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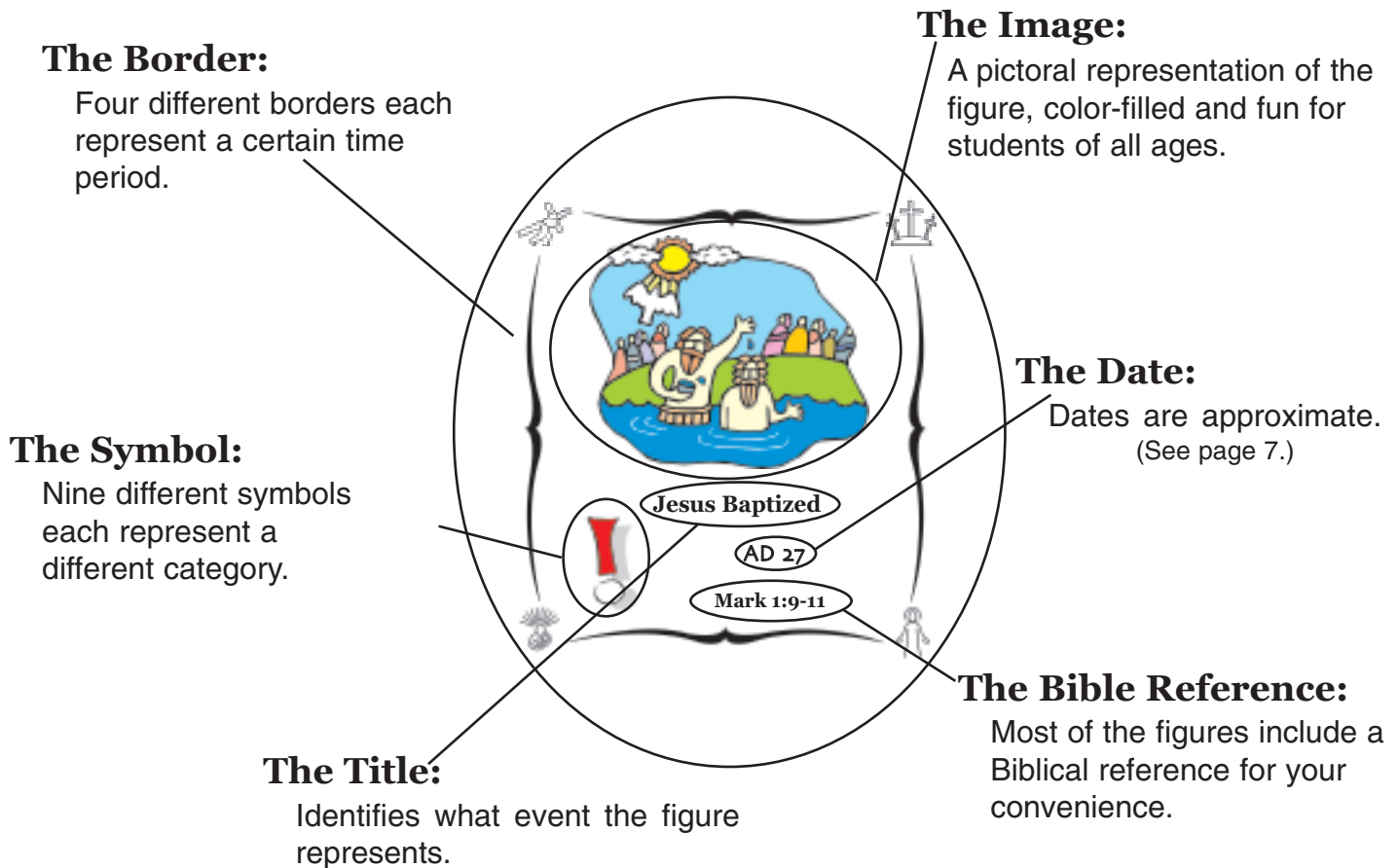
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The Figures

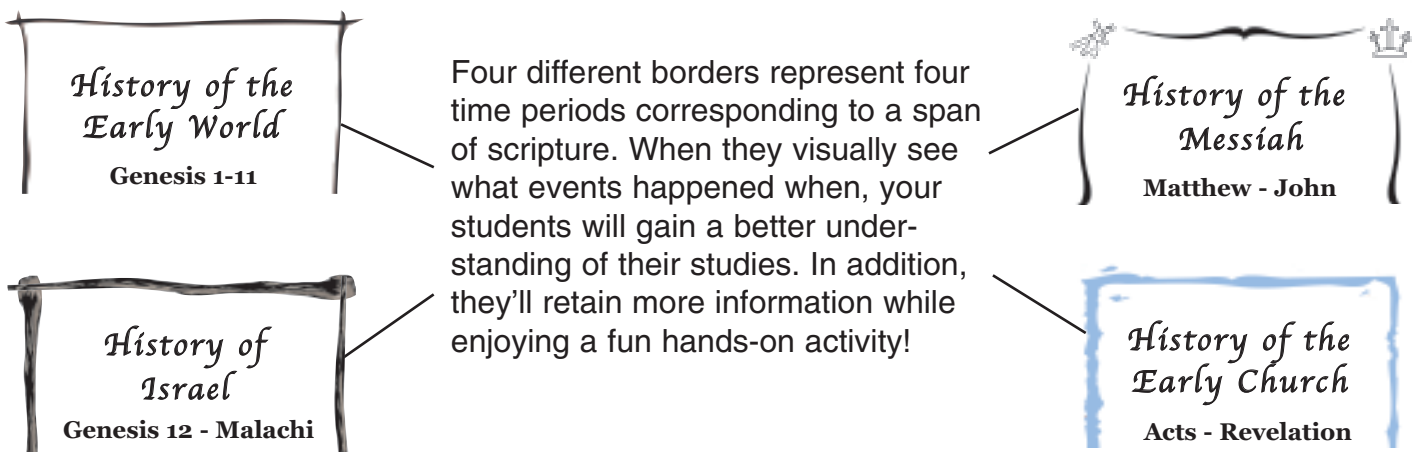
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The Anatomy of a Figure:



The Border:



The Symbol:

Chronological:

Topics:

-  Person
-  Event
-  Prophet
-  Judge

Each symbol in the lower left corner represents the topic of that figure. This will make it easy for your student to see at a glance what the figure is about. When looking for a person all you have to do is scan through all the ones that have a "Person" symbol.

Kings:

The symbols for the kings are depicted in three different pictures, each one representing three classifications of kings. The first few kings of Israel are identified by a pair of unified rings. Later the kingdom became divided creating two separate lineages. The Lion represents the kings of Judah, and the Snake represents the kings of Israel. (No king in the line of Israel followed God.)

-  Unified
-  Judah
-  Israel

Books of the Bible:

The books of the Bible can be divided into six categories. These are represented by a different symbol. The symbols in the Books of the Bible section represent the kind of book. With these figures students can easily identify books of poetry, history, law, and so on. Use them as an added visual when memorizing the books of the Bible.

-  Law
-  Prophetic
-  History
-  Gospel
-  Poetry
-  Epistle

The Date:

Since no one resource contained all the dates selected in this overview of biblical history, multiple references were used. The methods used to determine dates in ancient times sometimes create conflicting dates. These methods can place events from 1-2 years apart to as many as 200-300 years apart. Therefore please recognize that the dates listed are approximate. Your resources may use different dating methods.

The purpose of these figures is not for your students to memorize dates. It is for them to develop a broader understanding of the chronology of events and historical contemporaries. The ultimate goal is to gain a better understanding of the flow of biblical history.

The Bible Reference:

Many figures contain a biblical reference. In some cases there are many Biblical references for a particular event. In such cases only one or two are provided. In the Books of the Bible section the biblical references given are the key verses of the chapter which contain the theme of the book.

How to use these figures:

There are many different ways to use these figures. Part of the fun and learning is coming up with ways on your own. Here are two suggestions:

- **On a Poster:** The *Bible Timeline Figures* were designed to fit on the “*Mark-It Timeline of History*”. Use this laminated timeline, available from Geography Matters, or make your own with posterboard.

- **In a Notebook:** These figures can also be used in a timeline notebook. Notebook timelines provide ample space for more detail than what you can fit on a poster timeline. Have your students choose one or two figures that go along with what they are studying and add them to their timeline. With the extra space provided on each page they can write summary statements or mini biographies using as much detail as they want.

There are two notebook timeline templates starting on page 10. One is for the chronological section of the timeline and the other is for the story lines. Print about 20 sheets of the chronological templates on both sides of the paper. Three-hole punch them and place in a three-ring binder. Use the Story Line template for the Story Line Figures.

Using the line across the middle of the notebook template compare biblical history with world history to see how one influenced the other. You will be amazed at how history comes alive when you begin to understand the Big Picture.

Print the timeline figures on cardstock, regular paper, or on paper with adhesive backing. To add durability, laminate by using wide packing tape on each figure, or cover an entire sheet with clear contact paper. Place the figure on the timeline with glue stick or double-sided tape.

Hands-on activities have always been a wonderful way to get students excited about learning. In reality, that is your ultimate goal in teaching them. If you can inspire them and plant the seed of the love of learning they will seek knowledge throughout their lives. Knowledge will help them to become who God has destined them to be.

Bonus:

The Story Lines:

Included with this set of Bible Timeline Figures is the Story Lines bonus section. This section allows you to teach a Bible story while your students visually see the story progress pictorally. The book of the Bible where each story can be found is posted at the top of the page. After you've finished reading the story ask your students to tell it back to you using the figures as a guide. Another way students can use the story lines is by putting them in chronological order. Since the figures have no dates, titles, or bible references students won't be able to put them in order without knowing the story. There are eight story lines included in this set. The images selected are generally from the main events in the story.



Before or After:*

For two players. Use the timeline figures as cards in this game.

To Play:

1. Deal 5 cards to each player. Place the rest of the cards face down as the draw pile. Select a player to go first.
2. The first player selects one card from his hand and says to the other player, "Tell me an event that happened before..." and reads the event, NOT the date, on the chosen card. (He may choose to ask for an event that happened either BEFORE or AFTER the event on his chosen card).
3. The second player chooses a card from his own hand that names an event that he believes happened before and reads it aloud.
4. If the second player was right he keeps both his card and his opponent's card for scoring later. The first player must take a new card from the draw pile and add it to his hand.

5. If the second player is wrong he must take a card from the draw pile and add it to his hand. The first player keeps both cards for scoring later. Cards kept for scoring are placed aside to count at the end of the game.
6. Now it is the second player's turn to ask his opponent. Play continues as in rules 2-5 until one player is out of cards.

To Win:

Score points by counting cards kept. Each card counts as one point. Each card left in the hand at the end of the game counts as one point against the total score. The player with the most points is the winner.

Optional Rules:

This game can be played with more than 2 players if each person asks the "before" or "after" question to the person on his left. That person becomes the questioner on the next turn.

(*Taken from *Historical Timeline Figures* by Liberty Wiggers. Used by permission.)