

Balaam's Donkey

Wednesday Plan

SCRIPTURE

Numbers 22–24

MEMORY VERSE

Numbers 23:19

OPTIONAL VIDEO

The Story of Balaam, Balak and the Talking Donkey

<https://southside.cc/195-316>

God's Word always stands.

For the Teacher

Wednesday night reinforces what the kids learned on Sunday. Don't re-teach the whole Balaam story — they heard it. Tonight is about *acting it out* and *practicing* what it means to trust what God has said when other voices are loud.

KEY TRUTH

God's Word always stands.

Same bottom line as Sunday, by design. Wednesday uses the exact same sentence the kids heard on Sunday. Repeat it. Have them say it back. Don't paraphrase or soften it — the repetition is the point.

The sword was real. If anything from Sunday's prep is worth re-reading tonight, it's this. The donkey-talking story is funny, but the angel in the road had a *drawn sword*. God was that serious about his Word getting through. When you hand the kids the bottom line tonight, hand it with the same weight: God's Word isn't a suggestion that bends. It stands. It can be trusted.

What to skip. Don't re-read all of Numbers 22–24. The kids did that Sunday. Tonight you'll only re-read Numbers 23:19 (the memory verse) and a single beat from Numbers 22 to set up the drama. If a kid wasn't there Sunday, give them a one-sentence catch-up: "A king named Balak tried to pay a prophet named Balaam to curse God's people, but God stopped him — first with a talking donkey, and then by making four blessings come out of Balaam's mouth instead of curses."

Energy management. Wednesday is built around a drama (acting out the donkey scene) and a sorting game. The drama gets loud and silly — let it. Bring the energy down for the prayer card and closing. A kid who laughed through the donkey scene and then sat quietly with the prayer card will remember both.

MATERIALS

- Bibles for every student
- Whiteboard or large paper, markers
- Two large signs or pieces of paper labeled **STANDS FOREVER** and **DOES NOT STAND**
- A stack of index cards with statements written on them — half from Scripture, half made-up sayings (one per card; see the Sorting Game section)
- Optional drama props — a long cloth or pool noodle for the angel's sword, a stick for Balaam, a chair the "donkey" can crawl beside
- **God's Word Stands** prayer cards (printed in advance from this week's activities)
- Pencils

1. Gather

Welcome the kids back. Tell them:

SAY

On Sunday we learned one big idea, and we're going to learn it again tonight. Say it with me: God's Word always stands.

Have them say it back. Then again, louder. Then in a whisper.

Write it on the board.

Tell them tonight is going to be different from Sunday — they're going to *act out* the donkey scene, play a sorting game, and write down one of God's promises they want to trust this week. But first, a quick review.

2. The Story

Quick Review

ASK

In Sunday's story, who tried to change God's Word, and who could see the angel that the prophet couldn't?

You're looking for: King Balak (and Balaam) tried to change God's Word, and the *donkey* could see the angel. If they say "the donkey!" without the king part, that's fine — the donkey is the hook. Push them to remember why the donkey was even on the road.

Re-Read One Verse

Have them open to Numbers 23:19. Pick a confident reader.

Numbers 23:19

Tell them to listen for two things God *cannot* do. Then ask:

ASK

What two things does the verse say God cannot do?

Lie. Change his mind. People do both — God doesn't. That's why we can trust what he says. That's why God's Word always stands.

Say the bottom line again, with the kids:

SAY

God's Word always stands.

3. The Work

The Donkey Drama

Tell the kids you're going to act out the famous donkey-and-angel scene from Numbers 22. Pick volunteers for these roles (rotate them through if you have time and the kids want to do it twice):

- **Balaam** — rides the donkey, gets frustrated, hits the donkey with a stick three times.
- **The donkey** — crawls along on hands and knees, sees the angel each time, and turns away or lies down.
- **The angel** — stands in the path with a "sword" (rolled-up cloth or pool noodle), invisible to Balaam but obvious to the donkey.
- **Narrator** — reads short bits of Numbers 22:22–31 between the beats.

Walk through the scene three times — the three times the donkey turns away, gets squeezed against a wall, and finally lies down. Then play out the moment where the donkey *speaks* (the kid playing the donkey delivers the line in their best donkey voice — encourage the silliness) and the moment Balaam's eyes are finally opened and he sees the angel.

After the drama, before they sit back down, ask:

ASK

Who in this story was actually obeying God — Balaam the prophet, or the donkey?

The donkey. Every time. Even when Balaam was hitting it. The “important” person missed what God was doing, and the animal got it right. That’s how serious God is about his Word — he’ll use a donkey if he has to.

Stands Forever or Doesn’t Stand?

Tape the **STANDS FOREVER** sign on one wall and the **DOES NOT STAND** sign on the opposite wall. You should have a stack of cards. Half the cards have things from God’s Word (with a verse reference). Half have things people sometimes say that go *against* God’s Word.

Hold up one card at a time. Read it aloud. The kids run to the sign that fits. After they pick, you read the verse (if there is one) and explain why the answer is what it is.

Suggested cards (write these out before class):

Stands forever (God’s Word):

- “God will never leave you.” (Hebrews 13:5)
- “Children, obey your parents.” (Ephesians 6:1)
- “Jesus is the way, the truth, and the life.” (John 14:6)
- “God so loved the world that he gave his only Son.” (John 3:16)

Does not stand (people’s sayings):

- “You can do anything you want.”
- “It doesn’t matter if you lie sometimes.”
- “If God really loved you, life would always be easy.”
- “You don’t have to forgive anyone who hurt you.”

Don’t move too fast. After each card, ask the kids *why* it stands or doesn’t. The point is for them to start sorting the loud voices in their world from the steady voice of God’s Word.

Why It Matters

Bring the kids back together and sit them down. Read together:

SCRIPTURE

Numbers 23:19

God is not a man, that he should lie, or a son of man, that he should change his mind. Has he said, and will he not do it? Or has he spoken, and will he not fulfill it?

DISCUSSION

1. Why do you think God used a *donkey* to deliver his message to Balaam? Couldn’t he have just sent another angel?

→ *He could have. But the donkey is funnier and harder to ignore. The point is that God will use anything — anyone — to make sure his Word gets through. If a famous prophet won’t listen, an animal will do.*

2. What’s a voice or a message in your world right now that goes *against* what God says?

→ *Listen. Don’t fix. Honest answers might be: a TV show that says lying is fine, a friend who says cheating doesn’t matter, a feeling that says God doesn’t really care, a video that makes being mean look cool. Any honest answer is the right answer.*

3. If God’s Word always stands, how does that help you the next time a louder voice tries to tell you something different?

→ *Push for specifics. They could remember a verse. They could pray. They could ask a parent. They could say “God said different” out loud, even just to themselves. The point is giving them a tool, not a feeling.*

4. The Point

God's Word Stands Prayer Card

Hand out the **God's Word Stands** prayer cards. Have each student fill in the prompt:

God, this week help me trust what you've said about _____.

Tell them to pick *one* thing God has said — a promise, a command, something about who he is — and write it down. Not “everything.” A specific thing. *That you love me. That you'll never leave me. That you forgive me. That you're with me when I'm scared.*

NOTE

While they fill out the cards, walk around. If a kid is stuck, ask them: “What’s something you wish you could believe more strongly about God this week?” Help them turn it into a sentence they can put on the card.

Memory Verse and Closing

When they're done, have everyone come back together. Read together one more time:

SCRIPTURE

Numbers 23:19

God is not a man, that he should lie, or a son of man, that he should change his mind. Has he said, and will he not do it? Or has he spoken, and will he not fulfill it?

Then say the bottom line one final time, with the kids:

SAY

God's Word always stands.

Close in prayer:

PRAY

God, you stopped a prophet with a donkey because your Word matters that much. Thank you that what you say, you do. Help us this week believe what you've said about us, even when louder voices tell us different things. Use these little cards to remind us. Amen.