Parsha Pearls



"Devastator"

Numbers 22:2 – 25:9 Katan Aleph



In This Edition: 40.1 - A Loyal Donkey Numbers 22-24



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Parsha Pearls is a comprehensive resource that allows for complete customization by the parent. We understand that if you were to strive to accomplish all aspects of each lesson in one day it would be unrealistic and also overload for the child. It is our intention that this be used 'a la carte' so that it suits your specific needs. Our site caters to printing only the pieces you choose.

This page will provide quick links to get to the portion of the document for which you are looking. When you hover over the title a finger will appear. Click on it and you will be taken directly to that page.

If you are new to Parsha Pearls, we have created an Introduction document outlining how to use our lessons, as well as a Scriptural Inspiration document, which explains our titles and the Scriptural inspiration for them. We pray that Parsha Pearls blesses your home and that your children will grow to love the Word and to never depart from keeping Torah. As always, feel free to email us at parshapearls@mtoi.org if you have any questions.

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Gem Seeking

LITTLE GEMS STORY

Parent/Teacher Preparation:

Please see the Instructions for the Little Gems Story on the YMTOI website. This will help you to understand how to prepare for the story.

A Loyal Donkey

Shalom children! As we start out today's story, the Yisra'elites are camped in the desert plains of Mo'ab, beyond the Yarden of Yeriho. Now in Mo'ab lived a king named Balak, and he was afraid of the Yisra'elites. After all, there were so many of them, and they had been winning their battles. (Place Balak on board.) When this king heard that the Yisra'elites had come out of Mitsrayim and were camped near him, he was afraid that he wouldn't be able to beat them in a battle because they were so strong. But not far away was a gifted man named Bil'am, who lived in another town near a river. (Place Bil'am on board.) King Balak sent some messengers to go ask Bil'am to curse the Yisra'elites for him. (Place first group of messengers on board next to Bil'am.) His messengers took some money so that they could pay Bil'am to curse the Yisra'elites. When they arrived, Bil'am told them to spend the night there and wait while he talked with Yahweh.

Well, that night Elohim came to Bil'am and asked him who the men were. Bil'am said that they were sent by King Balak who wanted Bil'am to curse the Yisra'elites for him. But Elohim told Bil'am not to curse the Yisra'elites, because they were a blessed people.

When Bil'am got up in the morning, he went to the king's messengers and told them that he could not curse the Yisra'elites because Yahweh would not allow it. So the messengers went back to King Balak and told him what had happened. (Move first group of messengers next to Balak.) But King Balak was a stubborn guy, so he sent different messengers to go see Bil'am. (Place second group of messengers next to Bil'am.) They gave him compliments to try to sweet-talk him into going with them. But Bil'am knew what they wanted and said that even if King Balak gave him a house filled with silver and gold, he would not do any more or less than what Yahweh his Elohim told him to do. But instead of sending them away, he asked the messengers to stay the night so that he could talk to Yahweh again.

Once again, Elohim came to Bil'am at night and said that he could go with the men, but that he must only do what Elohim spoke to him. Elohim wasn't really glad that he was going with the men, but when morning came, Bil'am saddled up his donkey and went with them anyway. (Remove Bil'am from board and place Bil'am on donkey next to second group of messengers.)



As they were riding along the road, the Messenger of Yahweh came and stood right in front of the donkey, blocking its path. (Place Messenger of Yahweh in front of donkey.) When the donkey saw the Messenger standing there with a sword, she turned off the path into a field. Bil'am hit her to try to get her to go back to the path. But the Messenger of Yahweh stood in a narrow place in front of them so that they could not pass. (Move Bil'am on donkey, and Messenger of Yahweh to new place on board.) The donkey saw the Messenger again and leaned against a wall, which squished Bil'am's foot, so he hit her again. The Messenger moved even further ahead and stood in another narrow place, so that they could not pass. (Move Bil'am on donkey, and Messenger of Yahweh to new place on board.) When the donkey saw the Messenger there, she completely stopped and lay down. By this time, Bil'am was quite upset that the donkey was stopping, and he hit her again with his staff.

Right away, Yahweh opened up the donkey's mouth so she could talk. Wow - a talking donkey! That's pretty unusual, if you ask me! And Bil'am could understand everything she was saying! She asked Bil'am what she had done to deserve being hit 3 times. Bil'am said some mean things to the donkey, but the donkey reminded him that he had ridden her many times and that she had never acted like this before. Suddenly, Bil'am's eyes were opened so he could see the Messenger standing there with a sword. (Point to Messenger of Yahweh.) He was taken by surprise and bowed down. The Messenger of Yahweh wanted to know why Bil'am had hit the donkey and told him that he was being reckless. The Messenger said that He would not have hurt the donkey and let Bil'am know that He was not happy with him.

Well, Bil'am admitted that he had done wrong, and asked the Messenger to let him go back. The Messenger said that he could go with the men, but that he must only speak what he was told to speak.

(Remove Messenger of Yahweh and Bil'am on donkey from board.)

Now King Balak heard that Bil'am was finally coming, so he went out to meet him. (Place Bil'am next to Balak. Remove all groups of messengers from board.) Bil'am told the king that he could only say what Elohim told him to speak. The next day, they went up to a high place together where they could see the Yisra'elite camp. (Place mountain 1 on board. Place smaller Balak and Bil'am on top of mountain 1.) Bil'am told Balak to build 7 altars so they could offer 7 bulls and 7 rams to Yahweh. (Place 7 altars on board.) Then Bil'am told the king to wait by the offering while he went to talk to Yahweh. Yahweh gave him some words to say, so he went back to King Balak and told him that he could not curse Yisra'el, because Yahweh had not cursed them. He even said that he wanted to be blessed like the Yisra'elites! Now remember, King Balak had hired Bil'am to curse them so that he could beat them in battle. But instead here was Bil'am, blessing them even more! Balak was not happy. That was not exactly the ending he'd been hoping for!



So Balak tried again. He took Bil'am up to a different place, to the top of Pisgah, in order to curse the Yisra'elites from there. (Place mountain 2 on board. Move smaller Balak and Bil'am to top of mountain 2.) Again, they made 7 offerings (point to 7 altars), and Bil'am went to go talk with Yahweh. When he came back, he blessed the Yisra'elites yet again. He said that because Yahweh had blessed the Yisra'elites, he could not reverse it, and that there was no sorcery or divination that could come against Yisra'el, because Yahweh was with them.

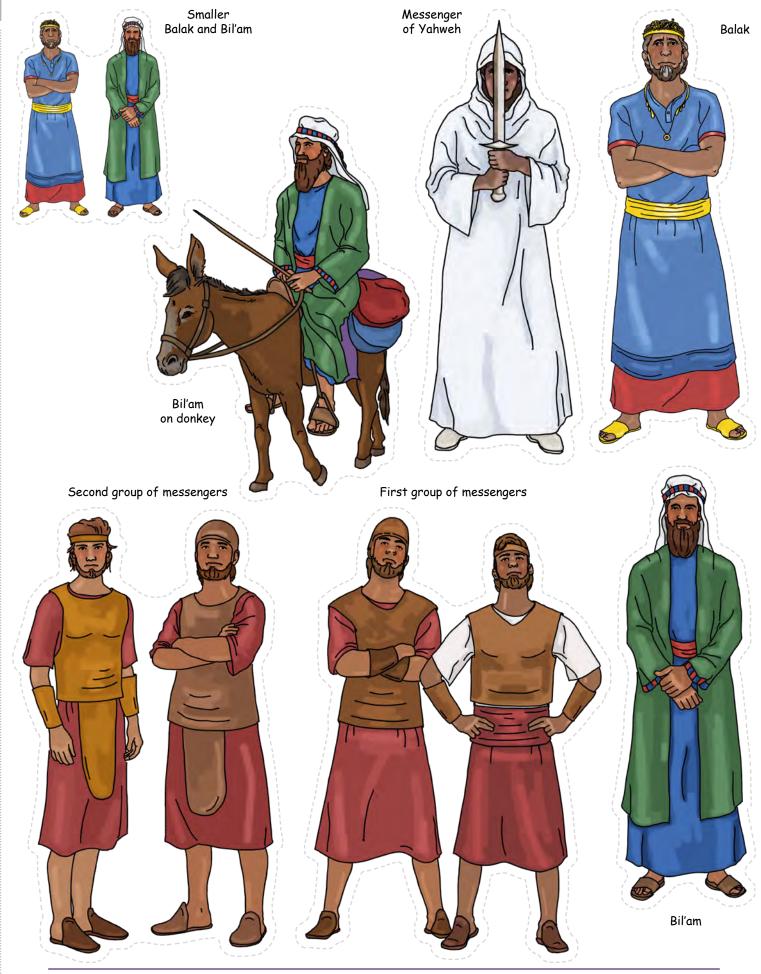
Well, Balak told Bil'am to stop talking. He took him up to a different place, to the top of Pe'or, and one more time he asked him to curse the Yisra'elites. (Place mountain 3 on board. Move smaller Balak and Bil'am to top of mountain 3.) The third time's a charm, right? Well, the third time was not a charm for Balak. After making 7 more offerings (point to 7 altars), Bil'am decided that was enough. He stood looking out at the Yisra'elites camped with all their tribes (place Yisra'elite camp on board), and he said the words that we still repeat in our services to this very day: "How good are your tents, O Ya'aqob, your dwellings, O Yisra'el!" In Hebrew, this is called "Ma Tovu." You can sing it with me if you know it. (Play and sing Ma Tovu with children.)

Bil'am said lots of really good things about Yisra'el, then ended by saying, "Blessed is he who blesses you, and cursed is he who curses you." Now King Balak was really mad, but Bil'am reminded him that he could not go beyond the word of Yahweh. Only whatever Yahweh spoke, he would speak. He foretold even more good things about the Yisra'elites, and when he was done, both the men left to go home.

I don't think the king was very happy with the way things turned out, do you? This is a very good lesson for us children to see that Yahweh will take care of us if we follow and obey Him.

Well children, we have come to the end of our story for today. We will see you next week for another exciting Little Gems story!

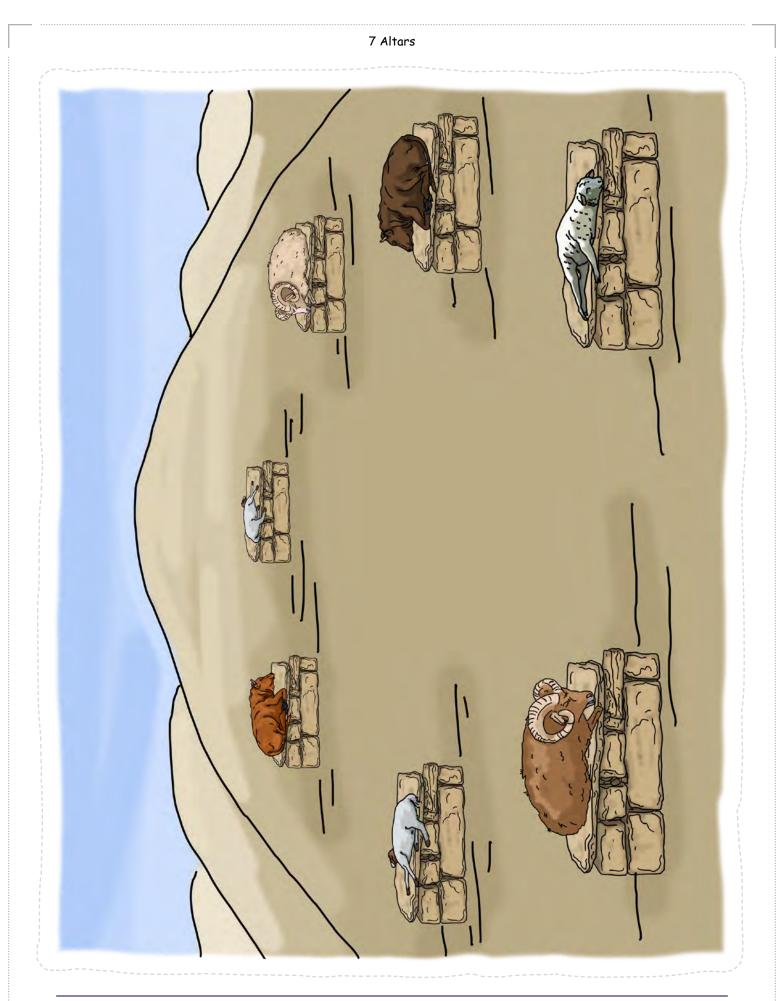




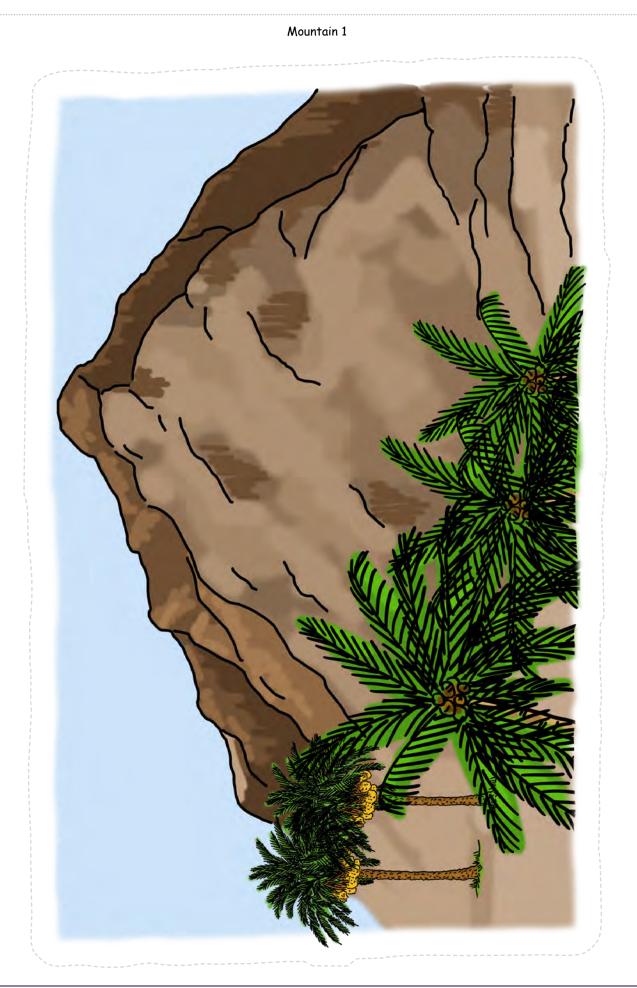
















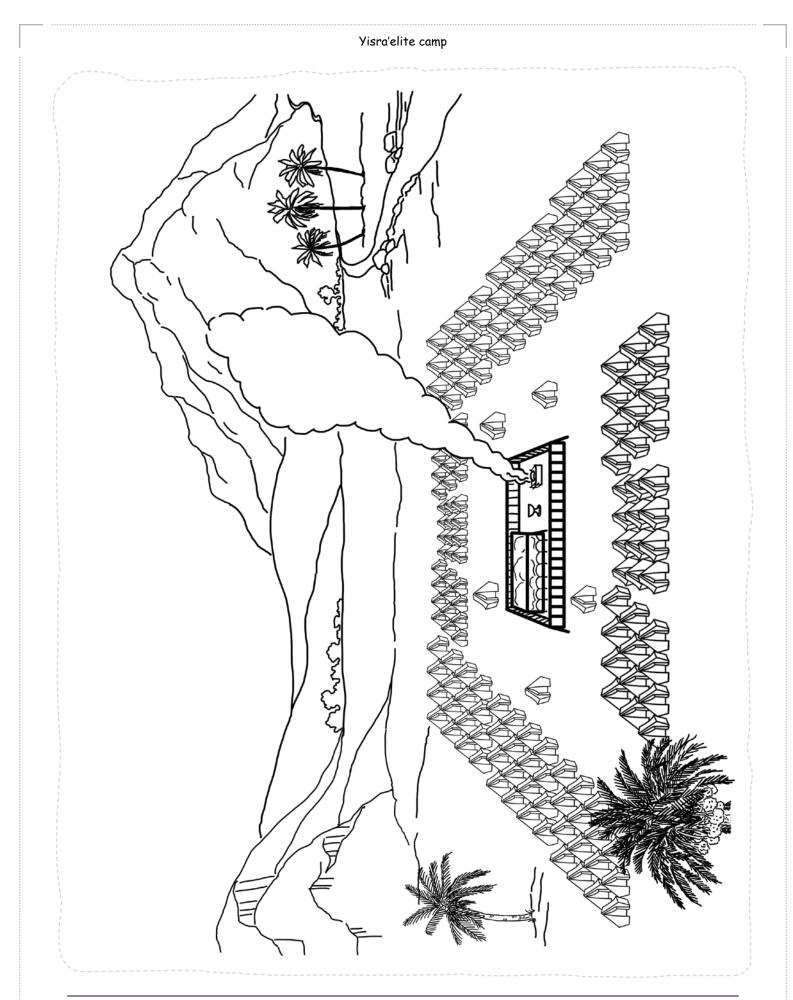




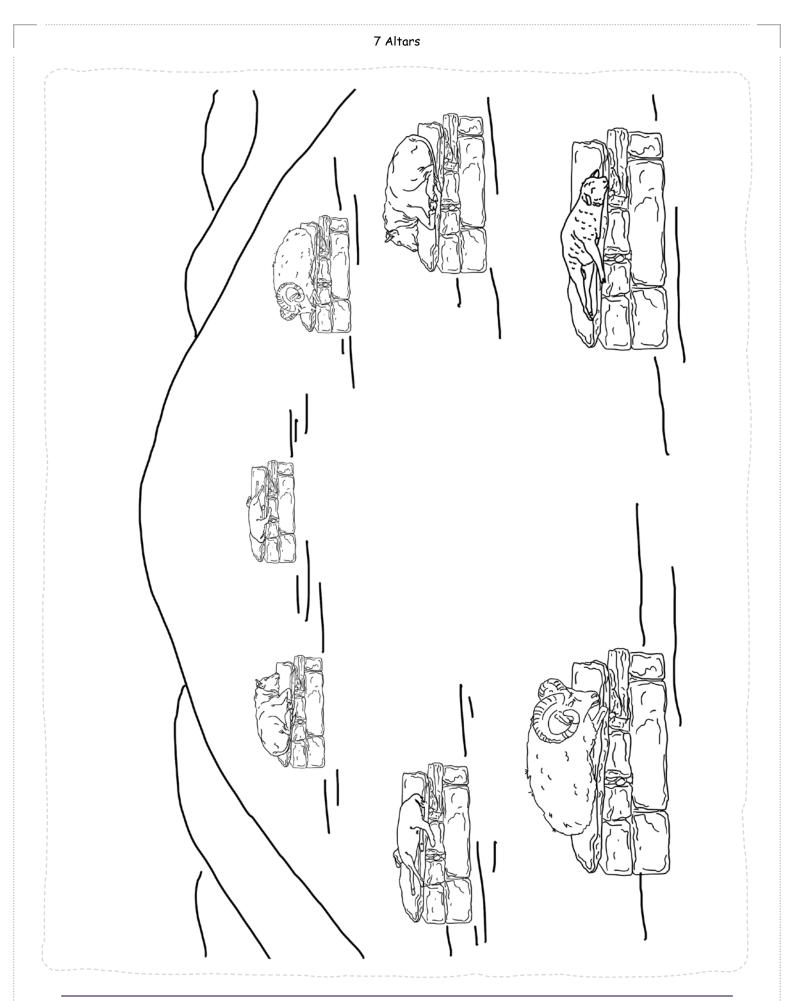




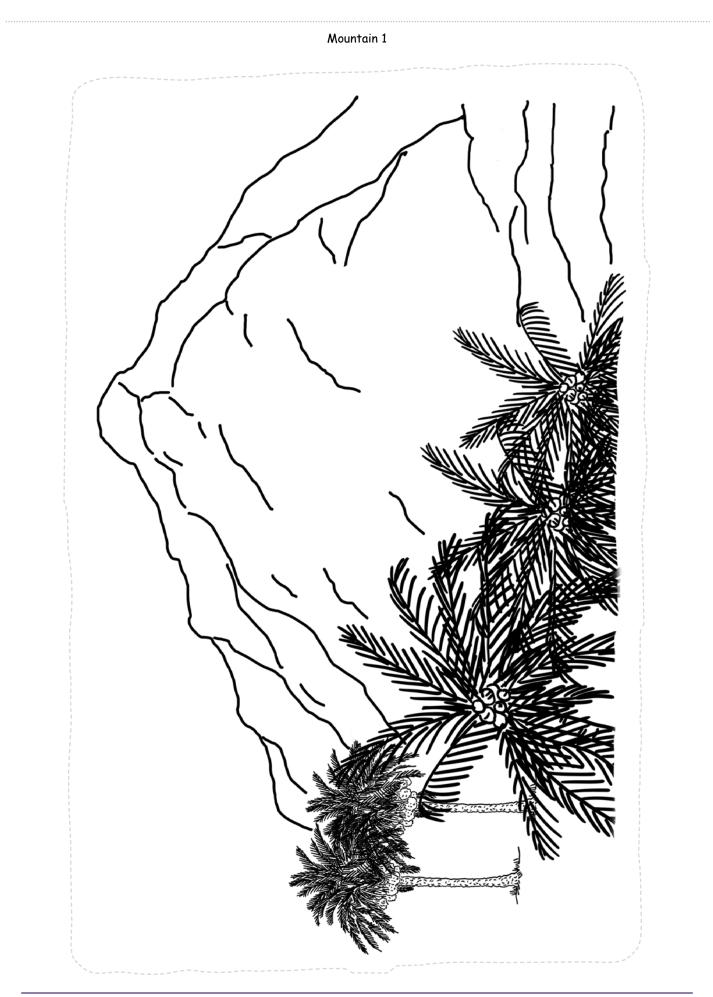




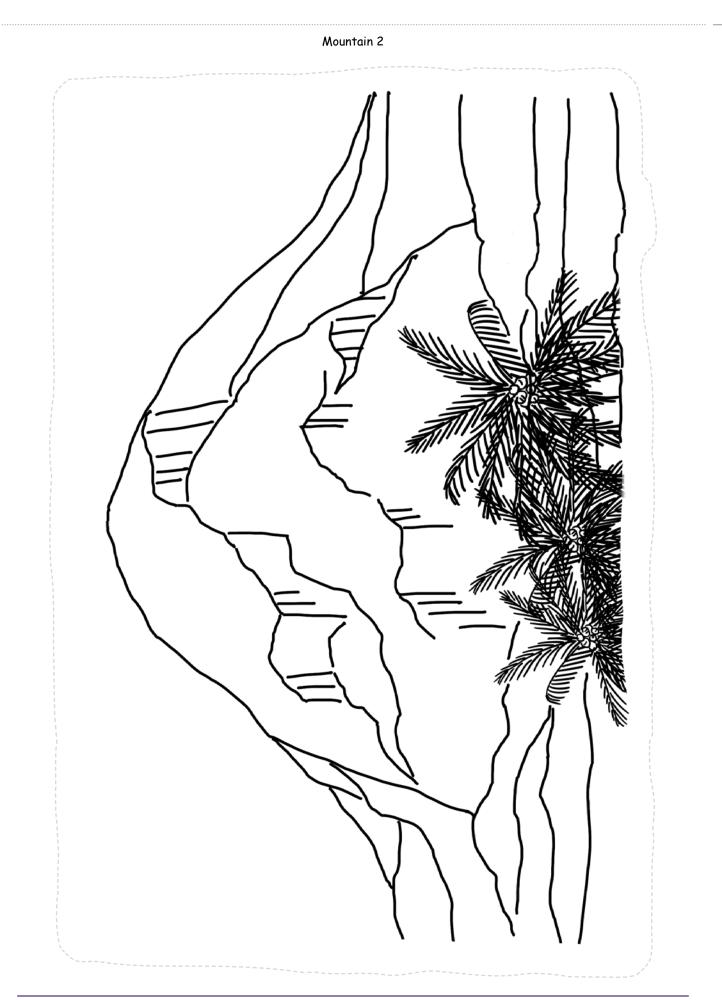




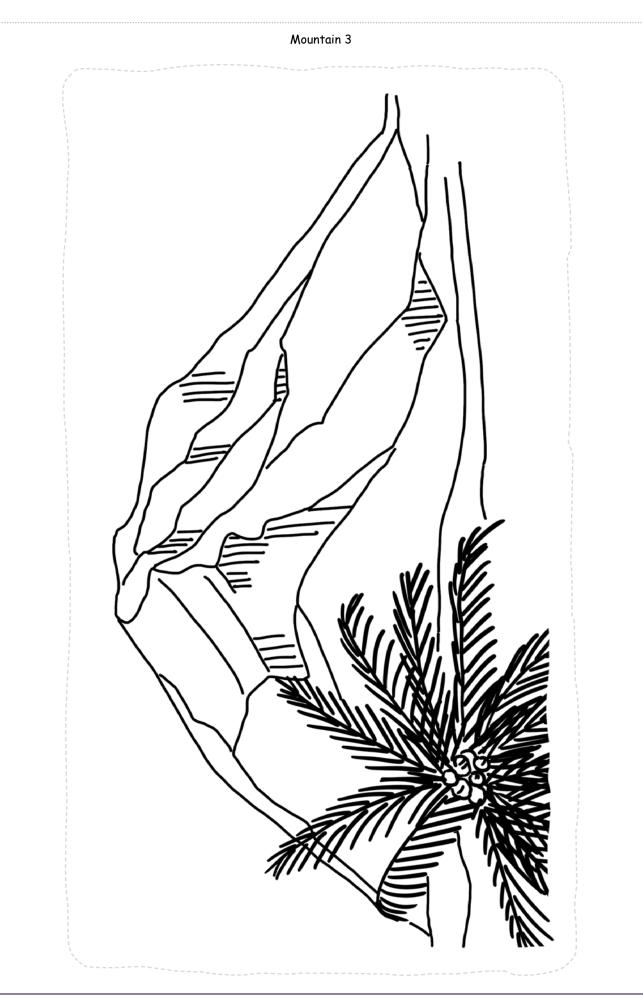












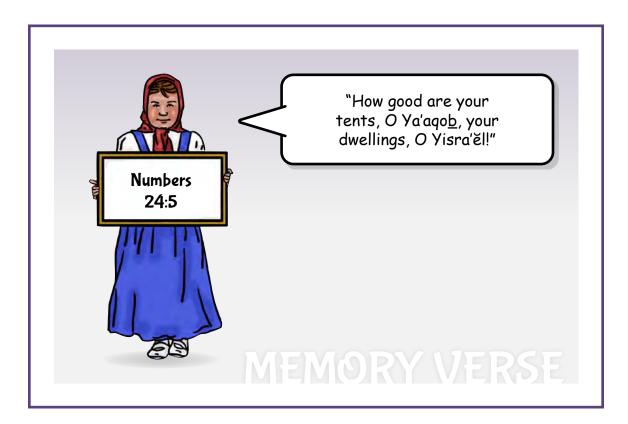


Counting What You Gained

This next section is intended to be reinforcement of the lessons learned during this parsha. Choose the activities that best fit your child.

STORING UP TREASURE IN MY HEART

The Katan Aleph memory verse for this Torah portion is Numbers 24:5. If they have not already done so, begin to help them to memorize the verse. Be creative and try acting it out, or putting it to music.





Use this space to draw a picture of the verse memorized.

Use this space to write out the verse memorized.



SEEKING TREASURE

2. What animal did Bil'am ride on? (22:22)

Circle the correct choices.

1. What was the name of the king who became afraid of Yisra'el? (22:2)





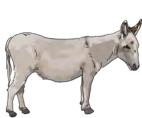


Dawi<u>d</u>



Balak

Ahashwerosh



donkey



camel

AR

elephant



3. What roadblock appeared that the donkey saw? (22:23)3





Messenger



tiger





bear







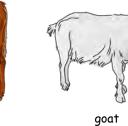


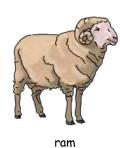
5. What type of animals were on each altar? (23:4)

4. How many altars did Balak build? (23:1)











WORD SEARCH

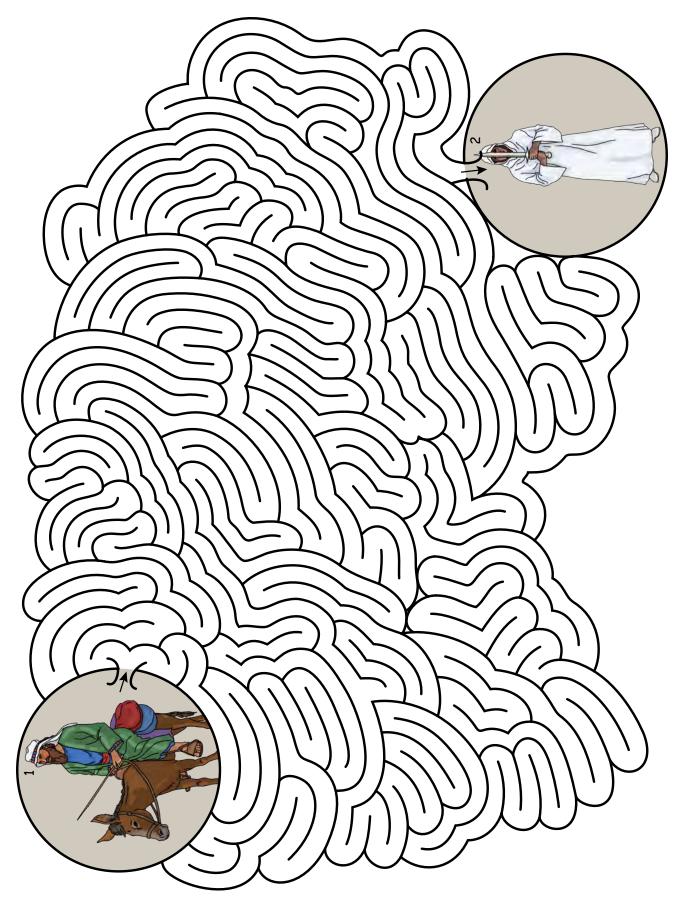
Search for the hidden words from this week's parsha.

KG A Ζ R B R J 0 Ś E B C С

BALAK BIL'AM BLESS CURSE STAR SCEPTRE



MAZE





Precious Possessions

CRAFT

Materials:

- Cardstock white
- Double-sided foam dimensionals
- Double-sided tape or glue stick
- Scissors
- Coloring pencils, crayons or markers
- Craft Templates: A-C (BW) or D-F (color)

Parent/Teacher Preparation:

• Print Craft Templates of choice on white cardstock.

Instructions for the Craft:

- If using BW Templates, color using medium of choice.
- Cut out all Template pieces. (P1)
- Remove the paper on one side of the foam dimensionals and adhere to the back of the donkey's 'eyebrows', 'nose', and 'mouth' piece. (P2)
- Roll double-sided tape onto the back side of the donkey's 'hair' where it will sit on the face and place onto and over the donkey's head. (P3a, P3b)
- Place the 'eyebrows', 'nose', and 'mouth' piece below the 'hair'. (P4)

Donkey Animal Plate

Numbers 22:27

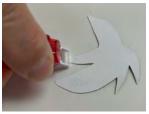






P1





P3a



P3b



Ρ4



Instructions for the Craft Cont'd:

- Roll double-sided tape onto the back of the 'eyes' and place underneath the 'eyebrows'. (P5)
- Remove the paper on one side of the foam dimensionals and adhere to the back of the donkey's 'ears'. (P6)
- Place the 'ears' on both sides of the donkey's face. (P7)
- Roll double-sided tape onto the back of the donkey's 'tail' and place underneath the body on the right side. (P8a, P8b)
- To add the 'legs' roll double-sided tape onto the front of the 'left legs' where it will be placed underneath the body, and onto the back of the 'right legs' where it will be placed over the body. We would recommend staging their placement before adding adhesive. (P9a, P9b, P9c)
- To add dimension to the 'face', remove the paper on one side of a foam dimensional and adhere to the front of the body on the upper left side. (P10)
- Lay the face onto the foam dimensional. (P11)
- Your donkey is now complete.

You now have a visual representation of Bil'am's donkey.





P5





P7



P8a





P9a





Р9Ь

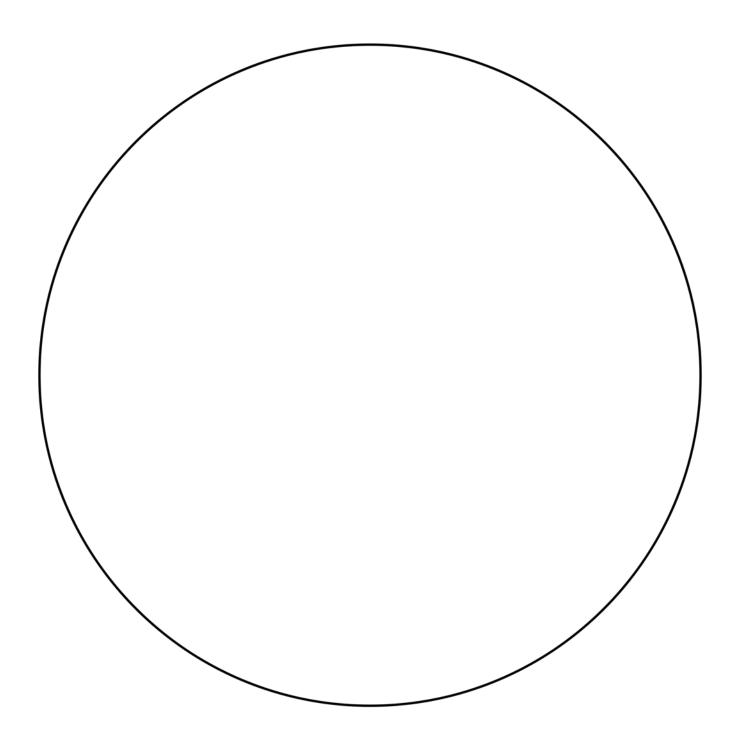
P10

P9c



P11

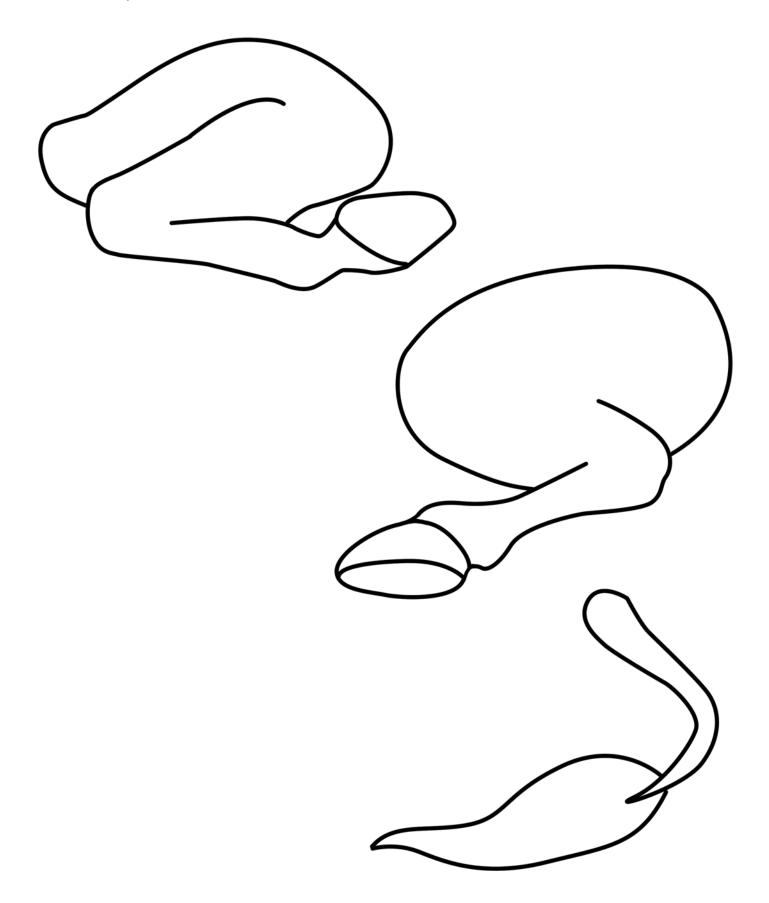




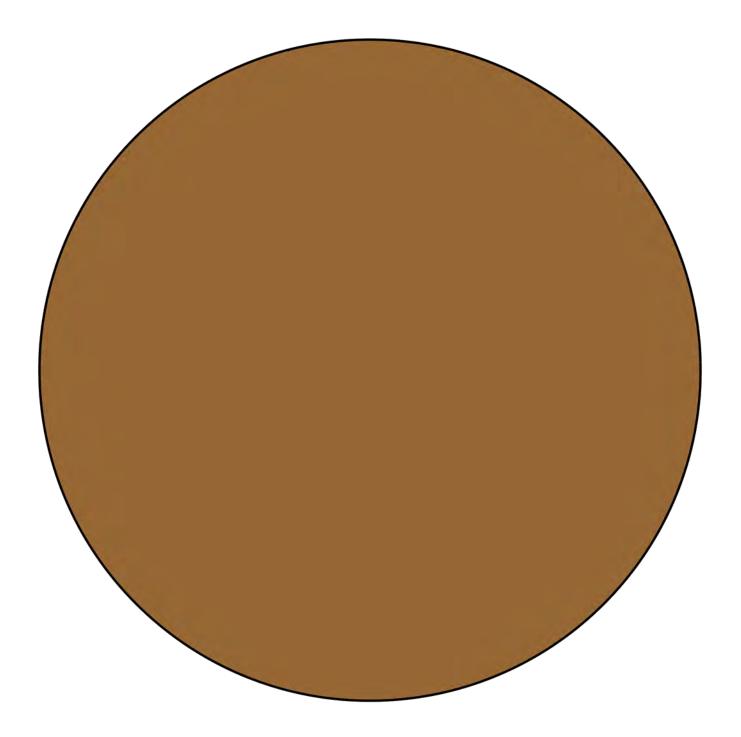








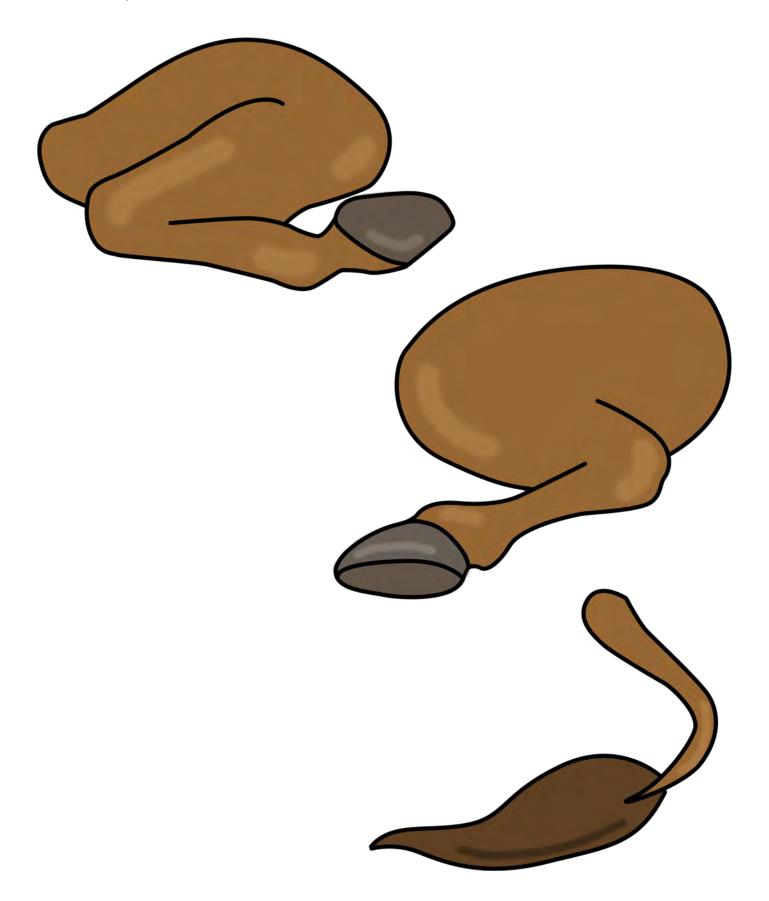




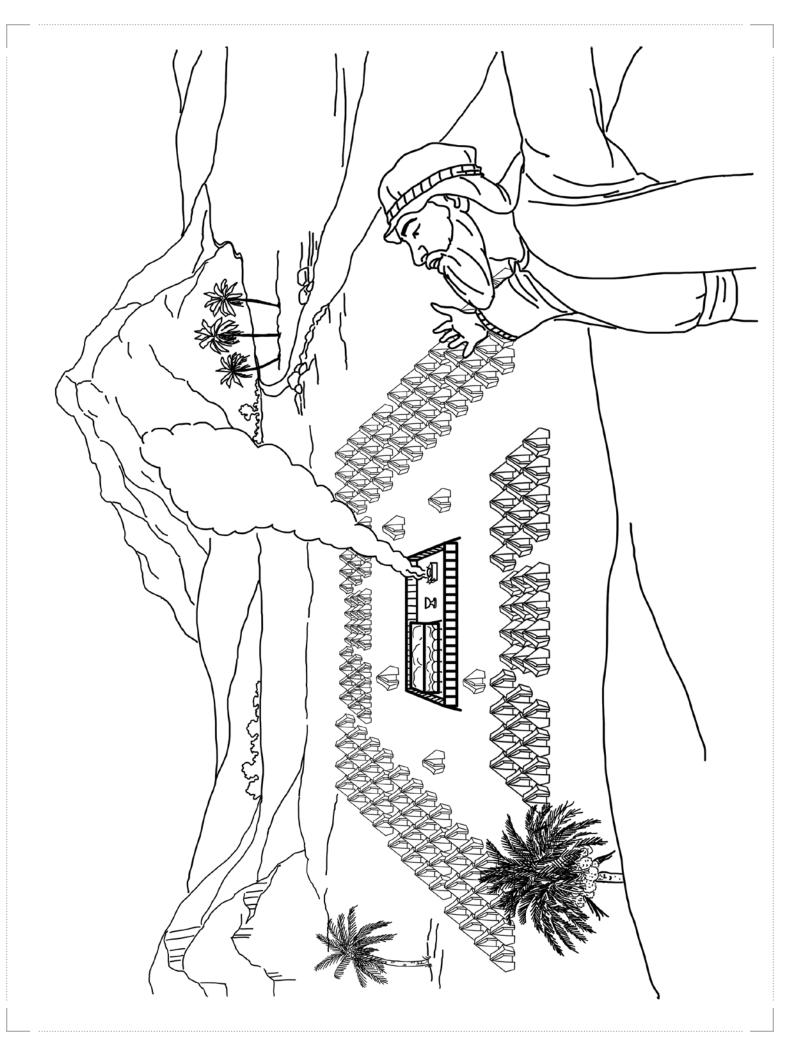












Sweetness of Torah

SWEET SOUNDS OF TORAH

(Sing Praises to His Name)

Here is the link for this song: https://www.podomatic.com/podcasts/steveberkson/episodes/2017-07-01T19_08_46-07_00

Ma Tovu

Ma Tovu O' Halecha Ya'aqo<u>b</u> Mish'ke'no'techa, Yisra'el

How goodly are Thy tents O' Jacob Thy tabernacles Yisra'el

V´ani b´rov chas'decha Ah'vo vei´te'cha Esh'tach'aveh, El he'khal Kad'sh'cha b´yira'te'cha

And in Thy great compassion I will come into your house There I will bow There I will fear Thy holiness O' Yah O' Yah

Baruch haba b'shem Yahweh Who comes in the name of Yahweh





SWEET TASTE OF TORAH

This snack relates to this week's parsha. Please take these as suggestions and make necessary changes based on your individual dietary needs.

Garden Cupcakes

Numbers 24:6



Ingredients:

- Cake mix (of your choice)
- Frosting green
- Edible flowers icing decorations

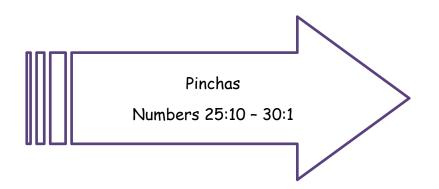
Instructions:

Make cupcakes according to the directions on the box. Using green frosting, frost the cupcakes. Decorate the cupcakes with the edible flowers. This snack represents the gardens that Bil'am saw in his vision when he blessed Yisra'el.



Next Week's Treasure Hunt

Next Week's Torah Portion



Suggested Reading Schedule

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Monday:	Num. 25:10-18	The zeal of Phineas (Pinchas)	
Tuesday:	Num. 26:1 - 27:11	A new census; The daughters of Tselophha <u>d</u>	
Wednesday:	Num. 27:12-23	Yehoshua appointed Mosheh's successor	
Thursday:	Num. 28	Daily, Sabbath and New Moon Offerings; Offerings for Spring Festivals	
Friday:	Num. 29:1 - 30:1	Offerings for Fall Festivals	

