



Sukkot Bible Adventure

8 ADVENTURES • BUILD IT THROUGH THE WORD!

YOUR MISSION

During Sukkot, you will build a miniature wilderness Bible scene inside a box. But Scripture gets to tell you what belongs in it! Each Adventure begins in the Word. Read, discover, think, and then add something new to your diorama.

FIND IT • THINK ABOUT IT • BUILD IT

There is no perfect diorama. Use what you have. Try new ideas. Make it your own - and most importantly, **let the Word lead the way.**

KEEP YOUR DISCOVERIES

Attach an envelope to the back of your box. Each time you write or draw an answer, save it there. On the eighth Adventure, you will open your envelope and use your finished scene to tell the story.

LOOK BACK • LOOK AROUND • LOOK FORWARD

Adventure 1: Build the Sukkah

REMEMBER

OPEN YOUR BIBLE

Leviticus 23:42-43

FIND IT

Why did Yehovah tell the children of Israel to live in booths during Sukkot? Look carefully at verse 43. Yehovah wanted later generations to know what He had done when He brought Israel out of Egypt.

BUILD IT

Build the sukkah for your diorama. Use craft sticks, twigs, cardboard, leaves, greenery, fabric, modeling clay, or whatever works. Your sukkah does not have to look like anyone else's.

DIG DEEPER

Why do you think Yehovah wanted children who were not in the wilderness to remember what happened?

Write or draw your answer.

Save your answer in your Bible Adventure envelope.

Adventure 2: Add the People

YEHOVAH DWELLS AMONG HIS PEOPLE

OPEN YOUR BIBLE

Exodus 29:45-46

FIND IT

Who said He would dwell among the children of Israel? Israel was not alone in the wilderness. Yehovah had brought them out of Egypt, and **He was with His people.**

BUILD IT

Make people for your scene from modeling clay, paper, cardstock, craft sticks, wooden pegs, or another material. Make one person or a whole family and place them in or around your sukkah.

DIG DEEPER

Imagine being an Israelite child in the wilderness. What would it mean to know Yehovah was dwelling among your people?

Write or draw your answer.

Save your answer in your Bible Adventure envelope.

Adventure 3: Manna Every Day

YEHOVAH PROVIDES

OPEN YOUR BIBLE

Exodus 16:4, 11-18

FIND IT

Israel was hungry in the wilderness. What did Yehovah send for them to gather? Notice that He provided what His people needed **day by day**.

BUILD IT

Add manna to your wilderness scene. You might use tiny pieces of modeling dough or clay, paper, small seeds, or another safe craft material. Scatter some on the ground and gather some into tiny baskets. You can also make bowls, jars, a cooking area, or flatbread made from the manna.

SABBATH CLUE

Keep reading Exodus 16 when you have time. What was different about the manna on the sixth day and the seventh day?

DIG DEEPER

What does the manna teach you about trusting Yehovah to provide what you need?

Write or draw your answer.

Save your answer in your Bible Adventure envelope.

Adventure 4: Water From the Rock

YEHOVAH PROVIDES

OPEN YOUR BIBLE

Exodus 17:1-6

FIND IT

The people were thirsty, and there was no water to drink. What did Yehovah tell Moses to strike? What came out of it?

BUILD IT

The **rock** is the important part of today's scene. Make a large rock from modeling clay, a real stone, crumpled paper, cardboard, or another material. Then show water flowing **from the rock** using blue paper, paint, tissue paper, cellophane, or whatever you choose.

REMEMBER THIS ROCK

The story of Moses, Israel, and water from a rock does not end here. We will visit another important rock-and-water story in Sabbath Kids later. For today, notice this: when His people had no water, Yehovah provided.

DIG DEEPER

What does this story show you about Yehovah when His people are in need?

Write or draw your answer.

Save your answer in your Bible Adventure envelope.

Adventure 5: Make It Beautiful!

REJOICE

OPEN YOUR BIBLE

Leviticus 23:39-40 • Deuteronomy 16:13-15

FIND IT

What were Yehovah's people told to do during the Feast? Look for the word **rejoice**. Sukkot is a time to remember His goodness and celebrate before Him.

BUILD IT

Now decorate! Add greenery, leaves, fruit, flowers, color, miniature furniture, or other joyful details. Paint your dried modeling-dough pieces if you made them. Make your scene feel like a celebration!

YOUR THANKFUL CARD

Something Yehovah has given me that makes me thankful is...

Write or draw your answer.

Decorate your card and save it in your Bible Adventure envelope.

Adventure 6: Cloud by Day, Fire by Night

YEHOVAH LEADS HIS PEOPLE

OPEN YOUR BIBLE

Exodus 13:21-22

FIND IT

How did Yehovah lead Israel during the day? How did He give them light at night? The wilderness was unfamiliar, but His people were not left to find their own way.

BUILD IT

Add the pillar of cloud and fire to your scene. Cotton can become a cloud. Tissue paper, paper, paint, or modeling clay can become fire. You can make one piece with a cloud side and a fire side, or make both!

DIG DEEPER

What do the cloud and fire teach you about Yehovah leading His people?

Write or draw your answer.

Save your answer in your Bible Adventure envelope.

Adventure 7: The King and Sukkot

LOOK FORWARD

OPEN YOUR BIBLE

Zechariah 14:16

FIND IT

Sukkot does not only make us look backward. Zechariah describes a future time when people from the nations will go up to worship **the King**. What Feast does the verse say they will keep?

BUILD IT

Make a small crown from modeling clay, cardstock, paper, foil, or another material and place it somewhere special in your scene. Let it remind you that Sukkot points our eyes toward the coming Kingdom.

DIG DEEPER

Sukkot helps us remember the past, but what does Zechariah give us to look forward to?

Write or draw your answer.

Save your answer in your Bible Adventure envelope. Tomorrow, you will open them all!

Adventure 8: Shemini Atzeret

HE WILL DWELL WITH HIS PEOPLE

OPEN YOUR BIBLE

Leviticus 23:36 • Revelation 21:1-3

THE EIGHTH DAY

After the seven days of Sukkot comes the eighth day, Shemini Atzeret - a special sacred assembly. Today we finish our Bible Adventure by looking forward to the greatest dwelling of all.

FIND IT

Read Revelation 21:1-3. What does the loud voice say about the dwelling place of God? Who will He dwell with?

TELL THE STORY

Open the envelope on the back of your box. Take out everything you wrote or drew. Now use your cards and your finished diorama to tell someone the story: the sukkah, Yehovah among His people, manna, water from the rock, rejoicing, cloud and fire, and the coming King.

MY SUKKOT BIBLE ADVENTURE

One thing I learned about Yehovah:

One thing I am thankful for:

One thing I am looking forward to:

Your Diorama Tells a Bible Story

LOOK BACK • LOOK AROUND • LOOK FORWARD

LOOK BACK

Yehovah brought His people out of Egypt. He dwelt among them, sheltered them, fed them with manna, gave them water from the rock, and led them through the wilderness.

LOOK AROUND

Sukkot reminds us to rejoice before Yehovah, remember His goodness, and notice His provision.

LOOK FORWARD

Scripture points us toward the coming Kingdom and the day when He will dwell with His people.

REMEMBER • DWELL • MANNA • WATER • REJOICE • FOLLOW • KINGDOM • DWELL WITH HIM

**Your diorama is not just a craft anymore.
It tells the story you discovered in the Word.**

Chag Sukkot Sameach from Sabbath Kids!

A Note for Parents

THE PURPOSE

There is no single correct way for the finished diorama to look. The goal is not a Pinterest-perfect craft. The goal is for your child to encounter Scripture, discover something in the Word, and create something that helps make the lesson memorable.

Let your child make decisions, improvise, and experiment. Help with reading and construction as needed, but leave room for the scene to belong to them. Every reflection prompt says **Write or draw your answer**, so children with different reading and writing abilities can participate in the same Adventure.

ONE ADVENTURE EACH DAY

This packet contains eight Adventures so your family has something specific to do throughout Sukkot and on Shemini Atzeret. If life happens, do not worry about keeping a perfect schedule. The Adventures build in order, but the purpose is learning together - not rushing to finish.

KEEP THE BOX

When Sukkot is over, consider keeping the diorama and its envelope for a while. Later Sabbath Kids lessons may return to wilderness events - including another important story involving Moses and water from a rock.

Enjoy opening the Word and building together.