

Elijah & Jonah CD Outline & Teaching Tips

from Sunday Software

This guide and several Student Worksheets for Elijah-Jonah can be found linked at our Elijah-Jonah page, www.sundaysoftware.com.

Overview

Sunday Software's Elijah and Jonah CD contains four interactive Bible stories:

1. **Jonah**
2. **Elijah and the Widow of Zarephath**
3. **Elijah, Ahab, Prophets of Baal, the Still Small Voice**
4. **Elijah, Elisha and the Chariot of Fire**

Each story is presented nearly word for word from scripture (modified NIV). Scripture text and references are shown in each story.

We have designed **Jonah** to be a complete lesson of no less than 30 minutes –depending on the questions you decided to discuss. Your time will vary depending on which questions you choose to discuss, how long you play the games in the story, and which follow-up activities you decided to do.

Elijah and the Widow will take about 15 to 20 minutes depending on discussion. **Elijah, Ahab et al**, is the longest Elijah story and may take up to 30-35 minutes to work through with your students. Additionally, some of its games can take even more time. **Elijah and Elisha** should take about 15 minutes to work through, with additional time needed for games and discussion. It is impossible to get through all three Elijah stories in one 45 to 60 minute class period. There is just too much to see, do, discuss and play. We recommend picking only one or two of the stories.

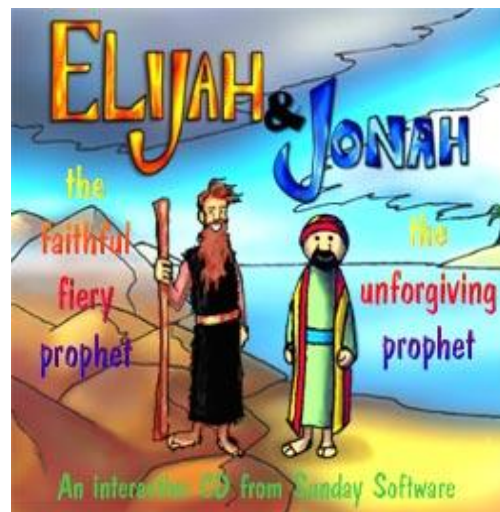
More about teaching the four stories

There is a thematic progression in the Elijah stories. The Widow's story can be used on its own. But the Elijah-Ahab Still Small Voice story is complemented when followed up by the Elijah-Elisha Chariots of Fire story.

Astute Bible students will also notice that **Jonah's story contrasts with Elijah's**. Each story portrays unbelieving populations in a decidedly different way. **Jonah lacks compassion while Elijah demonstrates it**. The King in Jonah's story reacts differently to God's Word than does Ahab in Elijah's story. Both stories feature PRAYER as a means of discerning God's will. Older students should be able to discover many of these contrasts and parallels.

AGE RANGE:

Ages 5-16 will enjoy this CD. All the story elements are narrated, but only some of the study notes and questions are narrated. Young children will need help with some written content and with some game levels. In most cases, the first level or two of some of the games are easy enough for young players, but the levels get increasingly difficult. Other activities are suitable for all ages, though younger players will need more time to complete them.



How to Use the Discussion Questions

You will notice that many of the Study Notes found throughout the stories have suggested discussion questions. You may choose to discuss them *as you find them*, or *come back to them after* you have completed the story.

Preview all the study questions/notes and tell your students ahead of time which ones you want them to focus on. Before you start the lesson, tell them what you hope they will learn.

More about the Games and Quizzes

In **Jonah**, there are several mini-games that pop-up for play *during* the story, plus one large game to be played in the *middle* of the story (Smoochie's Spittin' Game) and two games to play *after* the story is over. One of these "after" games is a matching game that helps students remember the sequence of the Jonah story. Jonah also features "Wormie's Game" at the end. Wormie eats up Jonah's comfort zone.

In **Elijah & the Widow**, there is a mini-game early in the story, and the "Catch Me If You Can" game at the end.

The **Elijah-Ahab** story features the Baal Invaders game at the end of the story.

In version 1.0, the **Elijah-Elisha** story has two different quizzes at the end of it: one for the Elisha story, and a second more elaborate *Board Game* quiz about the entire set of Elijah-Elisha stories found on this CD. In Version 1.1 the Board game is on the main Elijah menu.

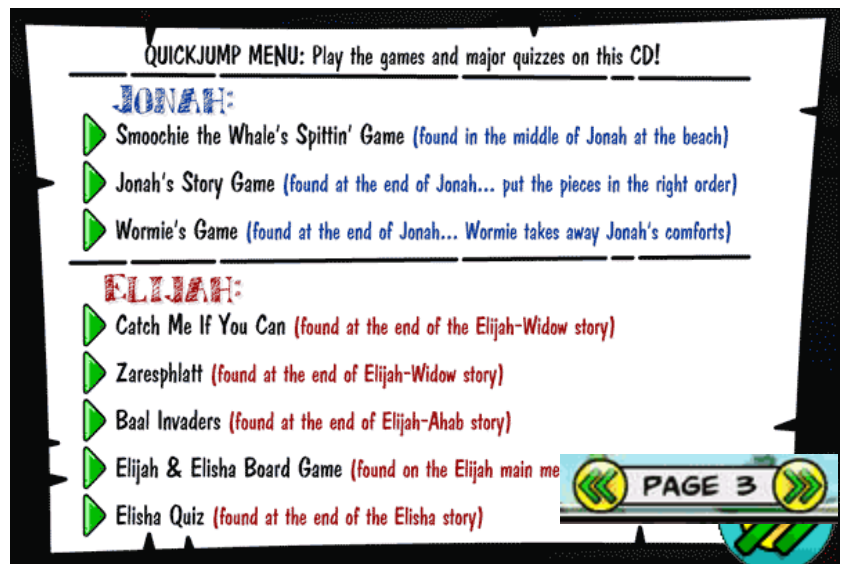
Each of the four stories has several **mini-quizzes** found throughout each story. In most cases these are only one or two questions long.

You will notice that we have embedded CONTENT in all of the games, sometimes in the form of statements, or questions, or mini-quizzes. Don't view the games as "non-teaching" time. Play with your students and stop to review content and themes purposely designed into the games.

Navigating the Stories

We have built unique navigation systems for Jonah and Elijah's. In Jonah's story, click the large green arrows to page left or page right. These can be clicked at anytime, even when they appear dimmed. The smaller circular arrows activate the individual "frames" of the story. In some cases, the frames advance by themselves. **In other cases, the user must click the next fram'es arrow to advance to the next part of the story.**

Elijah's three stories can be navigated by clicking the arrows at the top of each page, and then the individual frame arrows which appear in the story.



Caution: Speedy clicking of navigational arrows will bypass content. Wait until each frame has loaded or played before advancing to the next frame or you may miss some great content and animation. Be patient.

General Outline & Highlights

The following is outline contains MOST of the study notes and highlights found in the program.

Jonah

Jonah's voice in this CD brings to life the recalcitrant and unforgiving nature of Jonah, the would-be prophet. His attitude, which is preserved in scripture, is a stark contrast to God's patient conversations with Jonah, and the subtle teaching moment God visits on Jonah in the form of a worm.

(Minimum 30 minutes to view, study and play)

Page 1: Opening Questions

Page 3: Chapter 1: The Story Begins

You must click the sailors hand to pay the fare.

You must smash all 3 *Barrels* and answer the questions. There is a delay here before the program advances to encourage students to read!

Page 4: Click to make more storm effects. Click on the sailors to hear them pray to their gods. Practice throwing cargo. Click the Fling lever when the power meter is at the top for greatest distance. Click the sleeping mouse.

Page 5: The Lot falls on Jonah. Click the sailors.

Page 6: The Sailors are compassionate to Jonah. Click the *Stroke* megaphone to get the boat toward land.

Page 7: Click each sailor to hear their "vows" to God.

Page 8: Jonah is swallowed by God's agent...the Fish. Click the whale icon to examine the study note about the meaning of the Hebrew word for "fish." The point of the writer here is that obviously Jonah had religious training! And was trying to be religious.

Page 10: Spit Jonah and the mouse onto dry land. See the Study note about part of Jonah's Psalm dealing with the concept of "mercy." A recommended follow up activity is suggested –have students create a Psalm.

Smoochie's Spittin' game is found here. Click on the Power and Angle arrows to adjust how far Jonah will go. Game ends after about 10 spits.



Page 11: Chapter 3... Jonah goes to Nineveh.

Page 12: The King and Nineveh repent. There's a great study note for older students on the frame where the King finishes his decree. It suggests the activity of trying to come up with a NEW proclamation similar to the King's about how we could show our grief and repentance in visible ways today.

Page 13: Chapter 4... Jonah gets angry with God.

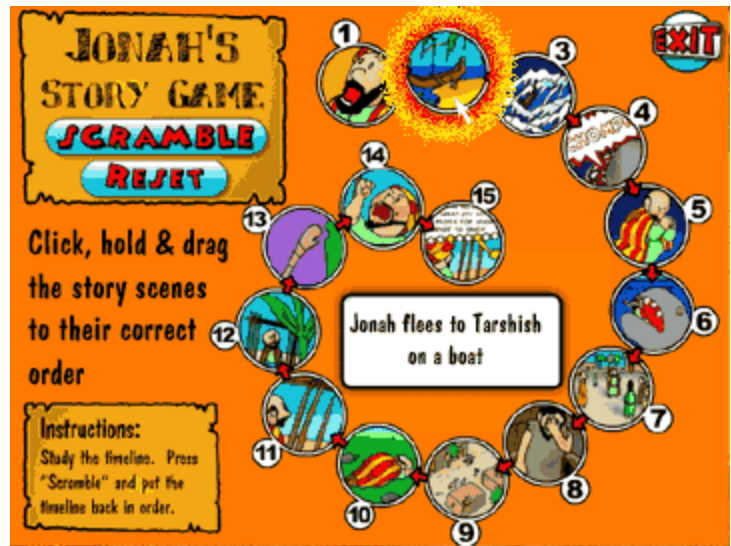
Near the end of this page students are asked "what will Jonah do next?" This is a good place to stop and talk about Jonah's attitude compared to God's. At the end of Page 13 another study note pops up asking "What's Jonah's Problem?" And the students are asked to select a statement they think is "most true." They are all true.

Page 14: The Worm is an Agent of God that teaches Jonah a lesson.

The issue of “fairness and unfairness” is brought to the forefront. It’s an issue children and young teens struggle with a lot. Jonah had been “the good one” for some time, and these newly repentant Ninevites were getting off too easy.

Page 15: God and Jonah argue. The story ends rather abruptly. Look at how it ends in YOUR Bible. Jonah is the only book of the Bible to end with a question. We didn’t end the CD’s story with a question, but close! Jonah is left hanging. It’s an excellent opportunity to write an ending to the story you could title “What happened to Jonah after God put him in his place?”

End Page: Here are the activity/discussion links which can be clicked:



- a) “The End?” How do you think the story ended? What ever became of Jonah?
- b) Jonah’s Story Game: Can you put the whole story together? (see the **correct answer graphic** at end of this document)
- c) Further Study: More about Compassion....
- d) Wormie’s Game: Wormie takes away Jonah’s Comforts

Elijah and the Widow of Zarephath

(Minimum 20 minutes to view, study and play)

We have a free student handout for the Elijah and Widow story at www.sundaysoftware.com/tips

This very interesting story features a startling new idea for Israel: The widow was a foreigner beyond the tribal boundaries of the Chosen People. Elijah reaches out to her and heals her son as a sign of God's goodness and care to all. On a metaphorical level, the Widow represents Israel, and her son = the future.

Page 1: Introducing the story

Page 2: Elijah flees to be fed by ravens. (stop and play the feeding game)

Page 3: Elijah goes to Zarephath “a town just outside the Promised Land” and finds/tests the Widow’s faith. Study notes you’ll encounter will help describe the Widow as one who represents Israel, and her son –the future of Israel.

Page 4: When the son dies, the widow asks if she is being punished for her sins. But Elijah immediately attempts to revive the son.

Page 5: Elijah questions God in his prayer wondering if God had taken the widow’s son, and asks for his life back, which God grants. The widow replies, “Now I know you are a man of God and the word of the Lord in your mouth is to be trusted.” We don’t get a direct answer as to whether God caused this situation, or used it to his advantage to teach Israel and Elijah an important lesson. It’s important to



remember that Elijah also was learning what God had in store for his people.

Options at the End of Page 5:

- a) Listen to story again (listen to it as a story about Israel, not the widow).
- b) Zaresphlatt game. Answer questions in between levels to continue playing.
- c) Rewrite the story using images from world.
- d) "Questions to Ponder" ...for deeper study.

Elijah, The Prophets of Baal, Ahab, Jezebel, and the Still Small Voice

(Minimum 30 minutes to view, study and play)

We have a handy free student worksheet for this story at www.sundaysoftware.com/tips. It includes graphics of some of the discussion panels found in the story. In this famous story, Elijah goes from triumph to the agony of defeat. God's loving care for Elijah is evident in the angel sent to resuscitate Elijah, the calm way in which God speaks in the cave (instead of by fire), and his gentle help.

Page 1: Narrated Overview

Page 2: I Kings 18:1-19 Elijah confronts Ahab

Elijah makes clear his case. (How could you rewrite Elijah's short speech to reflect your

time and problems?)

Page 3: Elijah Challenges the Prophets.

Page 4: Elijah taunts the Prophets of Baal. The Hebrew actually does have Elijah saying "maybe he is busy or is relieving himself. Maybe he is taking a nap."

Page 5: Elijah has his altar built. Study Note about Bull sacrifice. Elijah's prayer is worth repeating, and worth re-wording if you have time.

Page 6: God answer's Elijah's prayer with fire from heaven.

Page 7: Elijah seizes the prophets, the people acknowledge God. Ahab chases Elijah (Why after all this does Ahab still have a hardened heart? Pharaoh did too.)

Page 8: Jezebel gets furious (notice the furniture she kicks over)

Elijah runs and collapses under the broom tree. He prays that he might die.

Page 9: The Angel helps Elijah Study note about God providing both real and spiritual food ...who are your helpers when you feel defeated and alone? Elijah makes it to Sinai. Study note about the other name for Mt. Sinai.

Page 9 continued: Elijah complains to God in the Cave of Horeb (Mt. Sinai). God gets Elijah's attention (Elijah needs to be reminded who he is).

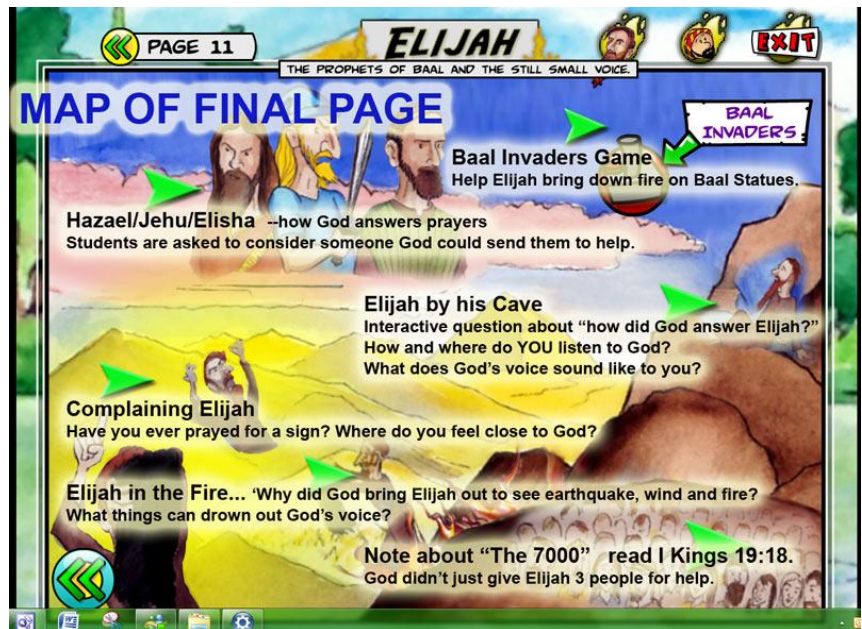


Page 10: Earthquake, Wind and Fire. Notice Elijah complains twice with identical words, but his attitude is different the second time. God's words are very compassionate.

God calls Elijah out of the cave... is that a metaphor or what!

Scholars have long debated why this story says so clearly "God was NOT in the earthquake, wind and fire" because in other Bible stories, God IS in them. It seems most likely that God is CHOOSING to be in the still small voice. A compassionate quiet approach to Elijah's troubled heart. The recording hear is very intentional. God sounds like a calming parent.

Page 11: End Page with Study Elements and Game



a) Hazael/Jehu/Elisha --God answers prayers by sending us people. Students are asked to consider who in their lives is someone God has sent them.

b) Complaining Elijah – Have you ever prayed for a sign? Where do you feel close to God. What kind of complaints do you bring to God?

c) The 7000 -- We didn't put it in the story, but this note says to read I Kings 19:18. God didn't just give Elijah 3 people for help. God identified 7000 in Israel who were faithful. How is God preparing you to be a member of the 7000?

d) Elijah in the Fire... 'Why did God bring Elijah out to see earthquake, wind and fire?

e) Click on Elijah by his Cave – interactive question about "how did God answer Elijah?"

A study note appears after their selection mentioning that some Bible translated "still small voice" differently. How and where do YOU listen to God? What does God's voice sound like to you? What things can drown out God's voice?

f) Baal Invaders.... Help Elijah bring down fire on Baal.

Old Elijah and Young Elisha

(Minimum 20 minutes to view, study and play)

We have a free student worksheet for this story linked at www.sundaysoftware.com/tips. It includes screenshots of many of the discussion questions and comments that pop up throughout the story.

Elisha is one of the three young people Elijah had been told by God to go anoint as future leaders. Elisha is still living with his parents with Elijah calls him. Elijah leaves behind his mantle of authority for Elisha, which is surely a metaphor for the purpose of Christian education! Elisha calls upon the God of Elijah, and the parting of the waters act as God's answer. Elisha goes on to become a great prophet. There's a wonderful study graphic in this story which describes what Elijah and Elisha's names meant in Hebrew, and how they are closely related to Jesus' name.

Page 2: Elisha is found plowing his parent's field. What does that tell you about him?

Elisha said good-bye with a feast, what does that tell you about Elisha?

Study Note at the end of this page: What's an apprentice?

Page 3: Elijah asks Elisha to stay behind....

Why? A Study note will ask this at the end of page 3. He's probably testing Elisha's readiness, or concerned for his safety. A map will pop up on page 4 showing the towns that are mentioned in their travels.

Page 4: Elijah and Elisha come to the Jordan River

Elijah strikes the water. Elijah asks Elisha what he wants from Elijah before he goes away. There's a Study Note after Elisha's answer about what he means when he says "I want a double portion of your spirit." Make a list of Elijah's "spirit" (qualities).

Elijah and Moses, the two "parters of water" in the Bible both had a "succession problem". Elisha is to Elijah as Joshua is to Moses. And interestingly, both Elijah and Moses appeared to Jesus on the Mount of Transfiguration. Maybe we now know what they were talking about!

Page 5: Chariot of Fire

Elijah is one of the few persons in the Bible who goes to heaven alive. So did Jesus.

Tradition says Elijah will come back to usher in the Messiah.

Page 6: Elisha is sad, but must decided what to do next, picks up the mantle then strikes the water.



At the End of Page 6:

- a) Elisha's Story Quiz: (Six multiple choice questions with comments)
- b) Elijah's Quiz Game: A board game for one or two players about ALL of the Elijah stories on this CD. In version 1.1 this Quiz is moved to the Main Elijah menu.
- c) What's in a Name: A narrated study note about what Eli-jah and Eli-shua's name mean. "Jah-Shua" is often spelled Joshua or Jeshua, or Yeshua. In English: "Jesus" !
- d) Catch Me if You Can: Help Elijah get the good things and avoid being captured by Ahab and Jezebel. A game about the good and bad. Key verses play in the game music background.

Correct Order of Story Icons in the Jonah Story Order Game:

JONAH'S STORY GAME
SCRAMBLE
RESET

EXIT

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Jonah tries to escape God's call.

Instructions:
Study the timeline. Press "Scramble" and put the timeline back in order.

The image shows a circular arrangement of 15 numbered icons representing events from the story of Jonah. The icons are: 1. A man with a beard and a red hat (Jonah); 2. A wooden boat on the sea; 3. A stormy sea with waves; 4. A man in a red and white striped shirt being thrown overboard; 5. A man in a green shirt and red hat; 6. A man in a red shirt and white hat; 7. A man in a green shirt and red hat; 8. A man in a green shirt and red hat; 9. A man in a green shirt and red hat; 10. A man in a green shirt and red hat; 11. A man in a green shirt and red hat; 12. A man in a green shirt and red hat; 13. A man in a green shirt and red hat; 14. A man in a green shirt and red hat; 15. A man in a green shirt and red hat. The icons are arranged in a circle, and the text "Jonah tries to escape God's call." is in the center. The "EXIT" button is in the top right corner. The "SCRAMBLE" and "RESET" buttons are in the top left corner. The "Instructions" box is in the bottom left corner.