

LESSON 2

BALAAM'S DONKEY

LESSON AT A GLANCE

WONDER TRUTH: God's Good Plans Cannot Be Stopped

SCRIPTURE: Numbers 22–23

GOD'S BIG STORY: An enemy king wants a prophet named Balaam to curse God's people, Israel. But God gets Balaam's attention through a talking donkey and reminds him through an angel not to curse Israel, for God's good plans cannot be stopped.

Activity: Donkey Face

Activity: What talks?

Worship

God's Big Story

Prayer and Blessing

Activity: Stop and Go

Wonder@Home™

Designed for families to engage in the wonder of God together at home. This resource includes a video, worship playlists, activities, and more!

Activity: Donkey Face

SUPPLIES: cookie sheet, sticky back magnets, tape, scissors (prep only)

Wonder Ink RESOURCES: Donkey Face Sheet

Ahead of time, print the Donkey Face Sheet. Cut out the different donkey mouths and attach a magnet to the back of each piece. Tape the donkey face to the cookie sheet and set the mouth pieces nearby.

Greet the kids warmly and welcome them to church.

Welcome! Today we're going to hear a story about a donkey! Donkeys have mouths, just like we do. Can you point to your mouth? Show the kids one of the donkey face magnets you prepared earlier. Take one of the mouths and show how it will stick to the donkey's face. Let kids take turns sticking different donkey mouths onto the donkey face.

We'll learn more about how God did something really cool using a donkey in our story today!



Activity: What Talks?

SUPPLIES: scissors (prep only)

Wonder Ink RESOURCES: What Talks? Sheet

Before kids arrive, print the What Talks? Sheet and cut each paper in half so you have six pictures: a donkey, cat, dog, duck, adult person, and a child.

We use our mouths to talk! Point to your mouth. Can you use your mouth to say, "Hi"? Encourage kids to say, "Hi!" Hold up the picture of the dog. **Can a dog talk and say, "Hi"? No! What does a dog say?** Encourage kids to say, "Woof, woof!" Hold up the picture of the duck. **Can a duck talk and say, "Hi"? No! What does a duck say?** Encourage kids to say, "Quack, quack!" Hold up the picture of the adult. **Can a grown-up say, "Hi"? Yes! People can say "Hi."**



Repeat with the cat (meow, meow) and the donkey (hee-haw) and then the child. **Only people can talk. But in our story today, we're going to hear about a special time when God used a donkey to talk and give a message to someone!**

Our Wonder Truth today is GOD'S GOOD PLANS CANNOT BE STOPPED. This is true even if it means God makes a donkey talk!

Encourage the kids to do the following motions while you repeat the Wonder Truth. Older toddlers can say the words with you as they do the motions.

GOD'S—Point up.

GOOD PLANS—Thumbs up.

CANNOT BE STOPPED—Shake head back and forth in a "no" motion and cross arms in front of you.

Worship

Wonder Ink RESOURCES: songs from the [Unexpected Early Childhood Spotify playlist](#)

Today, we're learning that God's good plans cannot be stopped—even if that means He makes a donkey talk! Let's sing and thank God!

Play songs from the [Unexpected Early Childhood Spotify playlist](#) and encourage the kids to sing and dance with you.

God's Big Story

SUPPLIES: Bible

Wonder Ink RESOURCES: [God's Big Story Video](#)

Our God's big story today is a great story from the Bible about a person named Balaam. Encourage the kids to say, "Balaam." **Let's find out from the Bible what happened to Balaam!**

Show the kids the God's Big Story Video or read the story from the Bible or use the script provided.

In today's story, we are going to hear about a donkey. You can help with the story by pretending to be the donkey! What does a donkey say? Encourage the kids to say, "Hee-haw!" **Every time you hear the word donkey, you can say, "Hee-haw!"**

There was a king named Balak that was worried because God's people were camping nearby, and he knew that God took care of His people.

The king sent some people to ask a man named Balaam to say something bad about God's people. Balaam decided to go see the king. Balaam was riding his donkey. Can you say, "Hee-haw" like a donkey? Allow the kids to say, "Hee-haw." **God sent an angel to block Balaam's path.**

Balaam couldn't see the angel, but his donkey could! Let's say, "Hee-haw" again! (Pause for kids to say, "Hee-haw.") **Balaam's donkey** (pause for kids to say, "Hee-haw") **stopped and refused to move. Balaam was upset. Suddenly, the donkey—let's say, "Hee-haw" again** (pause for kids to say, "Hee-haw")—**opened its mouth and started talking!**

This time, the donkey didn't say, "Hee-haw!" The donkey talked just like people talk! The donkey said, "What have I done to you? Why are you upset with me?"

Then God let Balaam see the angel. The angel reminded Balaam to only to say the words God would give him. Do you think that's an unexpected way for God to make His plans happen?

Even when we can't see God or understand His plans, He always keeps His promises. God's good plans cannot be stopped.

Prayer and Blessing

Let's talk to God. God, thank You for keeping Your promises. Thank You for always having a good plan for us. Help us remember that Your good plans cannot be stopped. In Jesus' name, Amen.

Encourage the kids to hold their hands out in front of them, with palms up, as if their hands were open to receive something. Tell them to listen and receive the blessing as you speak it over them.

Blessing: May you always remember that God's good plans cannot be stopped. God wants the best for you and will always love you and take care of you. May you remember that even when you don't understand why something is happening, God is there with you.

Activity: Stop and Go

We're going pretend that we're donkeys! Let me hear you make a donkey sound. Say, "Hee-haw!" In God's big story, the donkey had to go and stop, and go and stop. Let's play a game where you have to go and stop too. If I say, "Go," you walk around the room and say, "Hee-haw," but when I say, "Stop," you freeze and be quiet.

Say, "Go" and encourage kids to walk around the room pretending to be donkeys. Every so often, say, "Stop" and encourage the kids to freeze and be quiet.