

"WHO AM I?" BIBLE CHARACTER MYSTERIES

# CASEBOOK

for parents

MOSES



DANIEL



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LOT'S WIFE



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JOSHUA



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NOAH



**60 DAYS OF  
MYSTERY FUN!**

- ✓ DAILY FAMILY ACTIVITIES
- ✓ 21 BIBLE CHARACTER MYSTERIES
- ✓ FREE ADVENTURES IN ODYSSEY EPISODES
- ✓ ANSWERS TO EVERY CASE AND PUZZLE

# CASEBOOK INSTRUCTIONS

**HELP YOUR CHILDREN UNCOVER  
AND LEARN ABOUT 21 BIBLE CHARACTERS**

**E**ach week you'll find two or three cases to solve and two or three clues for each Bible character. Start the sleuthing by sharing one clue each day with your children. You'll also find a fun activity to do and a Bible verse or Scripture passage to read.

After you finish with the daily clue and activity, direct your children to their Detective's Notebook. The notebook provides a daily puzzle and yet another clue to help them crack the case. They will need the Mystery Decoder to solve most of the puzzles, so make sure to print the Detective's Kit Extras. The extras also include a detective badge, magnifying glass bookmark, "Who Am I?" poster and Bible character illustrations.

Once your family has solved a case, have your children mark their progress by cutting out and attaching the correct Bible character illustration to the poster and the Detective's Notebook. Case closed!

Each Sunday, your children will be asked to decode a secret website. The website address will lead you directly to an Adventures in Odyssey audio drama featuring one of the mystery Bible characters.

**FOR ANSWERS TO THE PUZZLES IN THE DETECTIVE'S NOTEBOOK, SEE LAST TWO PAGES.**

# WEEK ONE

## THE CASE OF THE PEEKING PERSON

MONDAY, JUNE 2

### CLUE NO. 1

Make an obstacle course that zigzags across your yard. Hold hands until everyone in the family is connected, then walk through the course together. Angels grabbed the hands of our mystery person and his or her family members and helped them flee for their lives. When traveling through life and its obstacles, it's good to have loved ones to hold your hand and help you. God always holds your hand, too, and He never lets go. **Psalm 73:23**

TUESDAY, JUNE 3

### CLUE NO. 2

Blindfold your kids and ask them to follow your directions as they step across the room. Ask: "Was it hard to trust those directions and not be tempted to peek?" Angels told our mystery person not to look back or something bad would happen. God gives us instructions and expects us to trust Him. He knows what's best for us. **Isaiah 26:4**

WEDNESDAY, JUNE 4

### CLUE NO. 3

With your kids, make salt dough using two cups of all-purpose bleached flour, one cup of salt and three-fourths cup of water. Have them each build a pillar, or column, with the dough. When this mystery person disobeyed God's instructions and looked back, he or she turned into a pillar of salt. Who was this person? Read **Genesis 19:15-26** to solve the case. Keep the pillar as a reminder to obey God's voice.

## THE CASE OF THE BRAVE LEADER

THURSDAY, JUNE 5

### CLUE NO. 1

Play a game of freeze! Have everyone run around until the leader yells, "Freeze!" See how long you can stand still in your frozen position. Last one to move is the winner! During an important battle, our mystery person asked the Lord to "freeze" the sun and keep it from going down because it was easier to fight in the daylight. God heard this request and actually stopped the sun until the soldiers won the victory! Always remember that you have the strong and mighty God on your side, too. **Psalm 24:8**

FRIDAY, JUNE 6

### CLUE NO. 2

Pile up several large rocks to create a "monument." Our mystery person, a faithful leader of Israel, saw God do many amazing miracles. One day, God parted a river so the Israelites could walk to the other side. Then God told His people to build a monument out of stones so they would remember this miracle. At your monument, recall some prayers that God has answered or blessings that He has given to your family. Every time you see your monument, remind yourself of all God has done for you. **Psalm 103:2**

SATURDAY, JUNE 7

### CLUE NO. 3

Choose several types of fruit at the grocery store, including at least one you haven't tried before, and have a milk, honey and fruit picnic. Our mystery person bravely led the Israelites into the Promised Land, which was flowing with milk and honey just as God had promised. That meant the land was full of good things to eat, such as grapes, figs and pomegranates. When God makes a promise, He always keeps it! To learn the mystery person's identity, read verses **4:4-7** in the book that follows Deuteronomy.

SUNDAY, JUNE 8

Today, your kids can use their decoders to find a secret website in their Detective's Notebook. Once they decode the puzzle, you can visit the website with them to listen to an Adventures in Odyssey audio drama about yesterday's mystery character.

# WEEK TWO

## THE CASE OF THE LOVING PRISONER

MONDAY, JUNE 9

### CLUE NO. 1

While making cookies, have everyone taste a small amount of each ingredient. (Don't try uncooked eggs, please!) Were some ingredients unappealing alone, even though they taste great together? Today's mystery character was sent to an island as a prisoner of the Roman government. No one wants to be a prisoner, but God had a plan for this person. He sent an angel to give this old believer an important message. The person wrote down the message, and now it is in the Bible! Even though some of the ingredients in our lives may seem unpleasant, we can be certain that God will work all things together for the good of those who love Him and are called according to His purpose.

**Romans 8:28**

TUESDAY, JUNE 10

### CLUE NO. 2

As a family, make a poster with drawings of simple, practical ways that you can love and care for others you know. Our mystery character used the phrase "the disciple whom Jesus loved" to refer to himself. In one of the letters written by this person, we learn that our love for others is a sign that God dwells in us. We love because He first loved us (**1 John 4:19**). Find more evidence to solve this mystery in **Revelation 1:1-3** and **1:9-11**. Could you also call yourself "the disciple whom Jesus loves"?

## THE CASE OF THE BLESSED MOUTH

WEDNESDAY, JUNE 11

### CLUE NO. 1

Have each family member think of one encouraging thing to say to each person. Take turns sharing your thoughts. Today's mystery person was called "Son of Encouragement" by friends. When new believers in Antioch started a church, our mystery person traveled there to encourage them. God wants us to encourage and build each other up.

**1 Thessalonians 5:11**

THURSDAY, JUNE 12

### CLUE NO. 2

As a family, pair up and practice sharing the Gospel with each other in two minutes or less. What information is most important to share? Our mystery character was the apostle Paul's companion during his first missionary journey. They traveled to cities along the coasts of Syria, Turkey and Cyprus. Who was this person? Find out as you read **Acts 13:1-3**. Jesus told us to share the Good News with others.

## THE CASE OF THE WISE WOMAN

FRIDAY, JUNE 13

### CLUE NO. 1

Make a list of some random claims—some that are true and some that are false. Some should be obviously true or false, but make others challenging. Read each claim and ask family members to stand up if they think the statement is true. Talk about how we all want to stand up for the truth, but in real life, sometimes it is hard to know what is true and what is false. We need God's wisdom (**James 1:5**). Today's mystery character spoke God's wisdom to the Israelites and stood up for the truth.

SATURDAY, JUNE 14

### CLUE NO. 2

Go outside and play a game of follow the leader. Encourage older kids to come up with crazy routines and see if the family can follow along. Being a leader can be fun when playing a game, but tough in real-life situations. Our mystery character was the only female judge appointed over Israel. That position of leadership required honesty, courage and trust. This person trusted God even in situations where others were afraid—including going into battle to show faith in God's promise of victory. Read **Judges 4:1-10** to crack this case.

SUNDAY, JUNE 15

Today, your kids can use their decoders to find a secret website in their Detective's Notebook. Once they decode the puzzle, you can visit the website with them to listen to an Adventures in Odyssey audio drama about yesterday's mystery character.

# WEEK THREE

## THE CASE OF THE IMPRISONED TENTMAKER

MONDAY, JUNE 16

### CLUE NO. 1

Give each person in your family a few toothpicks, some mini-marshmallows and a tissue. Ask family members to build the best tent they can in five minutes. Have fun comparing designs. Today's mystery character was a tentmaker and used those abilities to earn money for missionary activities. You may not be a great tentmaker, but we all have skills and talents we can use to honor God. **1 Peter 4:10**

TUESDAY, JUNE 17

### CLUE NO. 2

Turn off the lights in your house, gather the entire family in a cramped space, such as a bathroom or walk-in closet, and sing two or three praise songs together. We're used to worshiping God through song in church, but in reality we can worship God anywhere, anytime (**Psalms 113:3**). Our mystery character was faithful to praise God in all situations—even while locked in a prison cell.

WEDNESDAY, JUNE 18

### CLUE NO. 3

Grab some flashlights and head outside at night or to a dark basement for a game of flashlight tag. If the person who is "it" shines the light on you, you're caught! You then get a flashlight, too, and join the tagger in trying to tag others. Today's character saw a bright light while traveling down a road. Through this "bright" encounter with Jesus, the character trusted God and lived a completely changed life, helping others to know Jesus, too. Like this character, we can share the light of Jesus with the world. Read **Acts 9:1-20** to solve the mystery.

## THE CASE OF THE OBEDIENT BUILDER

THURSDAY, JUNE 19

### CLUE NO. 1

Walk around your neighborhood with your family, and pray for your neighbors as you pass by each house. When you love and pray for others and obey God's Word, you are walking with God (**Ephesians 5:1-2**). The Bible says today's mystery character "walked with God."

FRIDAY, JUNE 20

### CLUE NO. 2

Draw a house, boat, car or other item that your children can build. Have them build the item with cardboard or other household materials, using the drawing as their instructions. God gave our mystery person special instructions to build something that would save the lives of this character's family. The truths in God's Word are our "instructions" for life! **Psalms 32:8**

SATURDAY, JUNE 21

### CLUE NO. 3

Play animal charades! Take turns imitating a different animal (without sounds!) and trying to guess what it is. Our mystery character helped save every kind of animal from a worldwide flood. God cares for all of His creation. Who was this mystery person? Read **Genesis 6:9-22** to find out.

SUNDAY, JUNE 22

Today, your kids can use their decoders to find a secret website in their Detective's Notebook. Once they decode the puzzle, you can visit the website with them to listen to an Adventures in Odyssey audio drama about yesterday's mystery character.

# WEEK FOUR

## THE CASE OF THE FORGIVEN FISHERMAN

MONDAY, JUNE 23

### CLUE NO. 1

Fill a large bowl with water and float some fish-shaped crackers on the surface. Then take turns bobbing for fish, trying to catch them in your mouth! God says that we are to be fishers of people, encouraging others to trust Him and give up their lives to follow Him. Sometimes that can seem difficult! But when we live our lives for Jesus, others will want to know more about Him. Today's mystery character was a fisherman who gave up his job to follow Jesus and become a "fisher of men." **Matthew 4:19**

TUESDAY, JUNE 24

### CLUE NO. 2

Cover a cookie sheet with shaving cream, and have each family member write or draw a picture of something he or she has done that was wrong. Take the cookie sheet to the sink and pour water over it, washing it clean. Talk about how Jesus washes away our sins through forgiveness (**1 John 1:9**). Our mystery character lied by telling people that he didn't even know Jesus. It was a terrible thing to do, but Jesus forgave this person and washed away his sin.

WEDNESDAY, JUNE 25

### CLUE NO. 3

Fill a bucket with water, and test some household items to see if they will float or sink. Have family members make their predictions before putting each object into the water. Jesus told our mystery person to walk on water—but when the person took his eyes off Jesus, he quickly sank. It's a lesson to us to keep our focus on Jesus and trust Him, even when He asks us to do what seems impossible. Trust in His faithfulness to carry you. **Matthew 14:22-33** will help you unravel this mystery.

## THE CASE OF THE DREAM TELLER

THURSDAY, JUNE 26

### CLUE NO. 1

Prepare and eat a meal (or snack) of only vegetables and water. Today's mystery person ate only veggies and water for 10 days! This person was obeying God's laws in the Old Testament by not eating meat offered to him by a certain King. God probably hasn't asked you to eat only veggies, but He has asked you to obey Him. God's Word tells us that we show our love for God through our obedience to Him.

**John 14:15**

FRIDAY, JUNE 27

### CLUE NO. 2

Parents, fill a large glass jar with boiling water, then use hot pads to carefully pour out all the water except for an inch. Have your kids place a strainer over the jar's mouth and put ice cubes in the strainer. Place an object behind the glass jar. See the fog forming? How well can you see the object now? A lot of knowledge is hidden from people, just like buildings and other things are hidden by a thick fog. But nothing is ever hidden from God—not our actions, thoughts or dreams. Our mystery person had to interpret a king's dream. After asking God for help, this person praised God for providing the answer and revealing "deep and hidden things." **Hebrews 4:13**

SATURDAY, JUNE 28

### CLUE NO. 3

Do a family "trust fall." Ask your kids to stand with their backs to you and fall backward into your arms. (You might want to put a pillow on the ground just in case of a mishap.) Ask: "Was it hard to trust that someone would catch you?" The Bible teaches us that God is completely trustworthy and will care for us. We can trust in Him even in scary or dangerous situations. Our mystery character trusted God even when thrown into a den of wild, hungry lions. Crack this case by reading verses **6:1-23** in the book following Ezekiel.

SUNDAY, JUNE 29

Today, your kids can use their decoders to find a secret website in their Detective's Notebook. Once they decode the puzzle, you can visit the website with them to listen to an Adventures in Odyssey audio drama about yesterday's mystery character.

# WEEK FIVE

## THE CASE OF THE TALENTED RIVER WATCHER

MONDAY, JUNE 30

### CLUE NO. 1

Put on a talent show in which each family member has one minute to perform a talent. Anything from singing to drawing to silly tricks will work. Today's mystery character sang a famous song honoring God. We can see God's creative talent in everything from the colorful tropical fish He created to the billions of snowflakes and sunsets He designs. Your talents come from God, too. He wants you to use them for Him. **Colossians 3:23**

TUESDAY, JULY 1

### CLUE NO. 2

Give everyone three minutes to find something in your house that offers protection—a helmet, shin guards, an oven mitt, sunglasses or any other protective item. Explain that each object is used to offer protection in a certain situation, but that God is our ultimate protector. Our mystery person was used by God to provide special protection for a baby brother who was floating in a basket in the Nile River. Read **Exodus 2:1-10** and **Exodus 15:20-21** to identify this person.

## THE CASE OF THE CRYING CUPBEARER

WEDNESDAY, JULY 2

### CLUE NO. 1

Have two family members stand facing each other with palms up. Ask them to lean their bodies together until their hands meet, then gently push off the other's hands and "spring" back. If they trust each other, they won't fall. Today's mystery person was the royal cupbearer for a powerful king. This person's job was to drink from the king's cup to make sure there was no poison. The king trusted this person to keep him safe. The cupbearer trusted someone else: God! You can trust God, too. **Isaiah 26:4**

THURSDAY, JULY 3

### CLUE NO. 2

Build a wall using wooden blocks, LEGOs or plastic cups. One day, our mystery person received terrible news: An enemy had destroyed the walls of his hometown. This faithful servant wept and prayed for God's help. God answered, and made it possible for this person to rebuild the walls. God wants us to bring our requests to Him (**Philippians 4:6-7**). To solve the mystery, read verses **1:1-4** and **2:1-17** in the book that follows Ezra.

## THE CASE OF THE LONE VOICE

FRIDAY, JULY 4

### CLUE NO. 1

Blindfold your children and describe a snack in detail. Give them a great snack, but not the one you described. Ask: "Was it confusing to receive something different from what you were expecting?" Many people had doubts about Jesus because He was so different from what they expected the Messiah to be. They were looking for a powerful ruler, not a humble teacher. Today's mystery person knew Jesus was the Messiah, but later had doubts. The person sent messengers to ask Jesus if He was really the Messiah. Even when we don't understand God's plans, we can be confident that He will always do what is best for us. **Psalms 27:14**

SATURDAY, JULY 5

### CLUE NO. 2

Roll paper into a megaphone. Blindfold one family member at the beginning of an easy obstacle course. Have another stand at the end of the course and guide the blindfolded person safely through the course using the megaphone. Take turns guiding and being guided. Our mystery person was a "voice of one crying in the wilderness," someone who called people to repent from their sins and turn to God. God has sent us the written Word (the Bible) to call us to repent from our sins and come to the living Word (Jesus). Read **Matthew 3** to solve this case!

SUNDAY, JULY 6

Today, your kids can use their decoders to find a secret website in their Detective's Notebook. Once they decode the puzzle, you can visit the website with them to listen to an Adventures in Odyssey audio drama about yesterday's mystery character.

# WEEK SIX

## THE CASE OF THE COLORFUL DREAMER

MONDAY, JULY 7

### CLUE NO. 1

Play a game of family freeze tag. When someone is tagged, that person is frozen until “set free” when another family member crawls through his or her legs. When someone mistreats us, we might feel angry and want to get revenge. Our hearts can become “frozen” with bitterness. But when we choose to forgive, we release our hearts from any bitterness (**Colossians 3:12-13**). Today’s mystery character was treated very badly but chose forgiveness instead of revenge.

TUESDAY, JULY 8

### CLUE NO. 2

Fill a bowl with raw popcorn, rice or oats. Place two empty cups across the room and divide your family into two teams. Using a spoon to transfer the grain from bowl to cup, see which team can fill its cup first. Our mystery person interpreted a dream that predicted a coming famine. Because of this person, a nation was able to store up grain and save its people from the famine. But instead of claiming to be great, this leader was full of humility and gave the credit to God. Think of areas in your life in which you can show humility and give glory to God for your abilities and successes. **Proverbs 15:33**

WEDNESDAY, JULY 9

### CLUE NO. 3

Wrap a family member in a “coat of many colors” made from items you have around the house: streamers of various colors, colored bath towels or bed sheets. You can even make it a contest or fashion show by having more than one “model.” Our mystery person was given a coat or robe of many colors by his father. This special coat showed that his father favored him over his brothers. But this character’s life wasn’t easy. He spent many years as a slave and then as a prisoner until God finally delivered Him. Uncover this person’s identity in **Genesis 37:1-4**.

## THE CASE OF THE FIRE WATCHER

THURSDAY, JULY 10

### CLUE NO. 1

Gather some matches, several twigs or kindling and one sheet of newspaper. In a fireplace, fire pit or an old pan on an outdoor grill, let each family member who is old enough try to light a fire with only one match each. (Never try this without an adult present!) Once lit, watch the flames burn. Even when we simply light a match, fire gets our attention! But it’s even more important for us to pay attention to God and what He says to us (**Luke 11:28**). Do you ever have trouble listening to God? God used fire to get the attention of today’s mystery character.

FRIDAY, JULY 11

### CLUE NO. 2

Buy some cheap plastic bugs or frogs. Help your children make Jell-O and place the small creatures inside, or help them bake and decorate cupcakes with the bugs on top. Talk about God’s power over all nature—from tiny bugs to raging rivers and even life itself (**Jeremiah 10:13; Mark 4:39**). Through today’s character, God displayed His power over nature.

SATURDAY, JULY 12

### CLUE NO. 3

Place a marble in the middle of a flat plate and have family members try to balance it on one hand, keeping the marble in the center of the plate. Then put the marble in a bowl and try balancing again. It’s much easier to keep the marble in a bowl where there are raised edges, or boundaries. God has given us rules that create boundaries for our lives—not to limit us, but to make our lives better. Our mystery character was given 10 very important rules called commandments. Who was this person? Read **Deuteronomy 5** to find out.

SUNDAY, JULY 13

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# WEEK SEVEN

## THE CASE OF THE HOSPITABLE TEACHER

MONDAY, JULY 14

### CLUE NO. 1

Build a tent inside your house with tables and blankets; make it big enough for the whole family to sit inside. Does it feel crowded in your tent? Could you make room for one more? What about in your house—do you make room to welcome others and care for them? Today's mystery person was a tentmaker and welcomed the apostle Paul and other Christians into his or her home. **Romans 12:13**

TUESDAY, JULY 15

### CLUE NO. 2

Write down John 3:16 or another common verse, and then cut out each word and scramble them. Work together as a family to put the words of the verse in correct order. How can a few out-of-place words change the message of the verse? Talk about the importance of knowing God's Word. Our mystery person was a teacher, and he or she was faithful to correct others so they would teach the right things about Jesus. Find more evidence to solve the case in **Acts 18:1-3,24-28**.

## THE CASE OF THE FAITHFUL FOLLOWER

WEDNESDAY, JULY 16

### CLUE NO. 1

Have two people stand next to each other with a balloon between their backs and run together to a finish line. How quickly can you make it there without dropping the balloon? To reach the goal, you need to stick together and follow each other. Today's mystery character decided to stick with a poor family member and move to another country just to care for the relative. The person left behind friends and home to follow the relative who needed help. Jesus told us that if we want to follow Him, we must give up our own desires and faithfully follow Him in all areas of our lives. **Mark 8:34**

THURSDAY, JULY 17

### CLUE NO. 2

Grab some crayons or colored pencils and follow these step-by-step instructions: Draw a large circle on a white sheet of paper. Draw a small circle inside the center of the large circle. Color pink outside the small circle but inside the large circle. Make dots of many colors in the pink area. Does your drawing look like a doughnut? Our mystery person obeyed a family member's instructions exactly, and as a result, God provided this Bible character with a spouse. Their son was the grandfather of King David and an ancestor of Jesus! Who was this mystery person? Discover the answer by reading verses **3:1-6** in the only book of the Bible beginning with "Ru."

## THE CASE OF THE DELAYED DAD

FRIDAY, JULY 18

### CLUE NO. 1

Turn each family member's name into an acrostic. Have everyone think of encouraging words that begin with the letters of each name. You'll have a great poem for each person! God told today's mystery character to follow Him to a new land and promised that every family on earth would be blessed through this person. If we follow Jesus with our whole heart, mind and strength, our name will be written in the Book of Life. Jesus will tell the Father about us and we will be blessed forever. **Revelation 3:4-5**

SATURDAY, JULY 19

### CLUE NO. 2

Use markers and colored paper to create a family tree together. Include grandparents and great-grandparents if you can. God promised to give our mystery person a child and to make the person's descendants as numerous as the stars in the sky. God fulfilled His promise when the mystery person was 100 years old—as old as a great-grandparent! Read **Genesis 18:1-15** and **21:1-7** to solve the mystery.

SUNDAY, JULY 20

Today, your kids can use their decoders to find a secret website in their Detective's Notebook. Once they decode the puzzle, you can visit the website with them to listen to an Adventures in Odyssey audio drama about yesterday's mystery character.

# WEEK EIGHT

## THE CASE OF THE WISE BUILDER

MONDAY, JULY 21

### CLUE NO. 1

Use sugar cubes, LEGOs or other small building blocks to construct a rectangular building with three rooms as a model of Israel's temple. Our mystery person finished building the temple of God. Talk about where your family worships God. While we can worship God anywhere, it's important to worship with other people, too. Worshiping God at church is a wonderful freedom that not everyone in our world enjoys. **Hebrews 10:24-25**

TUESDAY, JULY 22

### CLUE NO. 2

Place a pile of dollar bills on one side of a room and a Bible on the other. Tell each family member to keep his or her eyes on the money while trying to walk to the Bible. Was this difficult to do? Our mystery person became very wealthy. If we are wealthy, we must be careful! If our minds are busy thinking about money and all our things, it can be hard to focus on serving God. He wants us to love Him more than money. **Matthew 6:24**

WEDNESDAY, JULY 23

### CLUE NO. 3

Have each family member gather one pair of socks, separate them and throw them in a pile. Then take turns blindfolding each family member. Set a timer for 30 seconds and have each person try to find his or her socks in the pile. Try it again, but this time, have one family member who can see the pile give instructions to the others. Just as it's hard to find your socks in the pile without guidance, it can be hard to make right choices in life without God's help. Our mystery person asked God for guidance and became famous for the great wisdom God provided. Find out who it was in **1 Kings 4:29-34**.

## THE CASE OF THE UNEXPECTED HERO

THURSDAY, JULY 24

### CLUE NO. 1

Find a few objects and wrap one gift per family member. Make some packages plain and some fancy. Make sure there is one gift everyone will think is best, and wrap that one in the plainest way possible. Have each person choose and open a present. You can't tell what's inside a package by the wrapping, can you? The same is true with people—you can't tell what's in a person's heart by the way he or she looks. Today's mystery person was the youngest in the family, and nobody expected God to choose this person to accomplish great feats. **1 Samuel 16:7**

FRIDAY, JULY 25

### CLUE NO. 2

When it's dark, have one person ("the shepherd") sit guarding several stuffed animals ("the sheep"). Have the rest of the family growl and roar while trying to swipe the stuffed animals. If the shepherd tags a prowling "wild animal," that person is out. Take turns, and see who can keep the most sheep protected. Lots of situations in life can seem scary, but we can trust that God is always with us (**Psalms 118:6**). Because our mystery person knew that God was faithful, he or she had great courage, even when facing lions and bears to protect the family's sheep.

SATURDAY, JULY 26

### CLUE NO. 3

Use rubber bands and Y-shaped sticks to make slingshots, or stretch a rubber band between your index finger and thumb. See how well everyone can shoot peanuts or mini-marshmallows at a target. Would you be willing to fight a dangerous enemy with nothing but a slingshot? Sometimes God asks us to do things that seem impossible so that others can see His power. Our mystery person trusted God's strength and took on a giant with only a sling. Find out who it was in **1 Samuel 17:32-50**.

SUNDAY, JULY 27

Today, your kids can use their decoders to find a secret website in their Detective's Notebook. Once they decode the puzzle, you can visit the website with them to listen to an Adventures in Odyssey audio drama about yesterday's mystery character.

# WEEK NINE

## THE CASE OF THE RELUCTANT BATHER

MONDAY, JULY 28

### CLUE NO. 1

Fill a bowl halfway with water. Shake pepper over the water until it covers the surface. Next, put dish soap on your finger and dip it into the center of the bowl. What happens to the pepper? The pepper represents a painful skin disease called leprosy that today's mystery character suffered from. This army leader wanted the leprosy to disappear just like the pepper disappears to the edge of the bowl! But only God could heal this disease, and a young slave girl knew it. She wanted to help, so she told the leader's family about a prophet who could ask the Lord to heal people. **Psalms 30:2**

TUESDAY, JULY 29

### CLUE NO. 2

Add some dirt, rocks and water to a clear glass or jar, and stir. In Old Testament days, the Jordan River probably looked muddy like your water. Elisha the prophet instructed our mystery character to wash in this dirty river seven times in order to be healed. At first, this person was proud and thought he or she was too important to get dirty. But God wants us to be humble and be willing to do whatever He asks of us. Solve the mystery and read the rest of the story in **2 Kings 5:1-14**.

## THE CASE OF THE ROYAL RESCUER

WEDNESDAY, JULY 30

### CLUE NO. 1

During a family meal, use only Pig Latin to communicate with each other. Move the first letter of each word to the end of the word and then add "ay." For example, say "lease-pay" for "please" and "hanktay ouyay" for "thank you." Did it feel uncomfortable to do this? Learning foreign languages and customs can be difficult, too. Today's mystery character had to live in a foreign kingdom, but God watched over this person in his or her new home. The Bible tells us that God helps us while we live on earth, but our true home is heaven. **Revelation 21:1-4**

THURSDAY, JULY 31

### CLUE NO. 2

Divide your family into two teams. Take turns playing a charades-like game, acting out the role of a rescuer (a fireman, doctor, police officer, etc.) without using words, while the other team guesses the type of rescue worker. God placed our mystery character in a difficult situation for a specific reason. The person became royalty and then risked his or her life to save the Jewish people. Jesus gave us a special rescue mission, too—to tell others of His saving love. Uncover this person's identity in the book that starts with "Es," by reading verses **3:8-11**, **4:15-17** and **7:1-6**.

# DETECTIVE'S NOTEBOOK: PUZZLE ANSWERS

## THE CASE OF THE PEEKING PERSON

June 2: in a city  
June 3: Escape to the hills.  
June 4: Lot's wife

## THE CASE OF THE BRAVE LEADER

June 5: strong and courageous  
June 6: Jordan  
June 7: Joshua  
June 8: seige  
Website: [WhitsEndBlog.org/siege](http://WhitsEndBlog.org/siege)

## THE CASE OF THE LOVING PRISONER

June 9: James  
June 10: John

## THE CASE OF THE BLESSED MOUTH

June 11: Sold a field and laid the money from  
it at the apostles' feet.  
June 12: Barnabas

## THE CASE OF THE WISE WOMAN

June 13: Judges  
June 14: Deborah  
June 15: Kishon  
Website: [WhitsEndBlog.org/kishon](http://WhitsEndBlog.org/kishon)

## THE CASE OF THE IMPRISONED TENTMAKER

June 16: This person was blind for three days.  
June 17: wrote many books in the Bible  
June 18: Saul and Paul

## THE CASE OF THE OBEDIENT BUILDER

June 19: This person had three sons.  
June 20: gopher wood  
June 21: Noah  
June 22: Noah  
Website: [WhitsEndBlog.org/noah](http://WhitsEndBlog.org/noah)

## THE CASE OF THE FORGIVEN FISHERMAN

June 23: Rock  
June 24: The mystery person wrote two books in the Bible.  
June 25: Peter

## THE CASE OF THE DREAM TELLER

June 26: Belteshazzar  
June 27: prayed three times a day  
June 28: Daniel  
June 29: deliver  
Website: [WhitsEndBlog.org/deliver](http://WhitsEndBlog.org/deliver)

## THE CASE OF THE TALENTED RIVER WATCHER

June 30: Her brother was slow of speech.  
July 1: Miriam

## THE CASE OF THE CRYING CUPBEARER

July 2: Jerusalem  
July 3: Nehemiah

## THE CASE OF THE LONE VOICE

July 4: locusts and wild honey  
July 5: John the Baptist  
July 6: deal  
Website: [WhitsEndBlog.org/deal](http://WhitsEndBlog.org/deal)

# DETECTIVE'S NOTEBOOK:

## PUZZLE ANSWERS (CONTINUED)

### THE CASE OF THE COLORFUL DREAMER

July 7: brothers (black, red, orange, tan, emerald, rose, silver)

July 8: prison

July 9: Joseph

### THE CASE OF THE FIRE WATCHER

July 10: adopted by a princess

July 11: an important leader

July 12: Moses

July 13: Passover

Website: [WhitsEndBlog.org/passover](http://WhitsEndBlog.org/passover)

### THE CASE OF THE HOSPITABLE TEACHER

July 14: in the book of Acts

July 15: Priscilla

### THE CASE OF THE FAITHFUL FOLLOWER

July 16: "Your people will be my people, and your God my God."

July 17: Ruth

### THE CASE OF THE DELAYED DAD

July 18: God changed this person's name.

July 19: Abraham

July 20: ground

Website: [WhitsEndBlog.org/ground](http://WhitsEndBlog.org/ground)

### THE CASE OF THE WISE BUILDER

July 21: forty years

July 22: David

July 23: Solomon

### THE CASE OF THE UNEXPECTED HERO

July 24: wrote many songs

July 25: "The battle is the LORD'S."

July 26: David

July 27: giant

Website: [WhitsEndBlog.org/giant](http://WhitsEndBlog.org/giant)

### THE CASE OF THE RELUCTANT BATHER

July 28: Old Testament

July 29: Naaman

### THE CASE OF THE ROYAL RESCUER

July 30: A king gave this person a great feast.

July 31: Esther