

START HERE →

**TEMPLE**



- Put prayer cards in order.
- Recite verse 12.
- Recite verse 15 OR 17.
- Sing a praise song.
- Put on your PJs.

- Recite verse 3.
- Find an empty dish.
- Put on your shoes.




- Find sunglasses or binoculars.

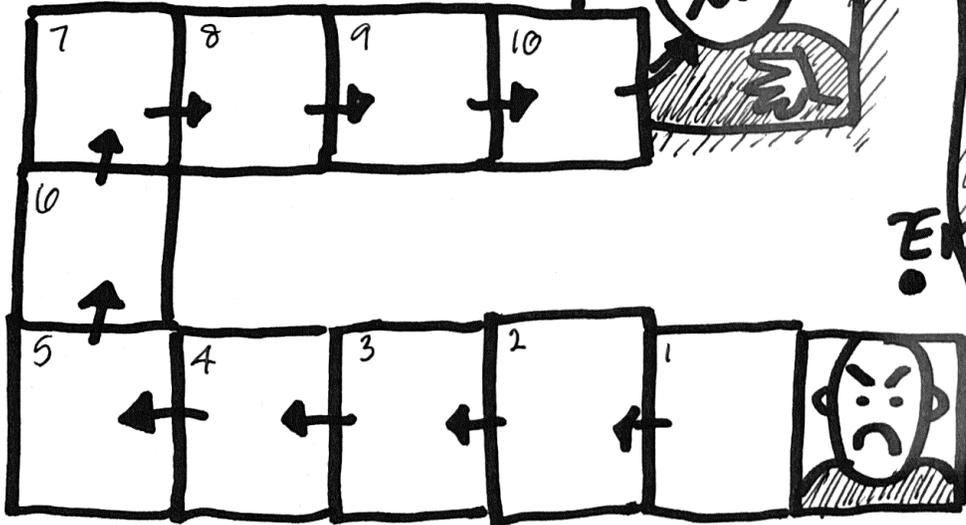
Valley of Tekoa

- Read what Jehoshaphat said in verse 20.
- Sing a praise song.

Valley of Beracah

Give thanks!

Collect the spoil when the enemy is dead

REVERE.



REMEMBER



REMIND



WRONG



REQUEST



Cut out cards

Where is the  
SPOIL?

← Cut  
out &  
place  
next to  
game  
board.

# INSTRUCTIONS

- Hide your prize/spoil somewhere in the house where it won't be accidentally discovered before the proper time.
- Then write a clue for where to find the "spoil" on the back of the "Where is the spoil?" card.
- Ask your husband or someone else to come to the door and deliver the news that the Ammonites, Moabites, and Meunites are invading Judah. Have the children come to the door to hear the news.
- Then explain that you will be playing a game where they will be taking the parts of Jehoshaphat and the people of Judah. Ask them to each find a small figure (Lego, Playmobil, etc.) for their game marker, and also two or three figures to represent the enemy army.
- Set the "prayer cards" (Revere, Remember, etc.) face down on the table next to the game board. Place the "Where's the Spoil" face down where no one will be tempted to turn it over.
- Place the children's markers at Jerusalem and place the enemy markers at Engedi.
- Read No. 1 in the first box next to Jerusalem, and do what it says. If possible, have each child recite the verse. Otherwise, have at least one child recite it, or all of them work together to recite it. If all else fails, read it from the Bible.
- When they have finished, move the enemy marker one space forward, but the Judah markers *should stay in place* (representing Jehoshaphat and Judah not mobilizing or panicking when they received the news).
- Read No. 2. They should find one empty dish, or each child can bring one. Ask them if they know what the empty dish represents (fasting).
- Move the enemy forward one space while Judah stays in place.
- 3. Put on shoes. Ask why. (To go to the temple) All children should put on their shoes.
- **Move both the enemy and the Judah markers forward one space.** Judah is now in the temple.
- 4. Put prayer cards in order. You may still have notes from this lesson on a blackboard somewhere. If not, refer to Day 19 for review. The proper order, as they appear in Jehoshaphat's prayer is : Revere, Remember, Remind, Wrong, Request.  
Review what these words mean in reference to Jehoshaphat's prayer.  
Move enemy forward one. (The enemy moves forward one space every time Judah completes a task.)  
Judah stays in place while they pray, listen to Jahaziel's prophecy, and worship.
- 5-8. Continue following instructions, and moving the enemy marker forward one space for each completed task.  
**Move Judah down to the next space after everyone puts on their PJ's.** This space represents the night before the battle.
- 9. Find binoculars or sunglasses (to watch the enemies kill each other ☺), and then **move forward** to the Valley of Tekoa. Move the enemy forward another space, too.
- 10-11 Follow instructions, moving enemy forward for both tasks, but Judah only after completing No. 11.
- Judah should now be on the mountain square and the enemy on the "dead guy" square. This is the enemy's cue to start killing each other.
- When they have finished killing each other, move Judah forward one space and give them the clue card that leads to the spoil.
- When they return with it, move forward to the last square and give thanks.