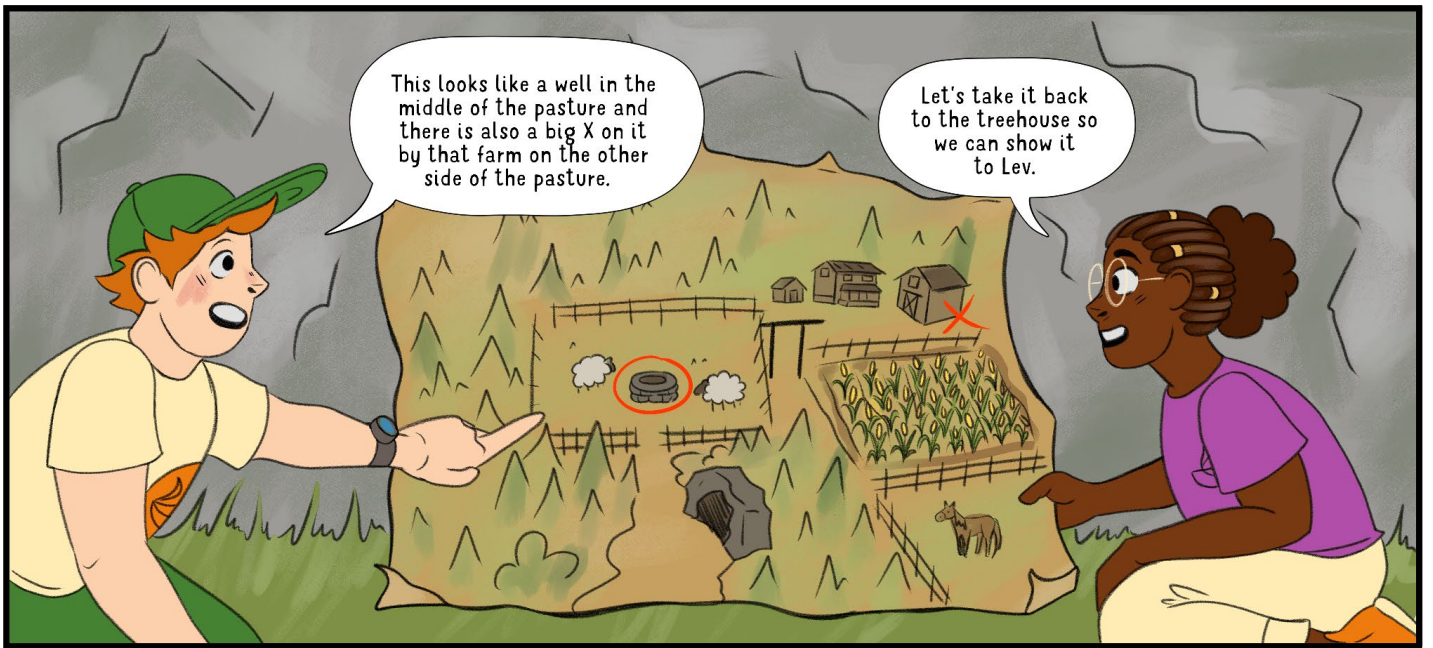
DAYS 6 & 7

The people have finally reached the Promised Land, but will they continue to love and obey God?

It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.







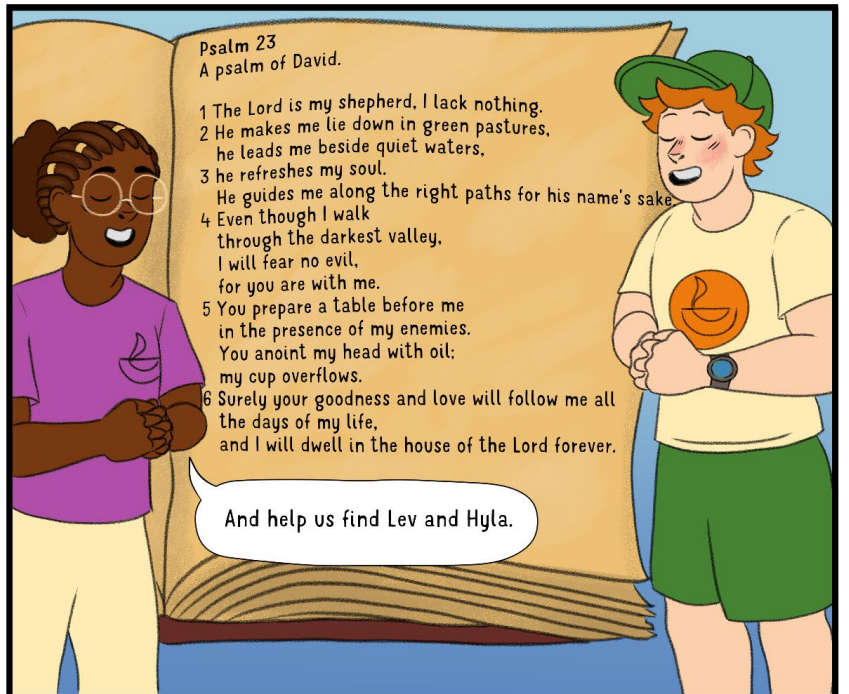
This looks like a well in the middle of the pasture and there is also a big X on it by that farm on the other side of the pasture.

Let's take it back to the treehouse so we can show it to Lev.



Lev isn't here. He should be back by now. What can we do?

My auntie always said when you don't know what to do you should pray. I like Psalm 23 in the Bible. That could be a good prayer.



Psalm 23
A psalm of David.
1 The Lord is my shepherd, I lack nothing.
2 He makes me lie down in green pastures, he leads me beside quiet waters,
3 he refreshes my soul. He guides me along the right paths for his name's sake.
4 Even though I walk through the darkest valley, I will fear no evil, for you are with me.
5 You prepare a table before me in the presence of my enemies. You anoint my head with oil; my cup overflows.
6 Surely your goodness and love will follow me all the days of my life, and I will dwell in the house of the Lord forever.

And help us find Lev and Hyla.



Look, Roots is trying to tell us something.

I think Lev may need help.

Let's go.

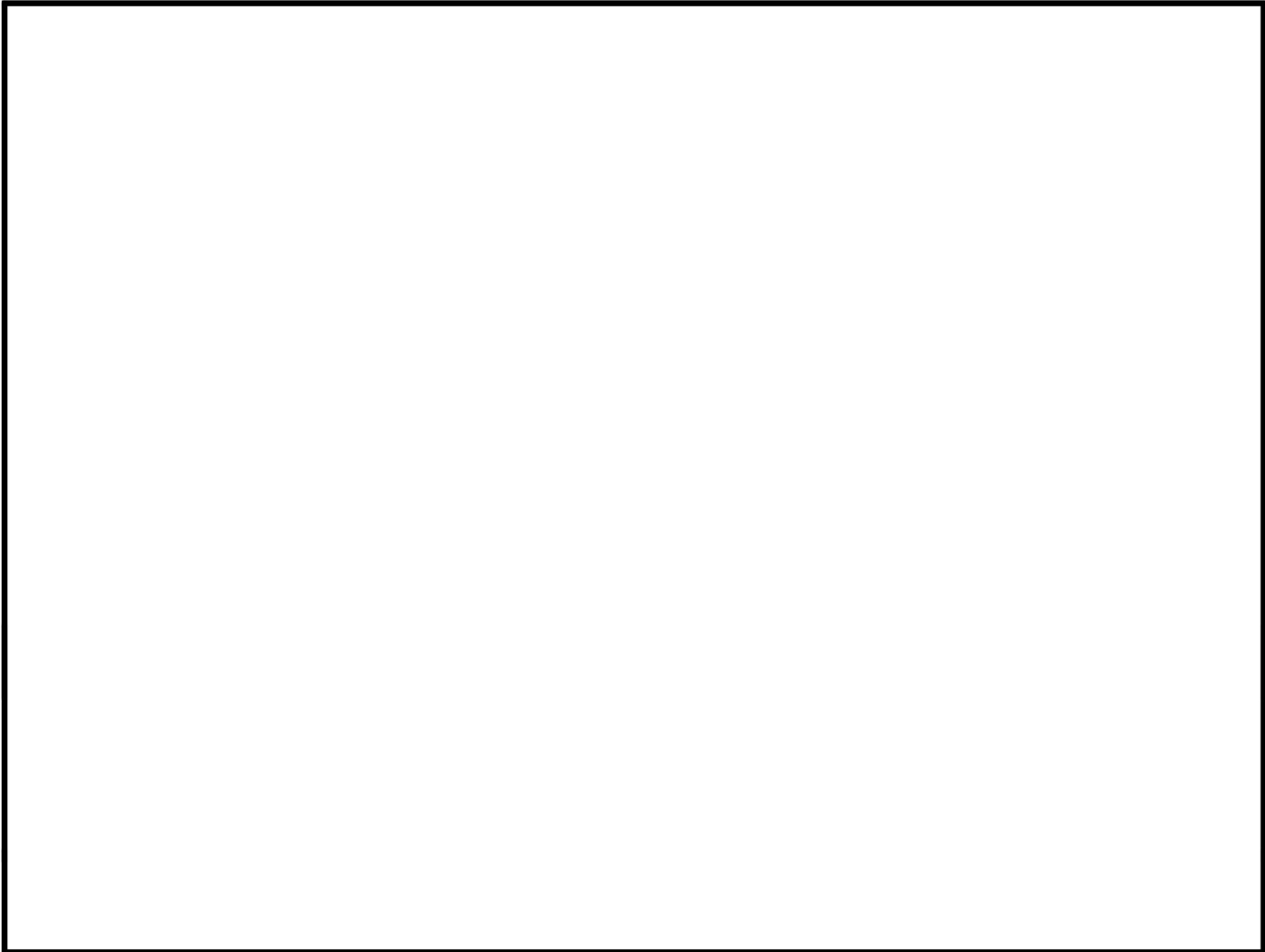


Look! He is taking us to the well.





DRAW A PICTURE HERE OF WHAT YOU THINK PSALM 23 LOOKS LIKE
OR
DRAW A MAP OF YOUR AREA INCLUDING TREES, BUILDINGS, AND SPECIAL FEATURES.



What will happen next? Why is there an X on the map? Who put the horseshoe and key in the well? What will the Timelanders find if they follow the hoof prints? Find out in Journey 7!

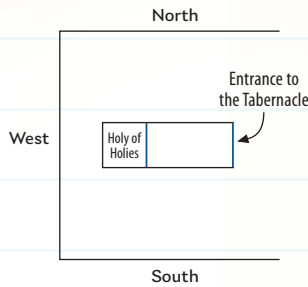
USERNAME: LEV'S EXTRA EXPLORATIONS

- **PLAY A GAME OF STACK ATTACK.** Gather at least ten plastic cups and stack them on a table in a pyramid shape, 4 on the bottom row, 3 on the next row, 2 on the next row, and 1 on top. Try different ways of knocking the stack over such as blowing on them, fanning them with a sheet of paper or a magazine, blowing at them through a straw or rolling a small light ball toward them from different distances. Which is the best way of knocking them all down?
- **MAKE YOUR OWN PAPER HORN** shaped like a shofar. Roll two large paper plates into a cone shape with one slightly less tight than the other. Fit the small end of the larger cone inside the large end of the other at a slight angle. Secure them together with tape. Glue construction paper around the cone shape and use markers to decorate it with symbols related to the Bible story. Attach a piece of yarn at either end of the horn to make a handle. Make trumpet sounds using a 'lip trill'. Place your mouth at the small opening of the horn. Relax your lips, keep the corners of your mouth tight, and blow air to create a 'motorboat' sound. Have fun marching and pretending to make the trumpet sounds of the shofar!

LANDERS LOG

DAY 1 Tabernacle and Courtyard Model

Cut out the Entrance to the Tabernacle. Fold on the dotted line and, using the tabs, glue to the North and South sides of the Tabernacle with the columns facing out.



DAY 2 Use coloured pencils or crayons to draw different coloured circles around the city to show how many times the Israelites marched around the city before it fell.



- How many times did the Israelites march around Jericho over the first 6 days? **Blue circles**
- How many times did the Israelites march around Jericho on the 7th day? **Green circles**
- Add up the circles. How many times did the Israelites march around Jericho all together? _____

DAY 3 Draw a line to the right answer to show whether each sentence is "true" or "false."

1. Women and children led the way in the march around Jericho.
2. The Israelites took the ark of the covenant with them as they marched.
3. Priests blew on trumpets as they marched around the city.
4. Armed soldiers were with the people as they marched.
5. The people marched around the city six times without resting.
6. Joshua gave the people the orders for the march.

TRUE

FALSE

- ### DAY 6
- How did God help the Israelites take over the city of Jericho?
 - How is this different from the way most battles are fought?
 - What can we learn about trusting God from the story of the fall of Jericho?

PRAY Talk to God about your thoughts and what you discovered this week.

DAY 4 Can you find 10 things that shouldn't be in this picture of Jericho?



DAY 5 Rahab and her family then lived with the Israelites, a different culture with different customs. She also believed in their God. Think of a country that is different to yours. Talk to your friends or family about what it would be like to live there and how these things would be different.

FOOD
CLOTHING
HOMES
RELIGION



Frog species can often be identified by their unique calls. Some say the American bullfrog's call sounds like a trumpet!

Did you know?

In Bible times, a trumpet that was made from the horn of a ram was called a **SHOFAR**. It was used to call people to worship, to provide music for processions and to notify troops from afar that a battle was about to begin. The shofar represented God's voice calling his people to action.

DAY 7 Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log. Don't forget to put your stamp in your passport.



TRIP 8: THE TRUMPETS AND TORCHES



I'm excited to go on our next Trip. Are you ready?

And we're off—
spinning through space and time!

Joshua was 110 years old when he died. The Israelites had conquered many lands and divided them among the twelve tribes. God's people promised they would serve only him, but some began to worship idols and false Gods. They needed faithful leaders, so God gave them judges to lead the people. These were not judges like you have in a court but tribal leaders and military officers. They mainly helped the people of Israel fight against their enemies. On this Trip we will meet Gideon, a man chosen by God to lead the Israelites in the battle against the Midianites.

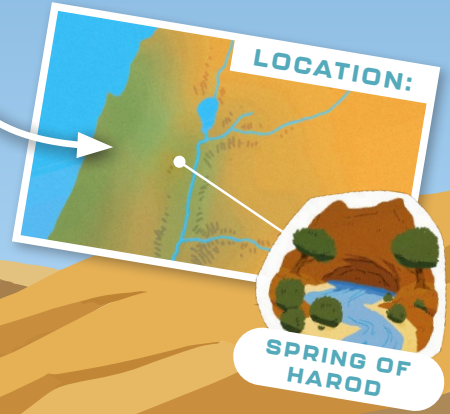
PRAY: Ask God to help you trust him always.



Definitely! I can't wait to meet Gideon. Let's go!

DAY 1 Gideon is a young man from the weakest clan in the tribe of Manasseh—not the sort of person you'd expect to be a mighty warrior. But Gideon is obedient to God and chosen to lead the Israelites in their battle against the Midianites.

🍌🍌 > Read Judges 7:2–22



SPRING OF HAROD

DAY 2 Read Judges 7:1–8
Gideon did just as God told him and kept cutting down the number of men in his army. He must have wondered how he could win a battle with just 300 Israelites.

DAY 3 Read Judges 7:9–12
The Midianite army was huge, and God knew Gideon needed reassurance. Gideon and his servant crept into the edges of the camp, needing to hear words that would give them hope.

DAY 4
Read Judges 7:13–15
Hearing the Midianite's dream and its meaning gave Gideon confidence that God would help him. He told his army to get ready. It was time to go!

DAY 5
Read Judges 7:16–23
Just like at the battle of Jericho, the Israelites won without even having to fight. They used words similar to the ones in the dream that Gideon had heard, only this time they shouted, 'a sword for the LORD and Gideon.' It was clear that God had given them the victory.

Israelite Soldier

We were a bit confused when Gideon told us what to do, but when we saw the Midianites fighting one another, we were amazed! We knew it was God who had won the battle!

It's time to go back home and think about what we discovered.

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

DAYS 6 AND 7

God's people continue to face challenges, but God always helps when they cry out to him. A young woman named Hannah is about to find this is true for herself. It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

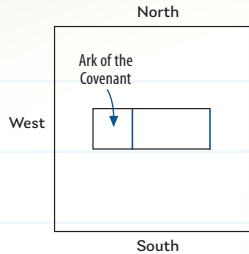
USERNAME: LEV'S EXTRA EXPLORATIONS

• **PLAY A GAME OF BLOB TAG.** Choose someone to be 'It'. When It tags someone, the tagged person joins hands or links elbows with It, forming a blob. The blob then tags more players, who also join the blob. Once the blob includes four players, it breaks off into two separate blobs. Continue playing until everyone is included in a blob.

• **MAKE A CLAY POT** with a light in it. You can use clay or make your own playdough. There is a recipe on the Timelanders website. Create a flat base for the pot with the clay. Then roll ropes of clay and stack them on top of each other for the sides. Blend the ropes together with your fingers to make the sides smooth. Let the pot dry slowly, possibly over a few days. Once the pot is dry, place a tealight or other LED candle in your pot. www.timelanders.com/journey-6

LANDERS LOG

DAY 1 **Tabernacle and Courtyard Model**
Cut out the Ark of the Covenant, fold on the dotted line and stand inside the Holy of Holies.



You might think that flying squirrels are fearless, but we can get scared of bright lights, loud noises and sudden movements!



Did you know?

LOCUSTS are a form of grasshopper. Though they usually live on their own, they will swarm together under certain conditions, such as when a drought is followed by a quick return of vegetation. These swarms can lead to major damage to crops. When enemy armies are described as being 'thick as locusts,' it refers to this swarming phase that poses a great danger.

DAY 2 Put a ✓ by each group that was sent away from the battle. Then work out how many men were left each time.

- Men who were afraid to face the Midianites
- Men who were not afraid to face the Midianites
- How many men were left? _____
- Men who lapped the water with their tongues
- Men who got on their knees to drink
- How many men remained? _____

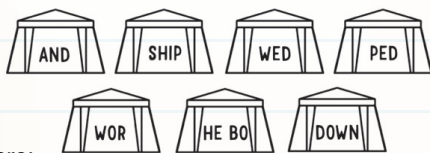
DAY 3 **Fear vs. Faith: Imagine that we can hear Gideon's thoughts. Decide which of these sentences reflect FEAR and which of these sentences reflect FAITH. Draw a line to your answer.**

1. I believe in God.
2. We are surrounded by enemies.
3. I don't know if people will listen to me.
4. God made me a leader of his people.
5. God will protect me.
6. I don't want to get hurt.
7. Our enemies are stronger than we are.
8. God has a plan for me and my people.

FAITH

FEAR

DAY 4 **Arrange the tents in the right order to discover what Gideon did when he heard the dream and its interpretation.**



Write the words here: _____

DAY 5 **Circle the things that God told Gideon's men to take with them to defeat the Midianites.**



JOURNEY 5 TRIP 8

- DAY 6**
- What do you think God want Gideon to overcome the Midianites with a smaller army?
 - How did God help Gideon to overcome his fear?
 - In what ways might God help you overcome your fears?

DAY 7 **Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log.**

Don't forget to put your stamp in your passport.



PRAY Talk to God about your thoughts and what you discovered this week.



TRIP 9: HELP FOR HANNAH

After Gideon, many judges led the Israelites. Over and over again, the nation enjoyed peace but would worship false gods and suffer attacks from enemies. Then they would cry out to God, and he would save them. All the tribes have settled in their own lands, but they regularly travel to Shiloh to worship God and present their sacrifices. This is where the tabernacle and ark of the covenant are kept. Hannah is one of those who goes to Shiloh to worship, but she will cry out to God for a very different reason.

PRAY: Thank God for hearing you when you cry.

Here we go again! Off to Shiloh today!

Look at the sketch in the Ancient Sketchbook. I wonder who that lady is.

LOCATION:

SHILOH

It was so painful to keep waiting and praying for a child, but I was overjoyed when God gave me this beautiful baby!

Hannah

DAY 4

Read 1 Samuel 1:15–20
Eli's prayerful response comforted Hannah and in time, her prayer was answered. The name she gave her son made it clear that she knew he was a gift from God!

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

DAY 5 Read 1 Samuel 1:21–28

It must have been hard for Hannah to hand Samuel over to Eli, but she kept her promise to dedicate her son to God. He would serve God in the tabernacle, not just for a little while, but for his whole life!

DAYS 6 & 7

On our next trip we will meet Samuel and Eli again. God will have an unexpected message for Eli, from an unexpected source. It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

It's time to go back home and think about what we discovered.

It looks like she's crying. Let's go and find out why she's so upset.

DAY 2

Read 1 Samuel 1:1–8

Hannah must have felt very sad and alone. She had no children, and Peninnah kept making fun of her. Elkanah loved her very much, but he couldn't understand why she was so sad.

DAY 3

Read 1 Samuel 1:9–14
Hannah cried out to God, told him about her sadness and asked for help. Then she made a big promise! Hannah was in so much distress that Eli the priest thought she was drunk.

USERNAME: LEV'S EXTRA EXPLORATIONS

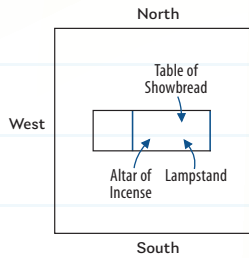
• **LOOK AT PICTURES OF YOURSELF** from birth to three years old. If you don't have pictures of yourself from that time, think about a child you know who is that age. Ask your parents or the adults you live with to share stories about what you were like or what children are like at these ages. Think about how much you have grown in height, weight and skills since that time.

• **USING THE LETTERS FROM HANNAH'S PROMISE** try to find as many words as you can with at least three letters. Challenge your friends to do the same finding as many words as possible in three minutes.

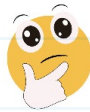
LANDERS LOG

DAY 1 Tabernacle and Courtyard Model

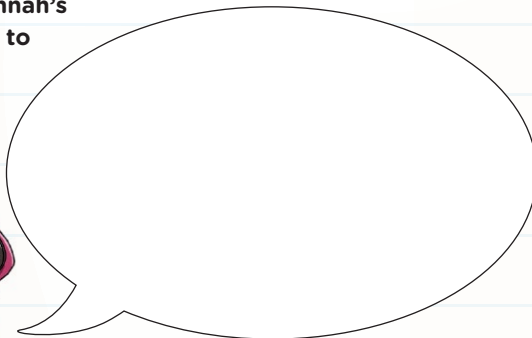
1 Cut out the Alter of Incense, Table of Showbread and Lampstand. Fold on the dotted lines and place the Alter of Incense near the entrance to the Holy of Holies, the Table of Showbread on the North side and Lampstand on the South side of the Tabernacle.



DAY 2 Write the name of the right person under the emoji to identify the way you think Elkanah, Hannah, and Peninnah were feeling.



DAY 3 Fill in the speech bubble with Hannah's promise to God.



Life is dangerous for baby tadpoles and froglets that must survive predators and harsh environments to become full-grown frogs.

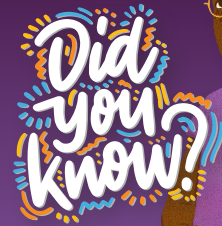


DAY 4 Hannah prayed to God about something that made her very sad, and Samuel's words made her feel better. Write here the things you are concerned about and then pray with your friends or family about them.

DAY 5 Cross out any words that are flowers, colours or animals to reveal why Hannah dedicated her son Samuel to God. Write your answer below the puzzle.

PURPLEHANNAHBEARRED
KEPTDOGLILYIRISGOLD
ORANGEHERDAISYCAMEL
KANGAROOBLUEPROMISE

Hannah promised that if she had a son she would give him to the Lord and no razor would ever be used on his head. This was called a **NAZIRITE** **VOW**. The person who lived according to this promise was set apart to serve God and did not eat grapes, did not cut their hair, and avoided ritual impurity through contact with dead bodies.



- DAY 6
- Why was it important for Hannah to pray when she was so upset?
 - Why do you think prayer is such an important part of our relationship with God?
 - What are some things you pray to God about?

DAY 7 Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log. Don't forget to put your stamp in your passport.



PRAY Talk to God about your thoughts and what you discovered this week.

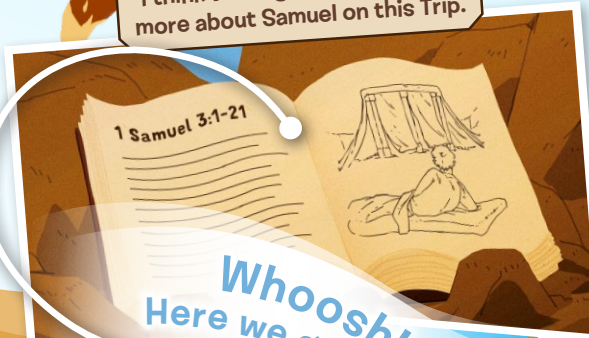
TRIP 10: THE VOICE IN THE VISION

Samuel was living and serving in the tabernacle in the presence of God. His mother Hannah visited him every year, bringing him a new robe to wear. In those days, God did not speak to people very often like he did in the days of Moses and Joshua. Nor did they have many visions. But that is going to change.

PRAY: Thank you, Lord, that you speak to us through your Word.



I think we're going to discover more about Samuel on this Trip.



Whoosh!
Here we go again.

LOCATION:



SHILOH

DAY 1

As Samuel settles down to sleep in the tabernacle, it seems like an ordinary night. It is a quiet and peaceful evening. But then something extraordinary happens!

› Read 1 Samuel 3:1-21

DAY 2

Read 1 Samuel 3:1-3

Samuel had never heard God speak before, but that was about to change. Even though he was still a young boy, God had something to say and knew Samuel was ready to hear his call.



Yes, it looks like we're heading back to the tabernacle.

DAY 3 Read 1 Samuel 3:4-9

Because Samuel had not heard God before, he didn't recognise his voice. Eli eventually realised what was happening and told Samuel how to respond.

DAY 4

Read 1 Samuel 3:10-16

The message God gave Samuel was not an easy one, and Samuel was afraid to tell Eli. Speaking irreverently about God was a very serious sin and Eli's sons were guilty. Their father Eli, the high priest, had done nothing to stop them, so God would judge and punish his family forever.

I was so surprised that God chose to speak to me! Although it was a hard message, it was amazing, and I wanted to hear his voice even more!

Samuel



It's time to go back home and think about what we discovered.

DAY 5 Read 1 Samuel 3:17-21

Eli accepted God's message and the consequences of his son's sin and his inaction. Samuel continued to grow up in body and in faith. God was speaking to his people again through his servant and prophet Samuel—and the people were listening to him.

DAYS 6 AND 7

On our next trip we will meet Samuel as an old man and the last judge to lead the Israelites. The people are asking for a new type of leader—they want a king. It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5



USERNAME: LEV'S EXTRA EXPLORATIONS

• **PLAY A GAME OF HERE I AM** where one blindfolded player, 'It', attempts to tag others (like Blind Man's Bluff). Choose a safe, open area free of obstacles and set the boundaries in which the game will be played. Select one player to be 'It', place them in the centre of the play area and blindfold them. Gently spin the blindfolded player around two or three times to disorient them. Other players will scatter themselves around the play area. 'It' will call out, "Samuel", and all players will respond with, 'Here I am'. 'It' must use repeated calls and responses to locate players and try to tag them. When caught, the tagged player becomes 'It'.

• **LEARN A CALL-AND-RESPONSE SONG.** Go to the Timelanders website for the words of the song Hallelu, Hallelu, Hallelu, Hallelujah, Praise Ye the Lord. There is also a link to a site where you can listen to the song to learn the tune. Then, for a special challenge, try to write a call-and-response song with friends or family.

LANDERS LOG

DAY 1 Tabernacle and Courtyard Model

1 Cut out the Tabernacle Cover, fold on the dotted lines, and cut along the two dashed lines. Overlap and glue as instructed. Place on top of the Tabernacle with the overlapping folds covering the West side and the front open so the entrance can be seen. (You can lift the cover any time to see the contents of the Tabernacle)



2 Draw a flame on each branch of the Lamp of God and then count how many flames were kept lit each night. Write your answer here: _____



3 Complete the picture of Samuel by drawing the other half of the image on the right side of the grid.



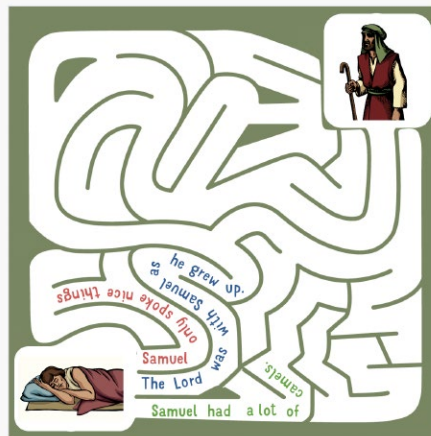
4 Fill in the correct vowels, A E I O or U, to find out what Samuel said when he finally realized it was God who was calling him!

SP__ __ K, Y__ __ R S__RV__NT
__S L__ST__N__NG



Flying squirrels glow pink under ultraviolet light! Humans can't see ultraviolet light with their eyes, but when it falls on certain surfaces, it makes them glow!

5 Follow the path that tells us why Samuel became a trusted prophet of God.



The LAMP OF GOD

was a golden seven-branched candleholder that burned just outside where the ark of the covenant was kept in the tabernacle. The high priest would light the lamp in the evening and put it out in the morning. The light represented God's continual presence in the tabernacle and his light among his people. It is still important to Jewish people today and is called a menorah which means 'lamp' in Hebrew.

Did you know?



JOURNEY 5 TRIP 10

6 • Why do you think the word of the Lord was rare in those days?
• Why might it have been hard for Samuel to hear and obey God's voice?
• What do you think it meant to be a 'servant of the Lord'?

7 Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log.

Don't forget to put your stamp in your passport.

PRAY Talk to God about your thoughts and what you discovered this week.



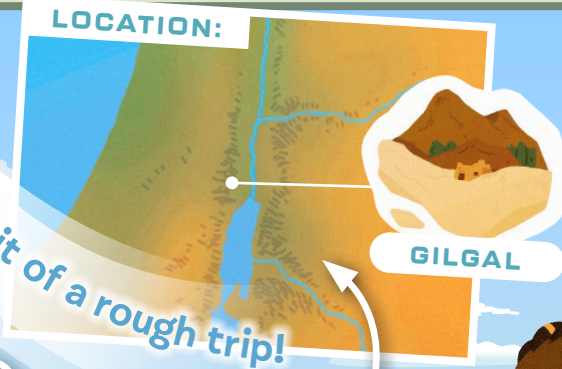
TRIP 11: THE KING AND THE CONSEQUENCES

It looks like we're headed to Gilgal on this Trip!



Hold on! It will be a bit of a rough trip!

LOCATION:



PRAY: Thank God for giving us His Word, the Bible.

DAY 1

The greatest enemy of the Israelites is the Philistines. They even stole the ark of the covenant (but then returned it when terrible things started happening to them). King Saul and his son, Jonathan, are again battling the Philistines. Saul knows he needs God's help, but he gets impatient and does the wrong thing.

> Read 1 Samuel 13:1-15; 14:47-52

It looks like a battle scene. I wonder what's happening. Let's go and see!

DAY 2

Read 1 Samuel 13:1-4
Saul built a small army for Jonathan to lead in an attack against the Philistines. Now Saul really made his enemy mad, and he was going to need even more help.

DAY 3

Read 1 Samuel 13:5-10
Samuel told Saul to wait for him before making an offering to God. Faced with a huge Philistine army and frightened Hebrew troops, Saul panicked and made the offering himself.

DAY 4

Read 1 Samuel 13:11-15
Saul disobeyed God and the consequences were severe. Saul would not be king for long. Instead, God would choose 'a man after his own heart'.

When Samuel arrived, I knew I'd made a big mistake. I should have obeyed God. It felt horrible to be told my time as king would be cut short.

Saul

DAY 5

Read 1 Samuel 14:47-52
Unlike many of the other battles the Israelites faced, which were won quickly with God's help, Saul's fight with the Philistines continued throughout his reign as king.

DAYS 6 AND 7

On our next trip, Saul is still king, but his successor will be chosen. Samuel will anoint 'a man after God's own heart'. It won't be one of Saul's sons, but a son of a man called Jesse.

It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

It's time to go back home and think about what we discovered.

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

USERNAME: LEV'S EXTRA EXPLORATIONS

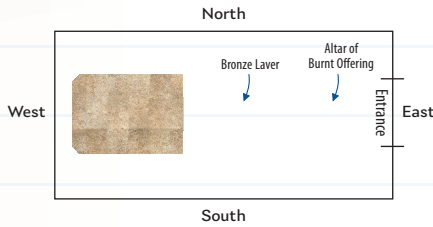
• **PLAY A GAME OF MOTHER MAY I** to learn more about the consequences of our actions and responses. One person is chosen as the 'mother' and stands about 20 feet away from the rest of the players, who line up next to each other. The goal of the game is to be the first to reach the mother. Players take turns asking, 'Mother, may I take (number and type of steps)?' Examples include Giant Steps, Baby Steps, Frog Hops, Scissor Steps, Crab Walk, Spinning Steps. The mother responds with 'Yes, you may' or 'No, you may not', followed by an alternative move. If a player moves without asking permission ('Mother, may I?'), they must return to the starting line. The first player to reach the mother wins and takes their place in the next round.

• **PLAY 'BUILD A BODY' WITH FRIENDS OR FAMILY.** Three people will work together to draw a picture of Saul. Fold a sheet of paper into three sections, top, middle, and bottom. The first person will draw the head and then mark at the top of the middle section where the neck ends. They will then fold the top section backwards so the next person can't see it. The next person will draw the body and fold it back, marking on the third and bottom section where the sides of the body finished. The third person will draw the legs and feet. Unfold the paper to reveal the full picture. You might also want to draw Jonathan, Samuel and a Philistine soldier, too.

LANDERS LOG

DAY 1 Tabernacle and Courtyard Model

1 Cut out the Brass Laver and Bronze Alter, fold on the dotted lines and glue as instructed. Cut out the High Priest and Priest and fold on the dotted lines. Place the priests near the entrance to the Tabernacle and the Bronze Alter near the entrance to the Courtyard.



DAY 2 If Saul was 30 years old when he became king and ruled for 42 years, then how old was he when his rule ended?

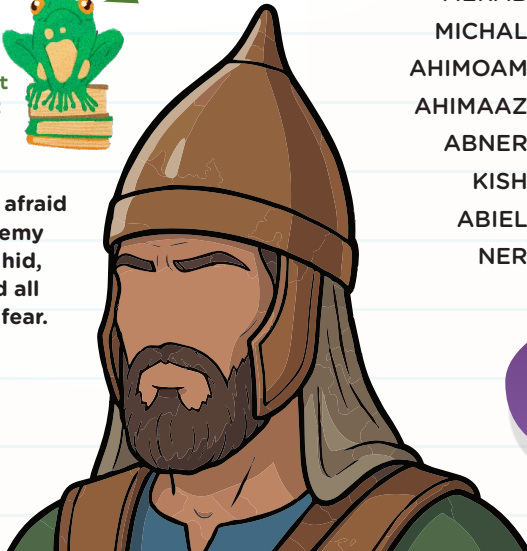
$$\begin{array}{r} 30 \\ + 42 \\ \hline \end{array}$$

_____ years old

When tree frogs want to protect our territory, we might lunge at another frog who gets too close, but we aren't violent and don't get into fights.



DAY 3 Saul's army was so afraid of the Philistine enemy that some soldiers hid, some ran away, and all were quaking with fear. Draw the face of a Hebrew soldier here:



DAY 6 • How did fear and impatience lead Saul to disobey God?
• What were the consequences of Saul's disobedience?
• What can we learn about being a good leader and a bad leader from Saul's example?

DAY 4 When Saul made the burnt offering instead of waiting for Samuel, he made a big mistake. What excuses did he make to Samuel for his actions?

Excuses, excuses.

DAY 5 On this trip we learned more about Saul's family. Connect each person's name with the correct relation they had to Saul.

| | |
|------------|---------------|
| JONATHAN | GRANDFATHER |
| ISHVI | FATHER-IN-LAW |
| MALKI-SHUA | DAUGHTER |
| MERAB | FATHER |
| MICHAL | SON |
| AHIMOAM | COUSIN |
| AHIMAAZ | UNCLE |
| ABNER | WIFE |
| KISH | |
| ABIEL | |
| NER | |

Did you know?



JONATHAN was King Saul's oldest son. He was a courageous military leader during Israel's ongoing battles with the Philistines. Normally, he would have inherited the throne from his father, but God chose someone else to become king after Saul. Rather than being jealous, Jonathan became this person's close and trusted friend. We will find out more about the new king on our next trip.

DAY 7 Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log. Don't forget to put your stamp in your passport.

PRAY Talk to God about your thoughts and what you discovered this week.



TRIP 12: THE BROTHERS IN BETHLEHEM

God told Saul to defeat the Amalekites and destroy everything that belonged to them. But Saul thought he knew better and kept some of the best cattle and sheep. He also set up a monument in his own honour. His disobedience and pride will have major consequences. Saul is still the king, but he will never see Samuel again, and the Spirit of the Lord will leave him.

PRAY: Thank God that He knows us completely.



I wonder what will happen to Saul now.

DAY 1

Samuel is an old man, but he is still listening and hearing from God. God sends him to Bethlehem, where he will find the new king God has chosen. He knows it will be a son of Jesse, but which one?

> **Read 1 Samuel 16:1-23**

Bethlehem, here we come!



BETHLEHEM

LOCATION:

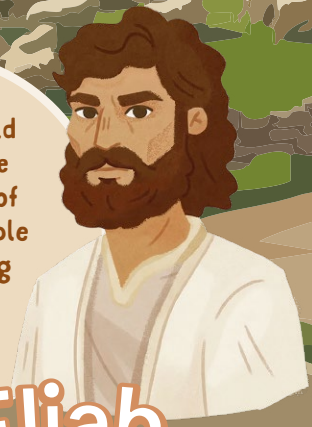


I think that's Samuel, and he is headed for Bethlehem.

DAY 2
Read 1 Samuel 16:1-3
Samuel was sad that Saul had been rejected, but God told him it was time for a new king. Even though he was fearful of Saul's reaction, he obeyed God and headed for Bethlehem.

DAY 3
Read 1 Samuel 16:4-13
When Samuel saw Eliab, he thought he looked like a great king, but God's way of choosing a king was different. He may have been the eldest son tall and with good looks, but God was looking for a 'man after his own heart'—and that man was David.

Samuel was sure I would be king. I was the eldest, the leader of the family, and people told me I was strong and handsome. I wonder why God chose David!



Eliab

DAY 4
Read 1 Samuel 16:14-20
Saul desperately needed help. His servants felt that God was with David and that he would be just the right person to bring comfort to Saul. Jesse agreed and sent gifts to Saul—but David would be the best gift.

DAY 5
Read 1 Samuel 16:21-23
David was a shepherd and a skilled musician. Although he knew he would one day be king, he showed respect for King Saul by helping him and serving him.



It's time to go back home and think about what we discovered.

DAYS 6 AND 7

David was a man after God's own heart and loved him very much. When he was out in the fields watching the sheep, he had a lot of time to play the lyre and write songs. We are going to find out more about one of them on our next Trip. It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

- Put a ✓ in the box when you have completed your daily activity:
- Day 1
 - Day 2
 - Day 3
 - Day 4
 - Day 5



USERNAME: LEV'S EXTRA EXPLORATIONS

• **PLAY A GAME OF WOULD YOU RATHER** with family or friends focused on the theme of choosing friends. Work with the other players to come up with a list of 'would you rather' questions. In turn, players will read a question out loud. Each person will then write down their answer. Players will share what they chose and why. Here are some questions to get you started: Would you rather have a friend who is popular or very nice? Would you rather have a friend who has a lot of money and willing to share or is very loyal? Would you rather have a friend who is very talkative or very quiet? Would you rather have a friend who is very strong or very smart?

• **DON'T JUDGE A BOOK BY ITS COVER.** Visit your local library with parents or friends to look at books in the children's section. Pay special attention to their covers to see if you can work out what a book is like just by seeing its cover. Try reading a book with a cover that makes you think it isn't going to be a book that you are interested in. Read the book and see what you think about the story inside.

LANDERS LOG

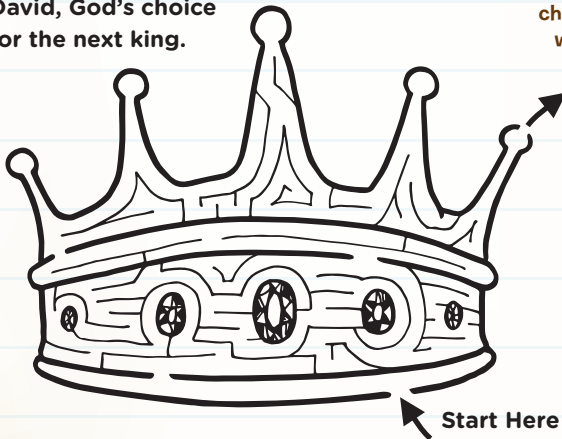
DAY 1 **Tabernacle and Courtyard Model** Cut out the People, fold on the dotted line and place them around the Courtyard



DAY 2 **King Saul had not pleased God.** Draw or write things inside the heart that you think please God. Draw or write things outside the heart that you think do not please God.



DAY 3 **Help Samuel crown David, God's choice for the next king.**



DAY 4 Use the words in the box to fill in the blanks and then use the circled letters to find out what calmed the king and made him feel better.

An evil spirit _____ the king.
The king's name was _____. He wanted relief from this evil _____. He heard about a boy named _____ who played the harp. The king _____ his servants to bring the boy and his harp to him.

What calmed the king? _____

Word Box:

Spirit
David Saul
commanded
tormented



Squirrels make all kinds of sounds, such as chirps, chattering, clicks, squeaks and whistles. It's almost like we are making music!

DAY 5

Circle all the things that are sources of music:



DAY 6 **Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log.**

Don't forget to put your stamp in your passport.



KEY 5 TRIP 12

PRAY Talk to God about your thoughts and what you discovered this week.

TRIP 13: THE SHEPHERD AND THE SONG

God chose David to be the next king over the Israelites. He served King Saul by playing the lyre to comfort him and was appointed as his armour-bearer. When David was a shepherd, he spent a lot of time talking to God and wrote many songs called psalms. One of his songs describes God as a shepherd. It is one of the best-known psalms ever, and it brings comfort to a lot of people.

PRAY: Ask God to be your shepherd and to look after you.

DAY 1

This is one of the most famous songs or psalms that David wrote. He was a shepherd, and this song is what David thinks God is like as his shepherd.

› Read Psalm 23:1–6

DAY 2

Read Psalm 23:1
David loved his sheep and he made sure they had everything they needed. He saw God as his shepherd, looking after him and providing for him in the same way.

DAY 3

Read Psalm 23:2–3
David trusted God to lead him to places where he could rest and find peace, and to guide him in choosing the path he should take in life.

DAY 5

Read Psalm 23:6
David trusted that God was good, and he knew that God would always love him, not only during his life on earth, but forever!

David

Spending time with my sheep, looking after them, guiding them and protecting them, helped me think about how God did the same for me. I wrote songs to praise him!

DAY 4

Read Psalm 23:4–5
David trusted that he would not be alone, even in difficult times, because God would be with him, comforting him and protecting him from his enemies.

We are off on another time-travelling adventure!

I have the Ancient Sketchbook and we are ready to go!



LOCATION:

BETHLEHEM

Is that David I see? Wow, that's a lot of sheep!

Put a ✓ in the box when you have completed your daily activity:

- Day 1
- Day 2
- Day 3
- Day 4
- Day 5

It's time to go back home and think about what we discovered.

DAYS 6 & 7

David was still waiting, knowing that one day he would be king. On our next Journey David will become King of Israel. What will he be like? What will Israel be like as they are led by kings?

It is time to **think** about this trip, **write** in your Lander's Log, and **talk** to your Travel Guide.

Welcome
back on
Terra Firma

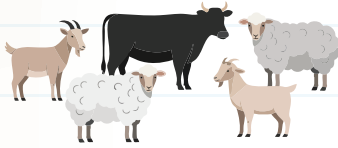
USERNAME: LEV'S EXTRA EXPLORATIONS

• **WRITE A PSALM** to God. When David thought of God's goodness and care, he thought of God as a shepherd caring for his sheep. What image comes to your mind when you think of God's goodness and care? What words would you use to describe God? What can you thank God for? You can write about any or all of these things in the form of a poem or song called a psalm.

• **MAKE AN ORIGAMI SHEEP FACE.** Go to the Timelanders website for instructions. www.timelanders.com/J6.

LANDERS LOG

DAY 1 **Tabernacle and Courtyard Model** Cut out the Animals, fold on the dotted line and place them around the Courtyard near the people who brought them. Your Tabernacle and Courtyard are now complete!



Tree frogs take care of each other by living in groups, which keeps us safer. Also, our males send out warning calls if a predator is near, and we blend in with our environment, so we don't draw attention to ourselves.



In Bible times, a shepherd would carry **A ROD AND A STAFF**. The rod was a short stick used like a club to defend the sheep against predators such as bears and lions. The staff, sometimes called a hook, was usually a long stick that curved at the end. It was used for guiding the sheep and sometimes even pulling a sheep out of the brush and back onto a safe path.

Did you know?



DAY 2 Can you find 8 differences in this picture of David playing his harp?



DAY 4

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|-----------|
| S | S | E | N | D | O | O | G | Y | P | C | N | SHEPHERD |
| H | R | X | Q | B | Z | T | N | I | O | N | A | PASTURES |
| E | F | E | L | K | W | V | A | D | V | X | K | WATERS |
| P | A | S | T | U | R | E | S | G | E | U | E | ENEMIES |
| H | Q | W | V | A | L | L | E | Y | R | Y | L | VALLEY |
| E | U | P | A | F | W | H | J | K | F | Z | B | FEAR EVIL |
| R | N | X | C | V | B | N | D | M | L | Q | A | ROD STAFF |
| D | W | E | R | Y | C | O | M | F | O | R | T | COMFORT |
| P | A | V | M | D | R | F | G | H | W | J | K | TABLE |
| Z | M | I | B | I | A | X | C | V | S | N | Q | ANOINT |
| W | T | L | Y | P | E | F | G | L | K | J | H | OVERFLOWS |
| Z | M | X | N | C | F | S | T | A | F | F | V | GOODNESS |

DAY 3 What are some ways that God helps you rest and find peace. Write them here.

DAY 5 If you were a shepherd, what are some of the things you would need if you stayed out in the fields for many weeks? Draw them here.

DAY 6

- What feelings does David express in this psalm?
- When David compares God to a shepherd, what is he saying about what God is like?
- The Lord is your shepherd, too! What is something you need help with right now?

DAY 7 Talk to your Travel Guide or a Timelander friend about what you wrote in your Lander's Log. Don't forget to put your stamp in your passport.

PRAY Talk to God about your thoughts and what you discovered this week.



JOURNEY 5 TRIP 13

BIG WORDS EXPLAINED

Not sure about some of the words in this Journey?

Search for the Timelanders Glossary on the Timelanders website: www.timelanders.com

LEV'S LAUGHS



Q. What do camels put in their backpacks?

A. Their hump-work!

Q. What kind of Tree can you hold in your hand?

A. A palm tree!

BO'S BOGGLES

I don't have arms, but I help you reach.

I don't talk, but I help lands 'meet'. What am I?

A. A bridge!

I love the desert, hills, and sun, Bouncing and racing is my fun. What am I?

A. A dune buggy!

COLOUR US IN

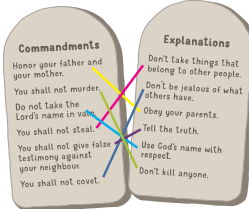


JOURNEY 6: SOLUTIONS

LANDERS LOG SOLUTIONS

Trip 1: Day 2
WORSHIP ONLY GOD

Trip 1: Day 4



Trip 2: Day 3



Trip 2: Day 4

- gold
- acacia wood covered in gold
- tablets of the covenant law

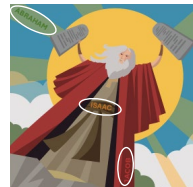
Trip 2: Day 4



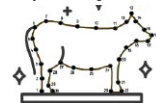
Trip 3: Day 2

- 1 2 3 4 5

Trip 3: Day 3



Trip 3: Day 3



Trip 4: Day 2

Things will go well with them, and they will enjoy good life.

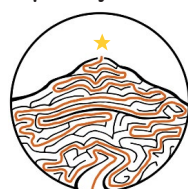
Trip 4: Day 3

Love the Lord your God with all your heart and with all your soul and with all your strength.

Trip 4: Day 5



Trip 5: Day 2



Trip 5: Day 4

BE STRONG AND COURAGEOUS

Trip 5: Day 5

- The Israelites wept for Moses for 30 days
- Moses climbed to the top of Mount Nebo
- God told Joshua to be strong and courageous
- Moses dies when he was 120 years old
- Joshua told the Israelites to get ready to cross over the Jordan River
- God showed Moses all the land he was giving the Israelites
- Joshua became the leader of the Israelites

Trip 6: Day 2

- How many spies did Joshua send into Jericho? **2** 10 300
- Whose house did the spies visit? Miriam's **Rahab's** Mary's
- Who told the woman to turn the spies over to him? Joshua Moses **the king of Jericho**
- Where did the woman hide the spies? In the basement in a closet **on the roof**

Trip 6: Day 3



Trip 6: Day 4

- They used a **ROPE** to escape through the **WINDOW**.
- They hid in the **HILLS** outside the **CITY**.

Trip 6: Day 5



Trip 7: Day 3

- FALSE 3. TRUE 5. FALSE
- TRUE 4. TRUE 6. TRUE

Trip 7: Day 4



Trip 8: Day 2

- Men who were afraid to face the Midianites
 - Men who were not afraid to face the Midianites
- How many men were left? **10,000**
- Men who lap the water with their tongues
 - Men who got on their knees to drink
- How many men remained? **300**

Trip 8: Day 3

- FAITH 4. FAITH 7. FEAR
- FEAR 5. FAITH 8. FAITH
- FEAR 6. FEAR

Trip 8: Day 4

HE BOWED DOWN AND WORSHIPPED

Trip 8: Day 5



Trip 9: Day 2

- Hannah Peninnah Elkanah

Trip 9: Day 5



Trip 10: Day 2

7 flames

Trip 10: Day 4

SPEAK, YOUR SERVANT IS LISTENING.

Trip 10: Day 5



Trip 11: Day 2

30 + 42 = 72

Trip 11: Day 2

- | | |
|------------|---------------|
| JONATHAN | SON |
| ISHVI | SON |
| MALKI-SHUA | SON |
| MERAB | DAUGHTER |
| MICHAL | DAUGHTER |
| AHIMOAZ | WIFE |
| AHIMAAZ | FATHER-IN-LAW |
| ABNER | COUSIN |
| NER | UNCLE |
| KISH | FATHER |
| ABIEL | GRANDFATHER |

Trip 12: Day 3



Trip 12: Day 4



Trip 12: Day 5

An evil spirit **tormented** the king. The king's name was **Sau**. He wanted relief from this evil **spirit**. He heard about a boy named **David** who played the harp. The king **commanded** his servants to bring the boy and his harp to him. MUSIC

Trip 13: Day 2



Trip 13: Day 4



TIMELANDERS

Journey 6

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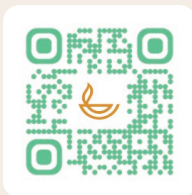
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GROWN-UPS AND TIMELANDERS

We value your feedback.

We hope you enjoyed Journey 6. We would greatly value your feedback and suggestions. Please take a few moments to share your thoughts by scanning this QR.



THANKS!

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Let's go Timelanders!
Journey 6 complete,
now on to Journey 7

On Journey 6 the Israelites finally arrived in the land God promised and are becoming as numerous as the stars. They brought the ark of the covenant and tabernacle with them so they would have a place to worship God, who looked after them every step of the way. After a time of being led by judges, Israel now has a king to rule over them. How will this work out for the people of God? Will they be obedient to him? Will the kings be good kings? Join the Timelanders on Journey 7 to find out.

It looks a bit like the tabernacle on the inside.

Wow, this place is amazing!

And that person looks like a king.



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Journey 7



Journey through the Bible
with your friends

Journey 7

Timelanders Journey 7 is packed with new places to explore, lots of activities, and more stickers to go in your passport. We will find out what happens to King Saul, David and the people of God! So get ready for your next Timelanders adventure!

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