Curriculum Framework:
In the Market for a Queen
By Deborah Wassenberg

This series was used in a school holiday program as the all-in-together morning session but can be used as Children's Church lessons. After Praise and Worship, Memory Verse, and Announcements, we used a skit to introduce the Bible Story. For the Bible Story itself we chose to use segments of an animated movie version of Esther. (You might like to teach the story with a PowerPoint presentation.) At the end of the Bible Story, the skit resumed and the life application was explained. The character, Akasma, became a favourite with the children who would at times chant her name while waiting for the session to begin!

Suggested Songs:

- You Make Me Brave (Come Alive Bethel Music Kids)
- What a Mighty God We Serve (Concordia Publishing House)
- Freedom (Come Alive Bethel Music Kids)
- As the World Shakes (Hillsong Kids)
- Good Good Father (KPTV)

Memory Verse: Isaiah 46:9&10

Remember the former things, those of long ago; I am God, and there is no other, and there is none like me. I make known the end from the beginning, from ancient times, what is still to come. I say, 'My purpose will stand, and I will do all that I please.'

Meaning: God's people must remember that God knows the end from the beginning and He is in control over all things. His plans never fail. Remembering gives us courage because we recall and understand who God is and what He does.

Memory Verse Part 1: Remember the former things, those of long ago; I am God and there is no other, and there is none like me.

Method: Write the Memory Verse (Part 1) in picture or hieroglyph form on a long length of brown paper. It will resemble a scroll. Have a leader pretend to be an archeologist, who has unearthed the ancient Persian scroll, but needs the help of the children to decipher it. Recite it together over and over. (It has a lovely rhythm which makes it easier.) Award gold coins (chocolate) to those children who can recite it.

Memory Verse Part 2: I make known the end from the beginning, from ancient times, what is still to come.

Method: Fill a plastic pool with clean river sand. (Or use your playground sandpit if you have one.) Write the words of the Memory Verse (Part 2) on, or attached to, 'treasure' like party favours: rings, beads, chocolate coins. Hide the 'treasure' in the sand. Choose children to 'dig' for it. You may like to use the archeologist character again. Assemble the treasure so the words to the Memory Verse are in the correct order. Recite it together. Add it to the last week's verse. Reward the children by letting them keep their treasure, and handing out gold coins to others.

Memory Verse Part 3: I say, 'My purpose will stand, and I will do all that I please.'

Method: Write the Memory Verse (Part 3) onto washing (tea towels, football socks, t-shirts, PJs) and attach it to a length of rope with pegs in a muddled order. Have a leader pretend to be a washing lady (from ancient Persia or modern times) who has come to check the washing and finds it covered in graffiti! She realizes it's a message and asks the children to help her work it out. The children rehang the washing in the correct order. Recite the verse and add to previous weeks verses. Award gold coins as reward to those children who can say it.

Memory Verse Part 4: Revision of Memory Verse and the Bible story of Esther.

Method: The Memory Verse begins 'Remember the former things…' Today is the day to have a quiz. Divide the children into teams. Use your archeologist and washing lady to read out the questions and reward points to each team. Be extravagant and make answers worth 100's of points! Here's a list but you don't need to use them all.

- What was the name of the Queen who was deposed? (Vashti)
- Who can say the name of the King? (Xerxes or Ahasuerus)
- Who can recited Part 1 of the Memory Verse?
- What is the name of the new Queen? (Esther)
- What is the name of the Book of the Bible where our story comes from? (Esther)
- What is the name of Esther's cousin? (Mordecai)
- What was Esther's nationality? (Jew)
- What is the name of the stall holder in the Persian market? (Akasma)
- What is the name of the Aussie tourist? (Chloe)
- What does Akasma try to sell Chloe every week? (A snake named Lawrence)
- What does Chloe buy on her first visit to the bazaar? (goblet)
- How did Mordecai save the King's life? (Overheard a plot and reported it to Esther)
- What is the name of the man who hated the Jews? (Haman)
- Why did he hate Mordecai? (Refused to bow to him)
- What order did Haman ask the King to decree? (to kill the Jews)
- How was the order sealed? (with the King's ring)
- How did Mordecai show his distress at the news? (sackcloth and ashes)
- What did Esther ask her people to do? (fast for 3 days and 3 nights)
- Who can recite Part 2 of the Memory Verse?

- What did Esther do that endangered her life? (went before the king unsummoned)
- What did Akasma sell Chloe on her second visit to the bazaar? (ring)
- What is the name of the snake? (Lawrence)
- When the King could not sleep what did he do? (asked for the Book of Chronicles)
- How was Mordecai honoured? (robe, horse, crest, led by noble prince, proclamation)
- Did the king order Esther to be killed? (No!)
- What did Esther ask of the King? (Come to dinner with Haman)
- Who can recite Part 3 of the Memory Verse?
- What did Akasma sell Chloe on her third visit to the bazaar? (pillow)
- What does Akasma try and sell every day? (a chicken)
- Is the chicken still fresh? (trick question, yes and no correct!)
- What happened to evil Haman? (He died)
- What did the King present to Mordecai? (His ring, taken from Haman)
- What was the King's new edict? (Jews could protect themselves, attack and take plunder)
- How was Mordecai dressed when he left the King's presence (royal garments of blue and white, large crown of gold, purple robe of fine linen)
- What was Chloe taking home to Australia? (Lawrence and Akasma!)
- Who can recite ALL of the Memory Verse?
- What is the name of the Jewish Festival still celebrated today? (Purim)

Bible Story: Esther Chapters 1-10

About Purim:

The festival honours the Jewish heroine Esther. Purim takes its name from the lots ('purim' in Hebrew) that Haman casts to choose the 13th day of the Jewish calendar month of Adar as the date for the massacre of the Jewish people. The festival is celebrated on the 14th day of Adar from sunset to sunset, when the Persian Jews celebrated their victory. Purim is one of the most joyous and fun holidays in the Jewish calendar. It is marked with parades and fancy dress for adults and children. It has become the custom to hold masquerade parties to show that God's hands were behind the Purim miracle but were masked as natural events.

There are religious requirements for observant Jews on Purim.

- On the eve of Purim, Jews do not eat or drink from dawn until dusk to remember Esther's three day fast in preparation to meet the king.

- Most importantly, they must attend the synagogue on the eve of Purim or the following day, when the story of Esther is read aloud. Whenever Haman's name is mentioned, the congregation will drown it out by hissing, stamping their feet or shaking special rattles (called graggers).

- The faithful mark the occasion by sending food to one another in the form of a gift basket. The baskets contain an assortment of sweets, cookies, bagels, wine, nuts and fruit. They must also give at least two gifts to the poor. They must be both generous and given in the daytime. The gifts may be money, blankets, drink or food.

- The final requirement is to attend a festive meal. Purim has a traditional food called 'hamentaschen' (Yiddish for 'Haman pockets'). The triangle-shaped biscuits filled with fruit marmalade or poppy seeds, represent Haman's hat with three corners, and makes a mockery of his arrogance.

Set the Scene:

Create a Persian Bazaar. Hang rugs and silks, group baskets together, and add copper objects, spices, jewels and palm trees. Bean bags for seating covered in rich fabrics. (Google Persian Bazaar in Images for inspiration.)

Stage left is a large basket (laundry hamper) big enough for Akasma to climb into in week four. Inside is an oversized soft toy snake named Lawrence. We were donated a huge stuffed toy snake and used it in many lessons from Adam and Eve to our Jungle Day and Missions mornings. However, you can use whatever you have to hand…a monkey for example. Just tweak the scripts to suit your choice.

Characters:

There are two characters who introduce the lesson each week. A female stall holder named Akasma and an Aussie backpacker named Chloe. (If your actor is male, you make like the name Aarzam.) Akasma wears baggy harem pants, a satin wrap (I used a bath robe) cinched at the waist by a gold sash. I found a red cap with a veil in the costume section of a cheap shop. Akasma wears lots of jewellery. You may find a pair of scuffs as suitable footwear, but bare feet will do. Chloe wears pants or shorts, a t-shirt and an across the body bag that holds her money. (Gold chocolate coins like those used as rewards during the Memory Verse.) Akasma is a top saleswoman. She could sell sand to the Egyptians!

Special Props:

Week 1: goblet
Week 2: ring
Week 3: pillow
Week 4: none (as Chloe buys the Bible story's end and 'Lawrence' the snake!)

Week One:

SFX: Persian music plays.

Akasma enters from behind the children. She is holding up a rubber chicken, looking for a buyer among them.

Akasma: Who will buy this wonderful chicken?
Would you like to buy?
Only dead 2 days.
Still fresh.

Will you buy?

With no sale Akasma takes centre stage.

Akasma: It is a slow day in the bazaar today.
If only a tourist would come and buy something.

Chloe enters stage right.

Akasma: Here is someone now!
(Bows low to Chloe)
Welcome. Welcome to the bazaar.
I am Akasma at your service.
Come, come, I will show you many wonders.
Would you like a chicken?
Still fresh!

Chloe: No, thanks.

Akasma: Of course not!
What was I, Akasma, thinking?
(She drags Chloe to the basket stage left and lifts the lid)
You want to buy a snake?

Chloe: What?
No!
How would I get a snake back home to Australia?
Anyway, it might want to eat the passengers.

Akasma: I have an idea!
Buy it the chicken.

Chloe: I don't think so.

Akasma: *(Talks to the snake)*
Sorry, Lawrence, still no takers.
(Stuffs snake back down and slams lid)
You must take something home with you from my exotic land.
Surely you see something that catches your eye?

Chloe: Um, what's that over there?
(Points to a goblet in a basket)

Akasma: *(Follows Chloe's gaze and picks up the goblet)*
Do you mean this goblet?

Chloe: Yes, how ancient is it?

Akasma: How ancient do you think it is?
(Pulls it away so Chloe can't get a close look)

Chloe: I can't afford an antique, obviously, but it would make a great souvenir.

Akasma: What an eye you have for objects of beauty!
This goblet is from the palace of a Persian king.

Chloe: Oh, there's no way I could afford it then.

Akasma: When I say king, I mean the king's cousin's brother-in-law,
removed, not once, but twice.
It will break my heart to part with it but it is yours for 10 toman.

Chloe: That's a bit rich!

Akasma: Ah, but this is no ordinary goblet.
If this goblet could talk what a tale it could tell.

Chloe: Really?

Akasma: I will tell you.
Sit! Sit!
(Seats Chloe down and sits beside her)
Long, long ago there lived a Persian king…

Insert Bible Story here:

Esther Chapter 1	***Queen Vashti Deposed***
Esther Chapter 2	***Esther Made Queen***
	Mordecai Uncovers a Conspiracy

Akasma: The king had 400 beautiful young woman to choose from.
He chose Esther to become his queen.

Chloe: She must have been very special.

Akasma: As are you! You are special to God, also.

Chloe: I don't think I will be winning any beauty contests.

Akasma: That was Esther's destiny.
You have your own destiny in God.
He has a plan for your life, too.
You are one of a kind so God's plan for your life will be one of a kind.
God's plan may include you buying this goblet.
For the discounted price of 5 tomans.

Chloe: Alright, I'll take it.
(Pays for the goblet)
What happens to Queen Esther anyhow?

Akasma: Ah, you must visit the bazaar tomorrow.
When you return I will tell you.

Chloe nods in agreement and waves as she exists stage left.

Akasma: *(Calling after Chloe)*
May you sleep like a money who has eaten 26 bananas!

SFX: Play Persian music

Akasma: *(Picks up chicken and leaves the way she came in)*
Who will buy this wonderful chicken?
Would you like to buy?
Only dead 2 days.
Still fresh.
Will you buy?

Week Two:

SFX: Persian music plays.

Akasma enters from behind the children. She is holding up a rubber chicken, looking for a buyer among them.

Akasma: Who will buy this wonderful chicken?
Would you like to buy?
Only dead 3 days.
Still fresh.
Will you buy?

With no sale Akasma takes centre stage.

Akasma: It is a slow day in the bazaar today.
If only a tourist would come and buy something.

Chloe enters stage right.

Akasma: Here is someone now!
(Bows low to Chloe)
Welcome. Welcome to the bazaar.
I am Akasma at your service.

Chloe: Yes, I know. I was here yesterday.

Akasma: Really? I have been rushed off my feet.
Selling rugs at rock bottom prices.
Selling fabrics, selling dates, selling camels.
Ah, but now I remember!
You bought an ancient goblet for only 5 tomans.
I practically gave it away!
I am so glad to see you again.
I have something very, very special to show you.

Chloe: Really?

Akasma: Yes, come a little closer.
(Akasma looks around to see no one is watching)
I have…
Chloe: *(Leaning in)*
Yes?

Akasma: Something extraordinary…

Chloe: What is it?

Akasma: *(Runs to the basket and lifts the lid)*
A snake!

Chloe: No, I couldn't possibly buy the snake!
I told you that yesterday.

Akasma: What if I throw in the chicken?

Chloe: No.

Akasma: *(Talks to the snake)*
Sorry, Lawrence, still no takers.
(Stuffs snake back down and slams lid)

Chloe: Oh, well…
(Shrugs and moves on)

Akasma: Wait, I do have something…
(Looks around, removes fabric from a basket and removes a ring and whispers)
The king's ring!

Chloe: You mean the actual ring King Xerxes wore?

Akasma: Sh! Not so loud!
(Looks around again and shows it to Chloe)
Probably.
He was king. He had so many it's difficult to know.
And it could be yours for only 12 toman.

Chloe: I don't know…

Akasma: Look at it…it is beautiful!
How many people could say they wear the ring of a king?

Chloe: Quite a few I suspect.
But, I will consider buying the ring for **8** toman **if** you tell me more about Queen Esther.

Akasma: It would be my delight.
Please. Sit.
(Seats Chloe down and sits beside her)
Are you comfortable?
There is trouble in the kingdom…

Insert Bible Story here:
Esther Chapter 3 Haman's Plot to Destroy the Jews
Esther Chapter 4 Mordecai Persuades Esther to Help

Chloe: Oh no!
How horrible.
What is going to happen?
How could Esther risk her life like that?

Akasma: Remember what Mordecai said?
'Yet, who knows whether you have come to the kingdom
for such a time as this?'
This is Esther's destiny.
God had promoted her from orphan to Queen
and now she must use all her courage and wisdom to save her people.

Chloe: So, she will serve God where she is.
Where He has placed her?

Akasma: Yes, and so it is with us.
God puts us in a place for a reason.
For instance, the reason you are here in this place, is to buy this ring?

Chloe: I will buy the ring…if when I return tomorrow you tell me what happens to Esther and Mordecai?
(Chloe buys the ring)

Akasma: Of course, of course!
It will be my honour.
(Bows low)

(Chloe smiles and waves as she exists stage left.)

Akasma: *(Calling after Chloe)*
May the dates on your calendar be as prosperous
as the dates of the palm tree.

SFX: Play Persian music

Akasma: *(Picks up chicken and leaves the way she came in)*
Who will buy this wonderful chicken?
Would you like to buy?
Only dead 3 days.
Still fresh.
Will you buy?

Week Three:

SFX: Persian music plays.

Akasma enters from behind the children. She is holding up a rubber chicken, looking for a buyer among them.

Akasma: Who will buy this wonderful chicken?
Would you like to buy?
Only dead 4 days.
Still fresh.
Will you buy?

With no sale Akasma takes centre stage.

Akasma: It is a slow day in the bazaar today.
If only a tourist would come and buy something.

Chloe enters stage right.

Akasma: Here is someone now!
(Bows low to Chloe)
Welcome. Welcome to the bazaar.
I am Akasma at your service.

Chloe: Yes, I know. I was here yesterday.
And the day before.

Akasma: Really? I have been rushed off my feet.
Selling here.
Selling there.
I have the busiest stall in all the bazaar!
Wait…I know what you long to possess…

Chloe: You do?

Akasma: *(Runs to the basket and lifts the lid)*

Akasma & Chloe: (In unison)
A snake!

Chloe: No, thank you.

Akasma: *(Talks to the snake)*
Sorry, Lawrence, still no takers.
(Stuffs snake back down and slams lid)
What if I told you I had something from the King's palace?

Chloe: Oh, what is it?

Akasma: *(Runs across the stage and throws scarves and silks everywhere until she finds a pillow and ceremoniously carries it to Chloe)*
His pillow!

Chloe: That doesn't look very hypoallergenic.

Akasma: Normally, I would agree.
But he was so rich he never used the same pillow twice.

Chloe: Shouldn't it be in a museum somewhere?

Akasma: Many, many are.
Queen Esther's chambermaid (who's second cousin married my 1000 times great Grandfather's niece) saw this pillow flying off the clothesline and over the rooftops and knew the King and Queen would have no further use for it.
And it could be yours for 20 toman.

Chloe: Well, you can't get more historic than that.
Here's what I'm thinking.
You tell me more about Esther and I might buy that pillow.

Akasma: It would be my delight.
Please. Sit.
(Seats Chloe down and sits beside her)
Are you comfortable?
Queen Esther risks her life….

Insert Bible Story here:
Esther Chapter 5 Esther's Request to the King & Haman's Rage Against Mordecai
Esther Chapter 6 Mordecai Honoured

Akasma: You can see why the pillow is worth so much.
All that tossing and turning.
But it was all orchestrated by God.
And if you honour God with your life,
He will honour you!
He will honour you by allowing me to sell you this pillow, for just 15 toman.
It was after all Queen Esther's chambermaid whose second cousin married…

Chloe: Yes, yes, I remember.
But I don't know what happens to Esther.
Is the danger past?

Akasma: *(Very dramatic)*
Oh, if only it was.
If only you could buy this pillow…

Chloe: *(Sighs and hands over the money and takes it)*

Akasma: If only you could return tomorrow.
Ah, maybe it is just as well.
I cannot speak of it.

Chloe: If I come back tomorrow could you speak of it?

Akasma: I can but try.

Chloe smiles and waves as she exists stage left.

Akasma: *(Calling after Chloe)*
May the fleas of a thousand camels never infest your sleeping bag!

SFX: Play Persian music

Akasma: *(Picks up chicken and leaves the way she came in)*
Who will buy this wonderful chicken?
Would you like to buy?
Only dead 4 days.
Still fresh.
Will you buy?

Week Four:

SFX: Persian music plays.

Akasma enters from behind the children. She is holding up a rubber chicken, looking for a buyer among them.

Akasma: Who will buy this wonderful chicken?
Would you like to buy?
Only dead 5 days.
Still fresh.

Will you buy?

With no sale Akasma takes centre stage.

Akasma: *(She swats flies away from the chicken.*
Sniffs it and sways in a circle from the smell)
Still fresh! *(Coughs)*
It is a slow day in the bazaar today.
If only a tourist would come and buy something.

Chloe enters stage right.

Akasma: Here is someone now!
(Bows low to Chloe)
Welcome. Welcome to the bazaar.
I am Akasma at your service.

Chloe: Yes, I know who you are.
I was here yesterday. And the day before.
And the day before that.
But I never see anybody else here.

Akasma: Trade is brisk.
Customers come and go so fast you do not see them.
You have just missed the Sultan himself.

Chloe: Don't tell me he bought the snake?

Akasma: No, I would not allow it.
I told him a foreigner had shown great interest in it
and I could not part with it for fear of disappointing her.

Chloe: I hope you didn't mean me!

Akasma: Of course!
(Moves across to the basket, opens the lid and pulls out the snake)
Look at him…what a specimen!
Who would not want to own a snake like this?
He is a marvel.
And a steal at only 5 toman.

Chloe: You don't give up, do you?

Akasma: (*Talks to the snake)*

Sorry, Lawrence, not yet.
(Stuffs snake back down and slams lid)

Chloe: I **am** willing to pay for the ending of Esther's story.
What happened to her and her people?

Akasma: Esther?
Esther?
Did I know a story about an Esther?
No, I don't recall it.
It is lost in the sands of time.

Chloe: Oh, alright!
I'll buy the snake!

Akasma: *(Lifting lid and talking to the snake)*
Did you hear that, Lawrence?
You're in!
(After closing the lid)
You will not be disappointed in your purchase.
Lawrence is splendid at catching mice.
And keeping you warm at night!

Chloe: Okay, but what happened to Esther?

Akasma: Please. Sit.
(Seats Chloe down and sits beside her)
Are you comfortable?
The danger is not yet past…

Insert Bible Story here:

Esther Chapter 7	***Haman Killed***
Esther Chapter 8	***The King's Edict on Behalf of the Jews***
Esther Chapter 9	***Purim Established***
Esther Chapter 10	***The Greatness of Mordecai***

Akasma: And so ends the story of Queen Esther. A story filled with wonders!

Chloe: Wonders?

Akasma: But yes! Look at all God arranged.
For Vashti to lose her throne.
For Esther to enter the beauty contest and win.
For Mordecai to have access to all that was happening.

For the king to have a sleepless night and to read the book with Mordecai's name in it.
I could go on and on with all that God arranged.

Chloe: I know God arranged everything. And I know He would have saved His people no matter what. But Esther was so brave.

Akasma: Yes, she was very brave.
We are free to choose, always.
We are responsible for our actions.
Yet God works out His eternal plan.
(Quotes dramatically…)
'Remember the former things, those of long ago;
I am God, and there is no other, and there is none like me.
I make known the end from the beginning, from ancient times,
what is still to come. I say, 'My purpose will stand,
and I will do all that I please.'

Chloe: How much do I owe you?

Akasma: For the story?
Nothing.
It is my gift to you.
For the snake?
Two toman.

Chloe: *(Pays and turns to leave)*

Akasma: What about Lawrence?

Chloe: I have to go to my hotel and pack.
I'll be back for him on my way to the airport in two hours.

Akasma: Alas, I will not be here to farewell you.
But your snake will be in the basket waiting for you.

Chloe: Okay. Thanks for everything.
Especially for telling me about Esther.
(Leaves)

Akasma: *(Bows over and over)*
Farewell. Farewell.

(When she is sure Chloe is gone, Akasma grabs the chicken, lifts the lid of the basket. She climbs inside with Lawrence.)
Move over Lawrence.
Oh, what a surprise awaits her!
And **we** can eat the chicken.
Only 5 days dead and still fresh!
(Closes lid)

SFX: Persian music plays
Lights off

Games:

Capture the Flag: This game is most fun when played with a large group. Split the group into two teams, each team having a flag or other marker at the team's base. The object of the game is to run into the other team's territory, capture their flag and make it safely back to your own territory. You can tag 'enemy' players in your territory, sending them to your jail. They can be sprung from jail by a member of their own team running into your territory, tagging them and running back, with one freed person allowed per jail break. It is sometimes played that all the people in jail could hold hands and make a chain back toward their own territory, making it easier for members of their team to tag them.

Hopscotch: Use some sidewalk chalk and make a hopscotch grid. Number the squares from one to nine. Pick a rock that is good for tossing. Small ones can bounce too much, and larger ones are hard to throw. Start by tossing the rock onto Square 1. Hop over the rock and hop with a single foot or both feet (to follow the hopscotch pattern) all the way to the end. Turn around and come back, stopping on Square 2. Balancing on one foot, pick up the rock in Square 1 and hop over Square 1 to the start. Continue this pattern with Square 2. And so on. If you toss your rock and miss the correct square, your turn is over. This game can be played with any number of people, but only one person can go at a time.

Musical Chairs: (Use the Persian music from the bazaar.) In a circle, arrange chairs facing outward to total one fewer than the number of players. When the music starts, the players walk around the chairs. When the music stops, players sit down in the nearest chair as soon as they can. The one player who does not have a chair is out. One of the chairs is then removed, and the game continues. The player that sits in the final chair is the winner.

Freeze Dance: (Use the Persian music again.) When the music starts, everyone else dances, the crazier the better. When the music stops, the dancers must freeze in their position. Anyone caught moving after that is out. Play continues until there is one person left, the winner.

Monkey in the Middle: the 'monkey' stands midway between the other two players. A larger group forms a circle with the monkey in the middle. Players throw the ball to each other. Their aim is to stop the monkey from catching or getting to it first if they drop it. If the monkey gets the ball, he switches places with the player who threw it. To make things easier for the monkey, set a rule that he can also switch places with any player who drops or doesn't catch the ball even if he doesn't get to it first. If you have a large group, make the game even by having two monkeys or two teams. In a team game, half the players, the monkeys, make an inner circle and the other half make a circle outside them. The players in the outside circle throw the ball to each other. If someone in the inside catches it, the players switch places.

Horse (or Camel) Basket Ball Hoop Game: Horse is a basketball shooting game where players take turns shooting at the hoop from different locations. If someone makes a shot but everyone else misses, those people get a letter toward the word 'HORSE'. The last person left standing wins! Whenever it's your turn, if the person before you made a basket, you have to copy their shot exactly. If the person before you missed, it's your turn to invent a new shot. If someone attempts the shot made by the person before them and they miss the basket, they get the letter H. Each time someone makes this mistake, they get a new letter, eventually spelling out H—O—R—S—E. When you spell out the full 'HORSE', you lose the game. (Using the word 'CAMEL' instead ties it into our theme.)

Crafts:

Noise makers: tambourines or maracas

Pipe Cleaner rings: instructions on the internet

Decorative Pillow: we asked every child to bring a pillow case from home (white or light coloured). We provided the fabric pens. Children drew a design on one side and collected autographs on the other. This craft was one of the highlights of the week. The children loved it. They also asked leaders to sign their pillowcases. You might like your cast of characters to visit and sign (Chloe, Akasma, archaeologist and washing lady). So exciting!

Masquerade Mask: find a template on Google Images

Party! (A celebration like Purim)
Celebrate the end of the series on Esther with a party. Take your ideas from the 'About Purim' information provided.