

# Heroes of Faith

## 12 Weeks of Biblical Characters for Elementary Students (Ages 6-10)

### Introduction

This 12-week curriculum introduces elementary students to heroes of the Bible who demonstrated remarkable faith in God. Through interactive storytelling, engaging games, and character-building activities, children will discover how these biblical figures trusted God during challenging circumstances. Each week focuses on a different hero, highlighting their story and the specific character trait their faith developed, with age-appropriate applications for 6-10 year olds.

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### Week 1: Noah - Obedience

**Bible Story:** Genesis 6-9 - Noah builds the ark and saves his family

**Key Faith Lesson:** Noah obeyed God even when it seemed strange to others.

#### Interactive Storytelling:

- "Build the Ark" experience: Use large cardboard boxes to create a small "ark" in the classroom
- Animal sounds matching game as children pretend to bring animals onto the ark
- Use blue fabric "waves" to simulate the flood, rising around the ark

#### Character-Building Game:

- "Noah's Listening Challenge": Relay race where teams must listen carefully to instructions about which items to collect and in what order (emphasizes listening and following directions)
- "Obedience Obstacle Course": Children navigate obstacles by following specific instructions

#### Creative Activity:

- Create a "Faith Promise Calendar" where children track their obedience to parents/teachers for the week
- Craft a rainbow mobile with each color representing a different way to show obedience

#### Take-Home Challenge:

- "Rainbow of Obedience" chart: Children color a section of the rainbow each day they practice immediate obedience
  - Family discussion questions about why obedience matters, even when we don't understand
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## Week 2: Abraham - Trust

**Bible Story:** Genesis 12:1-9, 15:1-6 - Abraham follows God's call to leave home

**Key Faith Lesson:** Abraham trusted God's promises even when he couldn't see the whole plan.

### Interactive Storytelling:

- "Journey to a New Land" experience: Set up stations around the room representing Abraham's journey
- Star-gazing simulation with darkened room and star projector or flashlight star patterns on the ceiling
- Sand tray to represent God's promise of descendants as numerous as the sand

### Character-Building Game:

- "Trust Fall" variations (age-appropriate): Partner activities where children must trust each other
- "Follow the Unseen Path": Blindfolded students follow verbal directions from their team

### Creative Activity:

- Create "Promise Stars" with personal promises from God's Word that children can trust
- Draw "Life Map" showing where God might lead them in the future

### Take-Home Challenge:

- "Star Counter": Each night, children look at the stars and remember one way God kept a promise that day
  - Family discussion about times when it's hard to trust God and how Abraham's example helps
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## Week 3: Joseph - Forgiveness

**Bible Story:** Genesis 37, 39-45 - Joseph's journey from pit to palace

**Key Faith Lesson:** Joseph chose to forgive his brothers even after they hurt him badly.

### Interactive Storytelling:

- "Joseph's Coat Experience": Children receive colorful fabric pieces to add to a classroom coat as the story progresses
- "Prison to Palace" room transformation: Begin in a "prison" corner and end in a "palace" corner
- Interactive dream interpretation game with simple picture symbols

### **Character-Building Game:**

- "From Bad to Good": Relay where teams transform "bad situations" (written on cards) into possible good outcomes
- "Forgiveness in Action": Role-playing scenarios where children practice phrases of forgiveness

### **Creative Activity:**

- Create a "Coat of Many Colors" with colorful paper strips, writing one person to forgive on each strip
- Design Egyptian-style jewelry with hieroglyphics that spell "forgive"

### **Take-Home Challenge:**

- "Heart Healer": Paper heart that was crumpled (representing hurt) but then smoothed - children write a person's name they will forgive
  - Family discussion about why forgiveness helps us more than holding grudges
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## **Week 4: Moses - Courage**

**Bible Story:** Exodus 3-14 - Moses confronts Pharaoh and leads the Exodus

**Key Faith Lesson:** Moses found courage to do hard things because God promised to be with him.

### **Interactive Storytelling:**

- "Burning Bush" simulation with flickering LED lights and red/orange tissue paper
- "Plague Pass": Children pass objects representing each plague (plastic frogs, toy insects, etc.)
- "Red Sea Crossing": Blue fabric walls held up and then dramatically dropped as children walk through

### **Character-Building Game:**

- "Courage Challenge": Children identify and attempt progressively more challenging appropriate risks (speaking in front of others, trying something new)
- "Stand Firm": Game where children must stand their ground while being tempted to move with distractions

### **Creative Activity:**

- Create a "Staff of Courage" from cardboard tubes, decorated with situations that require courage
- Design a "Red Sea Parting" craft with movable waves that reveal a path through

### **Take-Home Challenge:**

- "Courage Calendar": Children identify one courageous action to take each day of the week
  - Family discussion about fear versus courage, and how God helps us be brave
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## **Week 5: Joshua - Leadership**

**Bible Story:** Joshua 1-6 - Joshua leads Israel into the Promised Land

**Key Faith Lesson:** Joshua led others by following God first.

### **Interactive Storytelling:**

- "Jordan River Crossing": Use blue tablecloths that are pulled back for children to cross
- "Jericho Walls": Build and then collapse cardboard box walls as children march around them
- Interactive mapping of the Promised Land with landmarks children add throughout the story

### **Character-Building Game:**

- "Follow the Leader Plus": Traditional game but leaders must announce their plan before others follow
- "Spy Mission": Team challenge where children must bring back accurate information and make a group decision

### **Creative Activity:**

- Create "Memorial Stones" with leadership qualities written on them
- Design a personal "Battle Plan" for an area they want to conquer (a fear, habit, or challenge)

### **Take-Home Challenge:**

- "Leadership Log": Children record one way they led by example each day
  - Family discussion about what makes a good leader and how to be a godly influence
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## **Week 6: Deborah - Wisdom**

**Bible Story:** Judges 4-5 - Deborah leads as a judge and prophetess

**Key Faith Lesson:** Deborah used God's wisdom to help others make good decisions.

### **Interactive Storytelling:**

- "Wisdom Court": Set up a courtroom where Deborah solves disputes between children acting out roles
- "Battle Strategy": Use a large floor map where children move figures to act out Deborah's plan

- Victory celebration with simple instruments to recreate Deborah's song

### **Character-Building Game:**

- "Wisdom or Not?": Game show format where children determine if scenarios show wisdom
- "What Should They Do?": Teams compete to come up with the wisest solution to common childhood dilemmas

### **Creative Activity:**

- Create a "Wisdom Tree" with branches listing sources of wisdom (Bible, parents, teachers, prayer)
- Design a "Wise Words Journal" to record helpful advice and wise sayings

### **Take-Home Challenge:**

- "Wisdom Seeker": Daily challenge to ask one wisdom question to a parent or trusted adult
  - Family discussion about the difference between knowledge and wisdom
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## **Week 7: Gideon - Courage Under Pressure**

**Bible Story:** Judges 6-7 - Gideon and his 300 men defeat the Midianites

**Key Faith Lesson:** Gideon learned that God can use someone small to do something big.

### **Interactive Storytelling:**

- "Threshing Wheat" hands-on experience with wheat and winnowing tools
- "Fleece Test" with actual wool that children can feel dry and then wet
- "Torch and Trumpet" nighttime simulation with flashlights and simple horns

### **Character-Building Game:**

- "Fewer Is More": Games where smaller teams compete against larger ones (with strategic advantages)
- "Unlikely Heroes": Children identify personal strengths that others might not see

### **Creative Activity:**

- Create working "signal torches" using toilet paper tubes and tissue paper
- Design "Warrior Badges" that highlight unlikely strengths (kindness, patience, etc.)

### **Take-Home Challenge:**

- "Strength Finder": Children identify one perceived weakness and discover how God might use it as a strength
  - Family discussion about times when they felt too small or weak for a task
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## **Week 8: Ruth - Loyalty**

**Bible Story:** Book of Ruth - Ruth's faithfulness to Naomi

**Key Faith Lesson:** Ruth showed loyalty to Naomi and God blessed her for it.

### **Interactive Storytelling:**

- "Journey to Bethlehem" with classroom stations representing Moab and Bethlehem
- "Gleaning Experience" where children collect real grain stalks from a simulated field
- Kinesthetic retelling where children act out different characters' perspectives

### **Character-Building Game:**

- "Loyalty Links": Children form chains by sharing examples of loyalty
- "Standing By You": Partner challenges that can only be completed with teamwork and commitment

### **Creative Activity:**

- Create "Friendship Commitment Cards" with ways to show loyalty to friends
- Design a "Family Tree" that includes non-biological "family" members who show loyalty

### **Take-Home Challenge:**

- "Loyalty List": Children identify three relationships where they can show more loyalty this week
  - Family discussion about what makes relationships last through difficult times
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## **Week 9: Samuel - Listening to God**

**Bible Story:** 1 Samuel 3 - God calls to young Samuel

**Key Faith Lesson:** Samuel learned to recognize and respond to God's voice.

### **Interactive Storytelling:**

- "Nighttime Temple" experience with darkened room and lampstand
- Voice recognition game where children close eyes and identify who is speaking
- Interactive response where children practice saying "Speak, Lord, for your servant is listening"

### **Character-Building Game:**

- "Whisper Chain": Game where messages are whispered from person to person (emphasizing careful listening)
- "God's Voice or Not?": Discernment game to identify which messages align with God's character

### **Creative Activity:**

- Create "Listening Ears" headbands with ways God might speak written on them
- Design a "Prayer and Listen Journal" with space to write down impressions after prayer

### **Take-Home Challenge:**

- "Morning Moment": Children practice one minute of quiet listening during daily devotions
  - Family discussion about different ways God speaks to people
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## **Week 10: David - Courage and Trust**

**Bible Story:** 1 Samuel 17 - David and Goliath

**Key Faith Lesson:** David trusted God's power rather than focusing on his own limitations.

### **Interactive Storytelling:**

- "Size Comparison" with life-size Goliath outline on the wall (9 feet tall)
- "Shepherd Skills" practice with stuffed sheep and staff
- Slingshot demonstration (using safe foam balls and a large target)

### **Character-Building Game:**

- "Giant Challenges": Children identify personal "giants" and practice statements of faith against them
- "Five Smooth Stones": Relay game collecting stones that represent spiritual resources (prayer, Scripture, etc.)

### **Creative Activity:**

- Create a "Victory Journal" recording personal victories and God's help
- Design a slingshot craft with paper "stones" listing Bible verses about courage

### **Take-Home Challenge:**

- "Giant Slayer": Children identify one fear to face with God's help that week

- Family discussion about comparing ourselves to others versus focusing on God's strength
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## **Week 11: Esther - Courage for a Purpose**

**Bible Story:** Book of Esther - Esther saves her people

**Key Faith Lesson:** Esther used her position to help others, even when it was risky.

### **Interactive Storytelling:**

- "Royal Throne Room" simulation with simple costumes and props
- "Hidden Identity" game related to Esther not revealing she was Jewish
- Dramatic "Approaching the King" scene where children take turns coming before the "king"

### **Character-Building Game:**

- "For Such a Time": Children identify unique abilities they have and how these could help others
- "Stand Up For Right": Scenarios where children practice speaking up for others

### **Creative Activity:**

- Create "Royal Scepters" with personal mission statements written on them
- Design "Purpose Cards" identifying spheres of influence where children can make a difference

### **Take-Home Challenge:**

- "Kingdom Assignment": Children identify one "royal position" they hold (team captain, older sibling, etc.) and use it to help someone
  - Family discussion about God's timing and purpose in our lives
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## **Week 12: Paul - Perseverance**

**Bible Story:** Acts 16:16-40 - Paul and Silas in prison

**Key Faith Lesson:** Paul kept praising God even during difficult circumstances.

### **Interactive Storytelling:**

- "Prison Cell" experience with chain sound effects and darkened room
- "Earthquake Simulation" with rumbling sounds and falling prop walls
- "Freedom Procession" as children move from constraints to freedom during the story

### **Character-Building Game:**

- "Praise No Matter What": Children practice finding things to thank God for in challenging scenarios
- "Perseverance Path": Obstacle course requiring multiple attempts to complete successfully

### **Creative Activity:**

- Create "Praise Shakers" (musical instruments) to use during difficult times
- Design a comic strip showing Paul and Silas's attitude compared to how we might react

### **Take-Home Challenge:**

- "Midnight Praise": Family challenge to praise together during a difficult circumstance
- Family discussion about how our attitude affects others during tough times

### **Graduation Celebration:**

- "Heroes of Faith" ceremony where children receive certificates highlighting character traits they've developed
  - Interactive museum where parents visit stations to see what children have learned
  - Faith commitment cards where children identify which hero inspired them most and why
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## **Curriculum Resources**

### **Weekly Format (60-90 minutes):**

1. Welcome Activity (5-10 minutes): Themed activity as children arrive
2. Worship Time (10 minutes): Songs related to the character trait of the week
3. Interactive Bible Story (15-20 minutes): Immersive storytelling with participation
4. Character-Building Game (15 minutes): Active games reinforcing the main lesson
5. Small Group Discussion (10 minutes): Age-appropriate questions about the story
6. Creative Activity (15-20 minutes): Hands-on project related to the hero
7. Challenge & Prayer (5 minutes): Introducing the take-home challenge

### **Age Adaptations:**

- For Younger Elementary (Ages 6-7):
  - More concrete explanations and simplified moral lessons
  - Additional physical movement during storytelling
  - Simpler crafts with more preparation done in advance

- Basic reading and writing requirements
- For Older Elementary (Ages 8-10):
  - More nuanced character discussions
  - Deeper questions about motivations and choices
  - More independent craft work
  - Opportunities for leadership with younger children

### **Additional Resources:**

- Hero Trading Cards: Collectible cards for each Bible hero
- Faith Map: Wall display tracking the journey through heroes
- Character Trait Badges: Earned for demonstrating traits
- Parent Connection Emails: Weekly summary and discussion questions
- Hero Handbook: Student workbook with activities and space for notes

### **Special Materials Needed:**

- Fabric for costumes and environmental effects
- Cardboard for building props and structures
- LED battery lights for special effects
- Simple musical instruments
- Variety of craft supplies

### **Teacher Preparation Tips:**

1. Read the full Bible passage several times before teaching
2. Prepare room transformations in advance when possible
3. Test all activities to ensure they work with your age group
4. Pray for each child by name, asking God to develop the week's character trait
5. Be ready to share age-appropriate personal examples of faith

### **Assessment and Growth Tracking:**

- Character growth journals where children reflect on their development
- Mid-point family interviews to discuss changes parents have observed
- End-of-program celebration highlighting individual growth areas
- "Hero in Training" progress tracking for each character trait

