

**Materials I Need:**

**Memory Work:**

**The Prophet - *Jeremiah***

**The Principle - *We must change to God's righteous ways.***

**The People - *Israelites living around Jerusalem***

**God's Attribute - *God's righteousness does not change.***

**Aim Questions:**

1. Who was the prophet we have been learning about and why was he sad? (Jeremiah was sad because the Israelites wouldn't change to God's righteous ways.)
2. What did God ask Jeremiah to buy? (A field)
3. What did he pay for the field and where did he put the receipt? (He paid seventeen shekels and put the receipt in a clay jar to keep it safe.)
4. Why did God want Jeremiah to buy a field? (God promised the Israelites that after seventy years in Babylon, He would bring them back to their own land and fields in Israel.)
5. What was the name Jeremiah gave Jesus, the Savior? (The Lord Our Righteousness)

**Hook:**


**Pretend Center: (3JER23PKGF1)** Set up a grocery store with a biblical time theme. Bring food stuff in old-looking containers. You could even just bring old-looking containers and pretend the food is inside. If you have an abacus, bring this to use as a cash register. You could also string several beads onto a length of jute. Merchants in ancient times used these beads to keep track of money owed. If you have a scale or can make a play model out of cardboard, this would be fun. Copy the play money to use in the store. In Bible times, the money had different names than our money does today. The children can use the modern money, however, in this biblical time store. God asks Jeremiah to buy something for seventeen of the Bible time coins, called shekels. Help the children count out seventeen coins. They will have to listen to today's Bible Adventure to find out what Jeremiah bought.


**The "People" Center: (3JER23PKGF2)** Let the children use brightly colored markers to color the picture of the person living in Jerusalem. Point to the appropriate place on the picture and say, "This is Jeremiah. He listened to everything God said and obeyed. He obeyed even when it was difficult to do so." Others living in Jerusalem didn't listen to God. Again, point to the Israelite and say, "Many of the Israelite people worshipped Baal idols. Let's pray together to be obedient like Jeremiah."

**Soldiers at the Wall! Activity Center:** Use the large toy building blocks available from the Children's Department. Help the children construct a circular wall like the one surrounding Jerusalem. Remind them of what would happen if the Israelites did not change to God's right ways and stop worshipping Baal idols. The Babylonian soldiers would come knock down the wall around the city. Divide the children into two teams. Put one team on each side of the wall. Ask one team to pretend to be the Babylonian soldiers. How would they choose to knock down the wall? Have that team make a sound effect to go along with the action. Have the team on the other side of the wall

pretend to be the frightened Israelites. Have them guess what the soldiers are doing. The soldiers are at the wall!

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 **"Who Is God?" Center:** Purchase small clay flower pots for the children to paint. Cover the table and the floor with butcher paper, and provide paint shirts as well as good supervision. As the children paint the pots, talk about the right ways of God that do not change. Show the picture of God's righteousness that you have been using in these Jeremiah lessons. Actually tape it securely to the center of the table. The picture will not move. God's righteousness will not change or move, either! His plan is always best, even when there are things we do not understand. Next, show an unpainted clay pot. The clay is put in an oven and made to be very hard and strong. Something inside the pot would be protected. In today's Bible Adventure, our righteous, sovereign God tells Jeremiah to put something in a clay pot. Listen to find out what. (Note: A less expensive idea for this center would be to let the children color Styrofoam cups with colored markers. Both the Styrofoam cups and the markers are available from the Children's Department. Bring a clay pot to explain, as above, and use the picture of God's righteousness in the same way.)


 **Transition Idea:** Help the class to the story circle by saying, "If you have ever walked on a real wheat field, raise your hand. Tell us where it was. You may go to find a chair in the story circle." Continue with statements like, "If you have ever touched a real sheep, if you have ever seen a coin from another country, if you have ever traveled away from home with your family, if you have seen a big fire," etc.


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### **Book:**

#### **Presentation Ideas -**

 **(3JER23PKGF3)** Ask the Children's Department to color the GF3 pictures you will use during the story. On class day, cover the entire picture with a sheet of construction paper. Do not adhere the colored paper to the pictures at all. Hold the two sheets, or place them on an easel, so that the colored paper can be pulled across the top of the picture page to reveal the pictures underneath as needed in the Bible Adventure.

 Bring a legal looking document with you to class. It can be a diploma, a contract, or an actual land deed. Ask someone who is a lawyer in the church to briefly tell the children about his job. A lawyer knows what a deed is. Have the lawyer role play buying, selling, and signing the papers for a land deal.

 **(3JER23PKGF4)** Use all the pictures you have collected for the Jeremiah lessons so far, kings Jehoiakim and Jehoiachin, Jeremiah, Israelites, Baal, boiling pot, linen belts, and fig baskets. Add the GF4 picture of Jeremiah buying the field. Leave this picture black and white if the others are already colored. Color the black and white picture in front of the children as you tell the story.

 Use the toy building blocks to make a wall. Pretend to pound on the outside of the wall. Stand, afraid, behind the wall. Show the picture of God's righteousness (from previous lesson). Tape it to a secure place. The wall is coming down, but God's right ways can not be destroyed or changed.

 Be sure to have your Bible in your lap as you teach.

#### **Bible Adventure -**

**Review:** (Use pictures of Jeremiah, King Jehoiakim and the boiling pot, King Jehoiachin, the linen belt and fig baskets, King Zedekiah and the yoke.) What was God telling the Israelites living around Jerusalem with these pictures? God kept patiently trying to get them to change to His righteous ways.

Jeremiah reminded the Israelites living around Jerusalem that their sin was taking them backwards and they were getting deeper and deeper into doing wrong things like worshipping idols. God still loved the sinning Israelites enough to send them lots of warnings through His prophets.

Do you remember a time when you got a cut on your finger or a scrape on your knee? It got better after putting ointment and bandages on it. If it hadn't gotten better, you would have had to go to a doctor to give you something else to heal it. The Israelites' sin was like a cut that kept getting deeper and deeper

rather than healing. Nothing could help them except going to God and saying they were sorry for their sins. The Israelites should have gone to God and said, "I know it is wrong to worship idols, covet and steal. Please help me change to Your right ways." God loved them and could help them. Did they ask God for help? No! Did they repent and turn from their sin? No, they just kept doing wrong rather than heeding all the warnings of coming punishment. There was no healing of their sins.

Jeremiah had words of warning for King Zedekiah. He told him that Babylonian soldiers would come and set Jerusalem on fire and take him back to Babylon to be their slave. King Zedekiah didn't want to hear this. He brought Jeremiah to the palace and made him stay in the courtyard of the palace. King Zedekiah said, "Why do you prophesy as you do? Why do you say the Babylonian soldiers will burn down Jerusalem? Why do you say the soldiers will take me away to Babylon?" King Zedekiah wouldn't let Jeremiah go home. He kept him as a prisoner with soldiers to guard him.

Just as Jeremiah said, the Babylonian soldiers came to take Jerusalem. In those days, cities had a high, stone wall built around them for protection. At different places in the wall were gates, but the Israelites had closed the gates. The Babylonians wanted to get inside the city gates. They camped outside the walls and made their plans to get to the inside. If you were on the other side of a wall, you could hear "chop, chop, crunch, crunch" as they tried to chop down the gate with axes. You could hear "crash, ca-boom, bang" as the Israelites threw big rocks down from the top of the wall to try to hit the Babylonians' heads. Some of the Babylonian soldiers placed ladders up against the wall and climbed them trying to get over the wall to the other side. The Israelites just tipped the ladders off the wall. "Crash!" went the enemy on the other side of the wall. Some of the soldiers tried to dig a hole under the wall so they could get inside the city, but there were Israelite soldiers on top of the wall throwing fiery sticks down on the enemy as they were digging dirt. What a scene it was! This went on for days, weeks and months, but the enemy would not give up. Day after day the Babylonian soldiers tried to get into Jerusalem. Day after day, the Israelites soldiers tried to keep them out.

What was Jeremiah doing all this time? He was imprisoned and under guard in the courtyard. God spoke to him there and said, "Your cousin will come to you and ask you to buy his field. You know the field just outside Jerusalem." (*Show the picture of a field.*) It wasn't long before Jeremiah heard sandal footsteps on the hard stone floor of the courtyard. It was his cousin! What do you think the cousin had to say? Yes, he said, "Buy my field. It is your right and duty to buy it from me." Jeremiah thought about it. He knew the land would belong to the Babylonian enemies soon and he would be gone for seventy years. Why would he buy a field now? This would be like you putting up a basketball hoop in your driveway when you knew that you and your family would have to move away for several years. Someone else would be living in your house and you wouldn't even know if they played basketball!

Jeremiah was like King Hezekiah. When he was sad or confused, he prayed to God. Jeremiah didn't understand why God wanted him to buy a field. He said, "Ah, Sovereign Lord, you have made the heaven and earth by your great power. Nothing is too hard for you. You see everything. You see the Babylonians trying to get in. I don't understand why you have asked me to buy a field right now!"

Do your parents ever ask you to do something and you think it seems like a dumb thing to do? Maybe you can't understand why you have to put all your toys and bikes in the garage at night. If you were to ever wake up and find them stolen one morning, you would understand why it is important to keep them in a safe place. It didn't seem right to Jeremiah to buy the field, but he remembered what God had told him to do and he obeyed. He put his coins on a scale and weighed out seventeen shekels of silver to pay for his cousin's land. He signed the papers and gave them to a trusted friend with these instructions, "Take these papers and put them in a clay jar so they will last a long time. This will be a sign that the Lord will bring us back from Babylon. God has promised that after seventy years in Babylon, the repentant Israelites will come back to live on their own land. We will again buy fields and own land in Israel!" It was hard for Jeremiah to give money for land that the enemy would take away for seventy years, but he knew that God is always right and he wanted to do what was right, too.

The Lord said to Jeremiah, "I am the Lord, the God over all. Nothing is too hard for Me. I am letting the Babylonians take the city because the people would not change to My right ways. The Babylonians will come in, set Jerusalem on fire and burn it down. They will burn down the houses where the people worshipped Baal and did other sinful things. Yes, they will be taken to Babylon, but I will bring the good Israelites back after seventy years. I will give them lands and fields again that will grow good crops. My people will build new homes where they will worship me only, with their whole hearts. I will change their hearts so they will want to do the right and just things. Shepherds will take care of their sheep on good

pasture land. One day, in the future, the Good Shepherd, the Savior, will come to earth. He will always do what is just and right. This is His name--the Lord Our Righteousness. He is our righteousness. He helps us want to do the right and just things." It made Jeremiah happy to think of coming back and again growing crops on the land. (*Show the picture of "The Lord Our Righteousness. Sing "Rejoice in the Lord Always."*)

**Prayer:** Dear God, thank You for being the Lord Our Righteousness. You are righteous and good and Your ways never change. I want to live in your good and right way. In Jesus' name, Amen.

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### Look:



**Clay Pots Craft Center: (3JER23PKGF5)** Use the clay pots that were painted during Hook time. They should be dry by now. Cover a spot on the floor with butcher paper and let the children spoon a small amount of dirt into the pots. Talk about the land that God told Jeremiah to buy. What did he hide in the clay pots? He hid the deed to the land. Let the children color the GF5 deed. Help them roll up the deed and place it in the dirt.



**Jeremiah's Land Craft Center: (3JER23PKGF6)** Order the picture of Jeremiah's field copied back to back. It will be the same picture on both sides, but the children will do separate activities for each picture. First, have the children use different tones of brown crayon to color one side of the picture. Use only the browns on this one side only. Put the pictures aside. You might place them all in a large clay pot. Then play one of the "Seventy Years" games below. Come back to the field pictures and have the children turn their papers over. Give each child pieces of green tissue paper that have been cut into 1-inch squares. Show the children how to wad the green squares into smallish balls of paper. Glue or double stick tape the wadded, green balls to the picture of Jeremiah's field. God promised to make the land green with crops and trees after seventy years.



**"Seventy Years" Game Center:** Make a large circle on the floor using masking tape. Have the children stand inside the circle. Say the following rhyme and have the children hop on one foot inside the circle as fast as they can. When you are finished with the rhyme, have them all sit down inside the circle. Then, using a timer, have the children wait for 45-60 seconds, sitting inside the circle. Tell the class to pretend the inside of the circle is a prison. You are a Babylonian soldier and you say, "DO NOT TALK!" It will be hard just to wait. It was hard for the Israelites to wait, but they had to wait seventy years! After the timer rings, signaling the end of the waiting in this game, go back to the tables and complete the field project or do another activity in "freedom."

Waiting Rhyme:           No more incense! No more Baal!  
                                  Off to Babylon! Off to jail!  
                                  Seventy years and you'll come back!  
                                  This land's yours; I'll keep track!"



**"Seventy Years" Game Center #2:** Place all the children at one end of the room in a long straight line. A hallway might be a better area for running. Remind the children that the Israelites would have to wait a long time, seventy years, to return home. This game will help to show how long and difficult it is to wait. Have the children run across to the other side of the room and line up. Pretend only ten years have passed. Tell the children that they will have to wait much longer for seventy years to pass. Have the children run back across the room and line up. Only twenty years have passed. Have them run back and forth in the room. By the time the teacher gets to seventy years, the class should be quite tired. Go back to the tables and rest. God promised the Israelites that He would bring them back to a place of rest after seventy years, but that was a very long time!



**Bible Adventure Review:** Act out the Adventure, dividing the children into Israelites and Babylonians. Tell an abbreviated story, using tools to try to knock down the wall, a crown for King Zedekiah, chains for Jeremiah, flames for the fire, a clay jar for the agreement, and pennies to represent seventeen shekels.



**Snack Center:** Serve the snack at another location. You could set up picnic blankets on the floor in the room, or travel down the hall to a whole different "land" called Babylon. Comment as you travel about the dry farm land and what it will be like when the righteous Israelites get to come back home.

You could again use the rhyme:    No more incense! No more Baal!  
  Off to Babylon! Off to jail!

Seventy years and you'll come back!  
This land's yours; I'll keep track!

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**Missionary Center:** Show the poster of the class missionary. Ask the children to tell you the missionary's name. Where does the missionary live? If you can find out from the church office, tell the children how long it will be before the missionary can come home. Count out the number of years. We're glad the missionaries won't be gone for 70 years. Pray for the missionary to obey and trust God even on difficult days.

**Quiet Center:** Let the children quietly listen to a praise tape you have brought. As they find a seat, have them pretend to pay you money for their "field." Pretend to give a deed in return.

**"Dress Up" Play Center:** There is a child's suit of armor available from the Children's Department as well as various pretend gardening tools. Add your own dress up clothes. Pillow cases and headbands make easy Bible character costumes. Let the children reenact the story. Dress up as Israelites. Some can be disobedient, praying to Baal idols. Some can be like Jeremiah and use the gardening tools to till the ground. Others can be pretend Babylonian soldiers who are coming to tear down the wall around Jerusalem. Some can be Israelites throwing pretend stones and fiery sticks down from the top of the wall at the Babylonians.

**"Field" Memory Game: (3JER23PKGF8)** Xerox two sets of cards per game. Place all the cards on a table face down. Let children turn over two cards at a time and try to locate pictures that match each other. If the two cards match, take the set out of play. Be sure to read the words on the cards before removing them.

#### Songs:

**This Land Is Your Land**  
This land is your land, This land is my land,  
From southern Judah, to the northern mountain.  
For seventy years, you'll be away.  
I will bring you back to stay.

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#### Took:


**KNOW & DO:** We know God told Jeremiah to buy a field even as the soldiers were coming. The land was God's promise to Jeremiah. We do want to trust God's promises to us! Look up in the concordance of your Bible, the promises that God has made to the Christian believer. Write the Bible verses on pieces of paper and place the papers in a clay jar. Let the children take turns drawing out God's promises. Read the Bible verses to the class. Pray silently that these precious hearts would believe God's promises for themselves. If questions arise concerning the meaning of the verse, be pre-"prayered" to answer as God's Holy Spirit directs. Some simple promises for children: Matthew 28:20: "I am with you always." Matthew 7:11: "Your Father in heaven will give good gifts to those who ask Him." John 14:27: "I give my peace to you...Do not be afraid." John 10:29: "No one can snatch (my sheep) out of my Father's hand."


**Jeremiah Review Path: (3JER23PKGF7 Stickers)** Copy the GF7 page on large Laser Labels to make stickers. Using the laminated Jeremiah path from the book of Jeremiah, first identify all of the pictures from the lessons we have studied so far. The vision of the boiling pot, the clean linen belt that rotted by the river, the good figs and the bad figs, and now the dirt field are all pictures God gave to Jeremiah. They all help us understand what God wants us to know. Point to the stickers you have on the review map so far and have the children repeat your words. Choose a child to add the sticker of Jeremiah's field. Say, "God told Jeremiah to buy a field." Have the children repeat these


words. Two extra sets of stickers are also included on the GF7 sticker page. Use them in the next lessons.

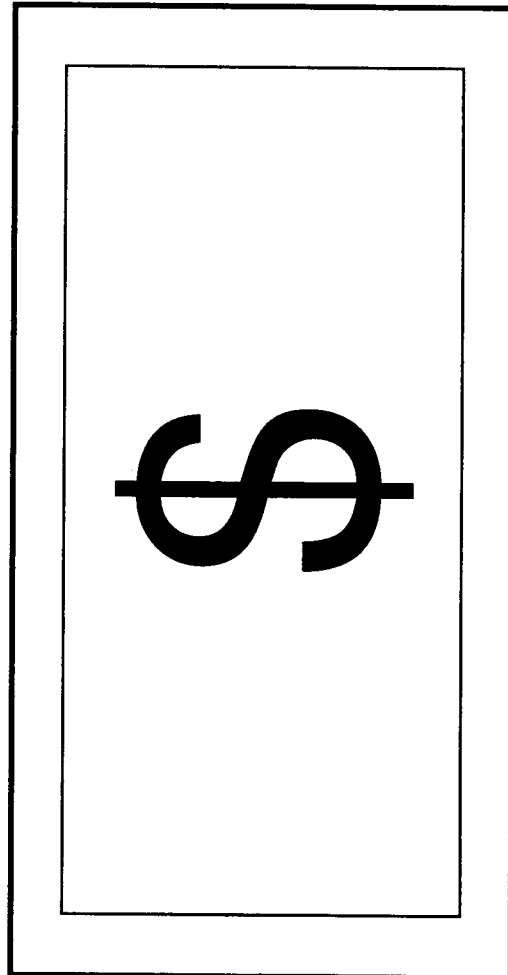
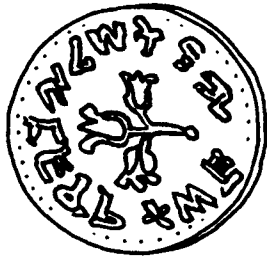
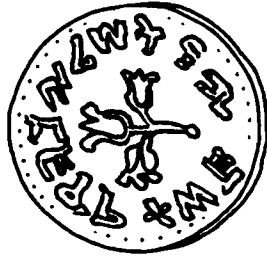
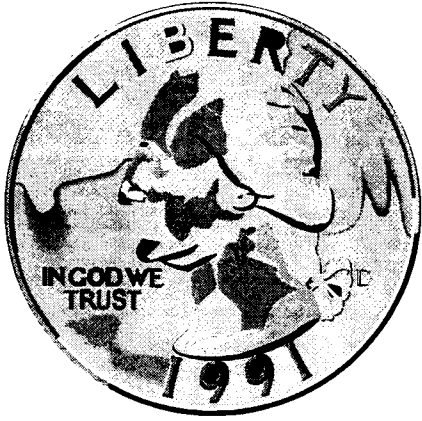
 **Jeremiah Review: (3JER23PKGF8)** Gather a group of children around, or give each child a page to color, and see if they can remember from the pictures on the page what God had told Jeremiah. Begin at the upper left side of the page. Ask the children, "Who remembers what this (boiling pot) means? It means God would pour punishment out on Jerusalem if the Israelites kept on loving idols more than they loved God." Continue encouraging the children to remember the lessons they have learned through Jeremiah.

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 **Jeremiah's Field Review: (3JER23PKGF6)** Glue the GF6 picture of Jeremiah's field to both sides of an 8 1/2" x 11" piece of cardboard. Color one side brown, representing the desolate field. Color the other side with green grass and green trees, representing the restored field. Punch a hole somewhere at the top of the cardboard. Attach one end of a bungee cord to the picture, through the hole. Hold the other end of the bungee cord securely and on the ground. Pull the cord taut. Flip the cardboard so that the picture of the desolate field is showing. Tell the children, "God told Jeremiah to buy a field." Let go of the bungee cord. The picture will spring back. When the tension in the cord is gone, flip over the picture to the green, restored field. Say, "After 70 years, the Israelites would go home to their fields." See if you can repeat this exercise with the children's help and have them repeat your words.

 **Target Practice:** Use bean bags or Velcro balls and paddles as target practice and an object lesson. Both are available from the Children's Department. Place the target on the floor and let the children try to hit the target. Hitting the target is like the Israelites doing what God wants them to do, stop worshipping idols. When a child hits the target, chant, "Stop! Stop! Worshipping Baal is the wrong thing to do. Hooray! Hooray! God knows the best way!" Hitting outside the target is like the disobedient Israelites. Ask the children what the Israelites were doing wrong.

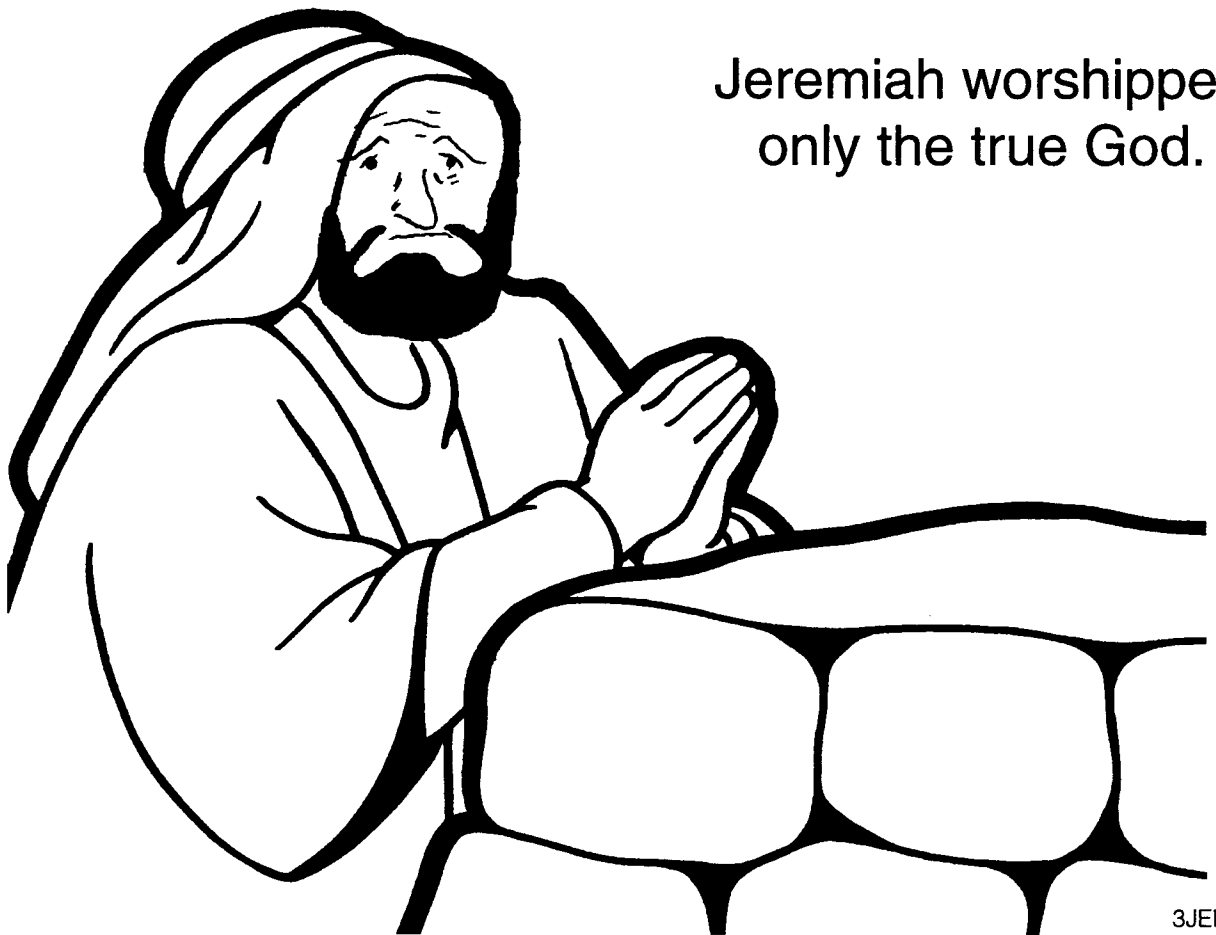
 **Aim Question Review:** Write the questions on one side of six separate sheets of paper. On the other sides of the papers, write the letters R-E-P-E-N-T. Place the papers on the classroom floor with the questions side facing up. After a question has been answered, turn the paper over to reveal the letters. Talk about being sorry for the things we do wrong. This is what the Israelites needed to do.



The Israelites worshipped  
the idol, Baal.



Jeremiah worshipped  
only the true God.





King Zedekiah

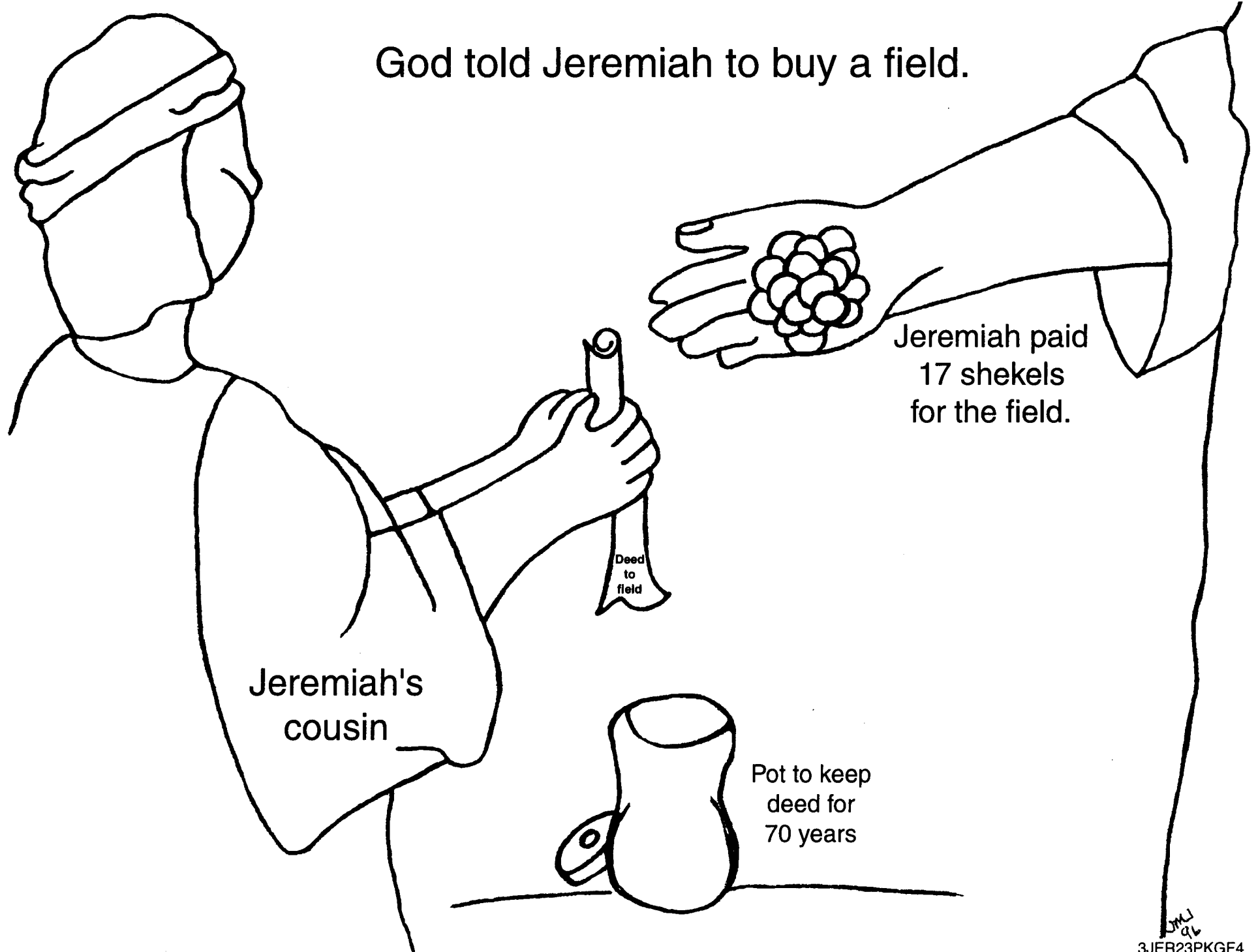


The Babylonians would put chains on the Israelites and take them to Babylon.



The Babylonians would set fire to the city of Jerusalem.

God told Jeremiah to buy a field.

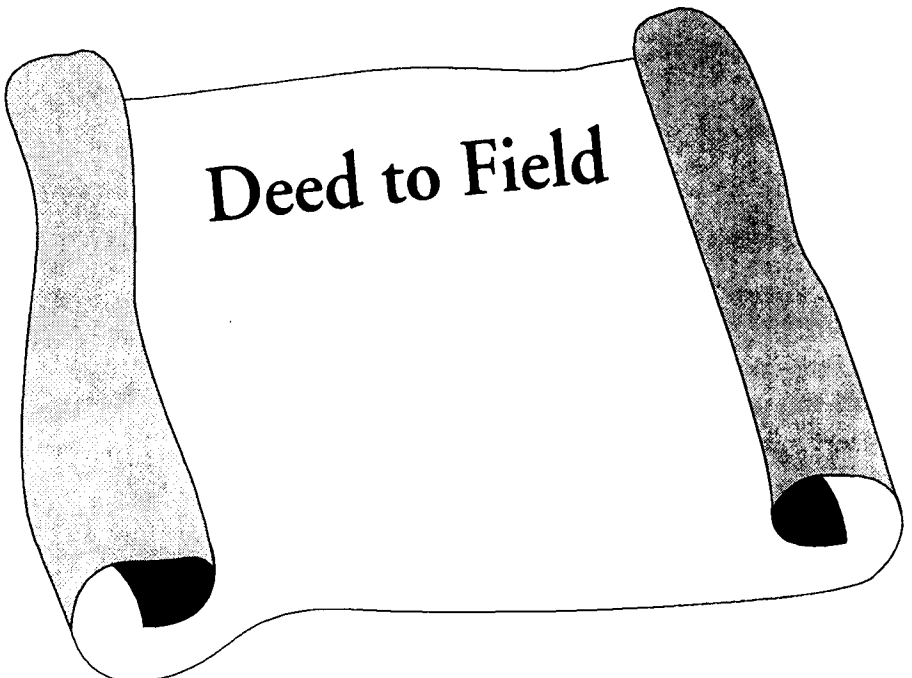
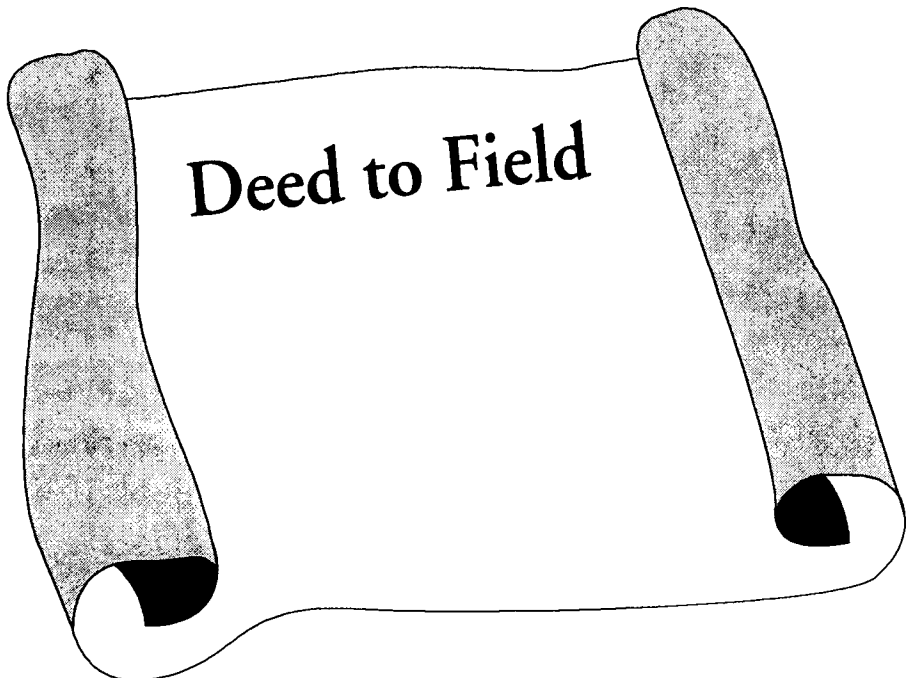
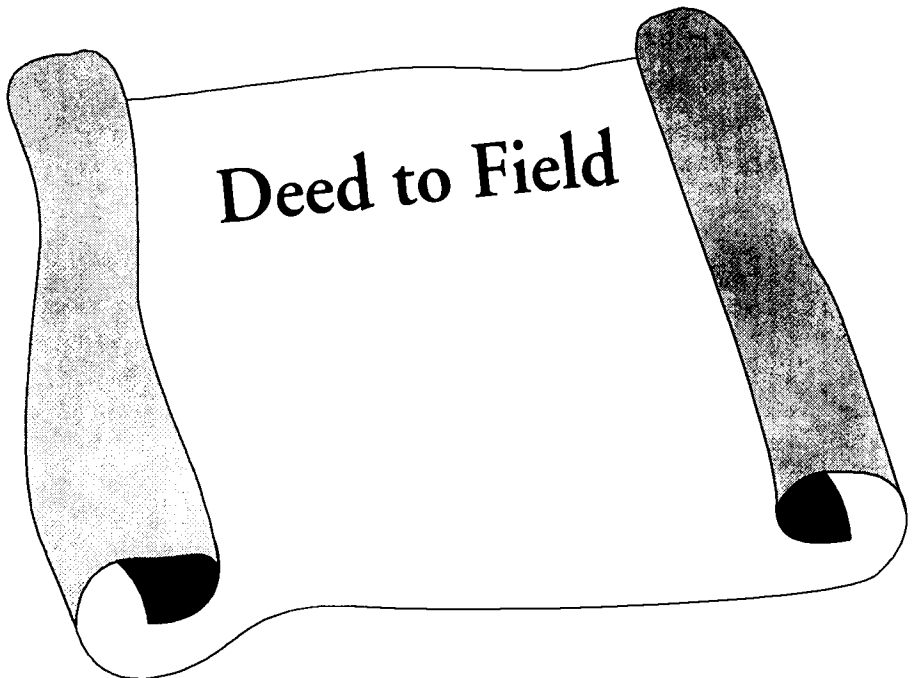
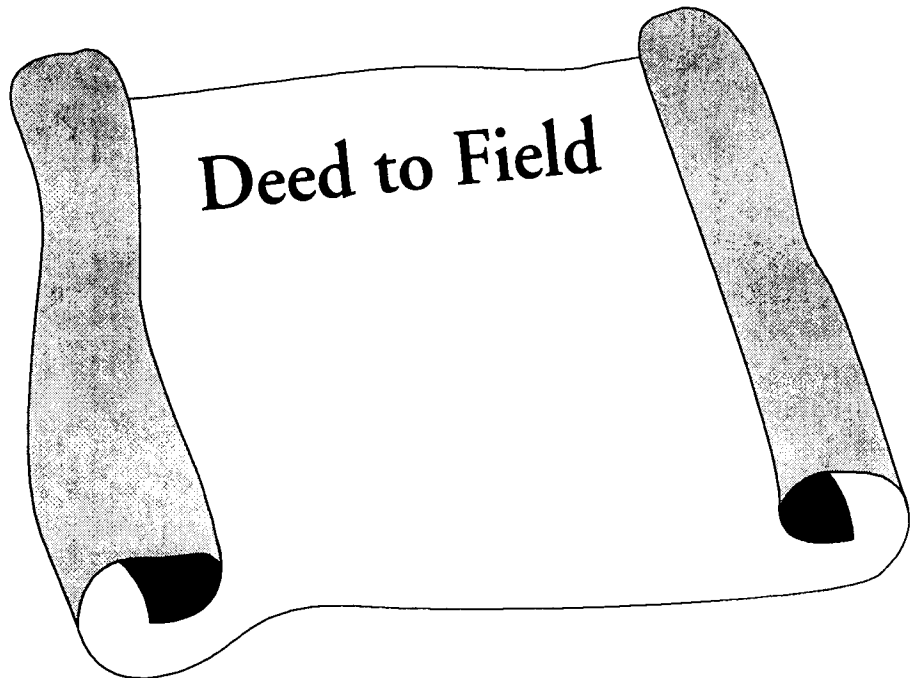


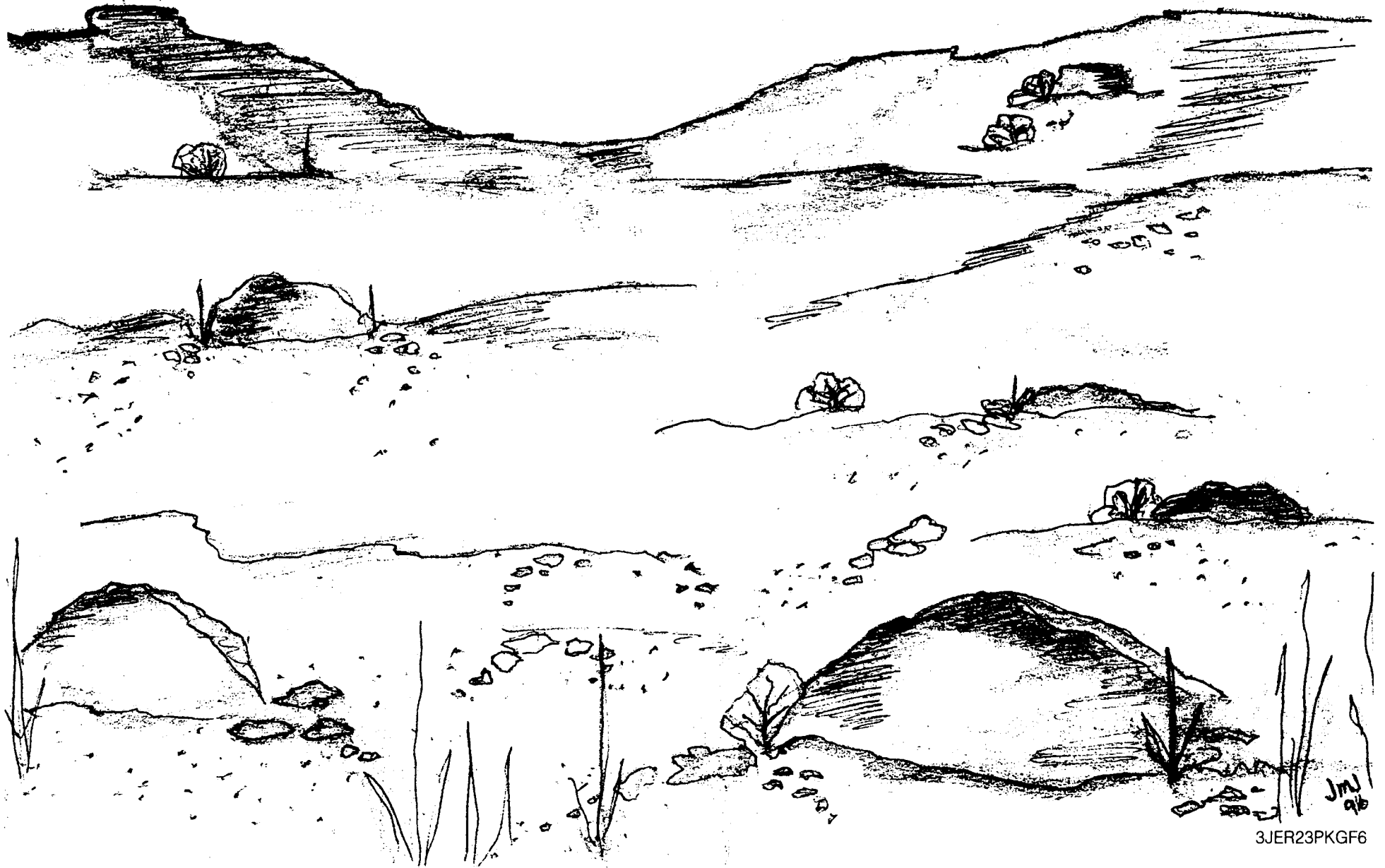
Jeremiah's  
cousin

Jeremiah paid  
17 shekels  
for the field.

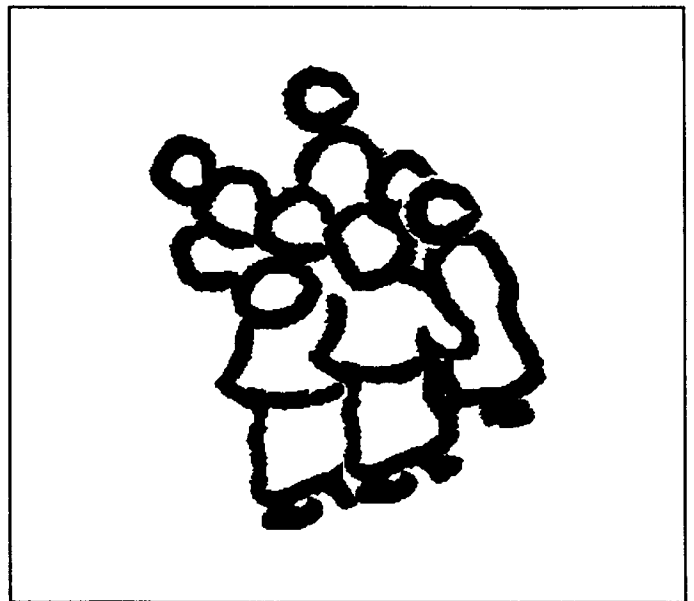
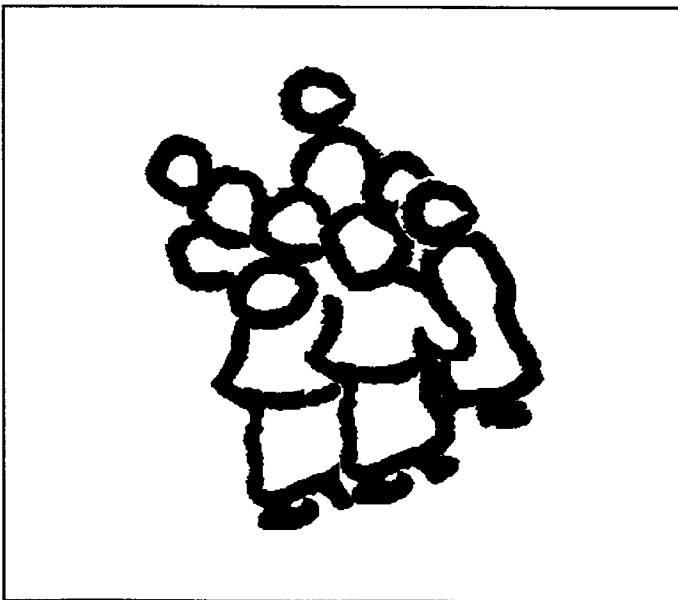
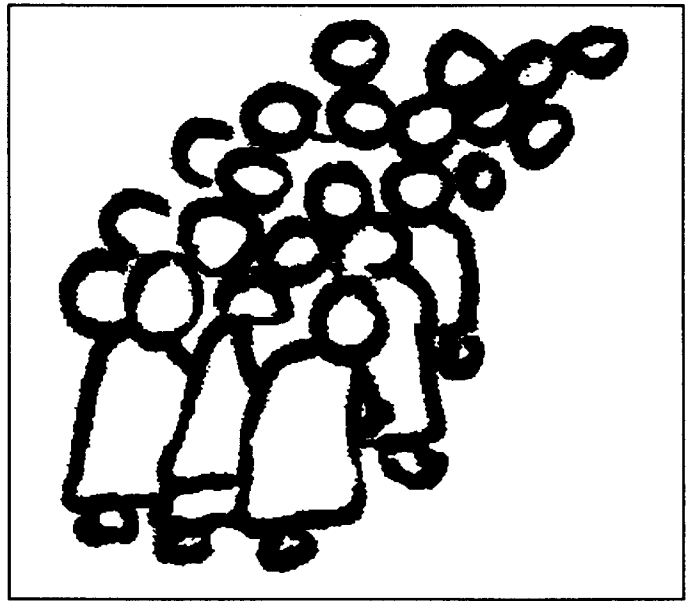
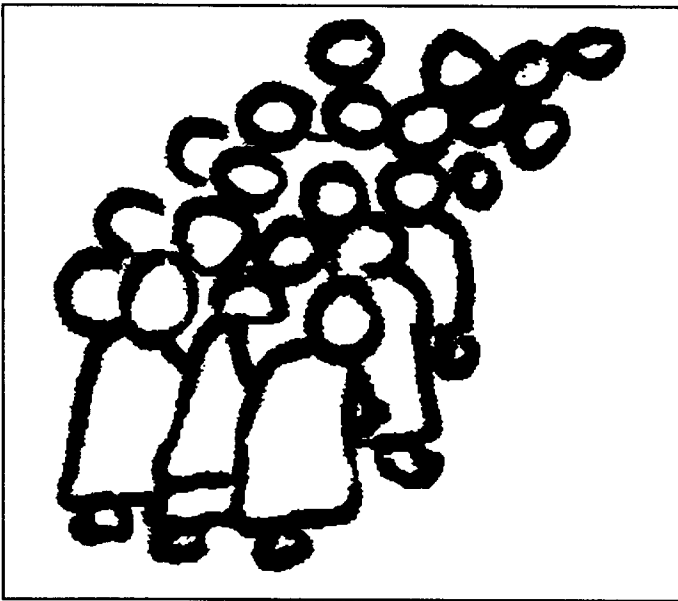
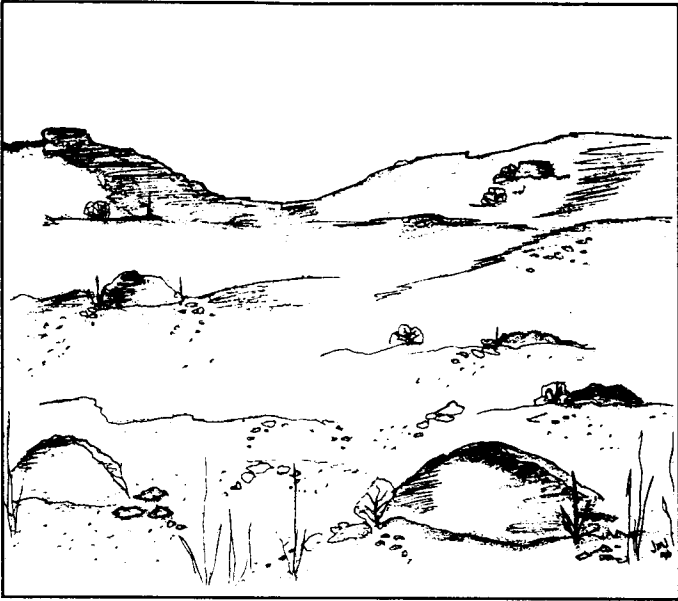
Deed  
to  
field

Pot to keep  
deed for  
70 years





**"This whole country will become a desolate wasteland." Jeremiah 25:11**  
**"All this happened because you people sinned against the Lord and did not obey Him." Jeremiah 40:3**



# Jeremiah's Review Path

