



# Punished



## KEY WORDS—

Captivity

Visions

Punishment

Messiah

Repentance



## KEY VERSE—

8 But Daniel purposed in his heart that he would not defile himself with the portion of the king's delicacies, nor with the wine which he drank; therefore he requested of the chief of the eunuchs that he might not defile himself.

Daniel 1:8

44 "And in the days of these kings the God of heaven will set up a kingdom which shall never be destroyed; and the kingdom shall not be left to other people; it shall break in pieces and consume all these kingdoms, and it shall stand forever."

Daniel 2:44

## **PUNISHED—Essential Knowledge and Skills**



### **NAME THE 4 JEWISH CAPTIVES IN THE LAND OF BABYLON:**

Daniel, Shadrach, Meshach and Abednego

### **TELL THE INTERPRETATION OF NEBUCHADNEZZAR'S DREAM:**

Head of Gold = Babylon

Chest and arms of Silver = Persia

Belly and thighs of Bronze = Greece

Legs and feet of iron mixed with clay—Rome

Stone that destroyed the statue = God's Kingdom

### **DEFINE THESE WORDS:**

Captivity, Punishment, Repentance, Visions, Messiah

# Timeline Talk-Punished



**P** oor...

**U** nhappy Jews

**N** o Country

**I** srael no More

**S** hadrach, Meshach & Abednego

**H** andwriting on the Wall

**E** xile

**D** aniel



# EVENTS FROM PUNISHED

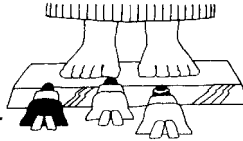
King Nebuchadnezzar of Babylon carried Judah into captivity.



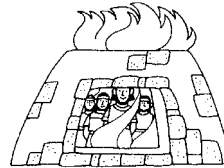
*GOD'S PEOPLE SENT TO BABYLON*

Four young men from Judah, Daniel, Shadrach, Meshach, and Abednego refused to eat the king's food and were blessed.

Shadrach, Meshach and Abednego refused to bow to the king's statue and were thrown into the fiery furnace but were saved by an angel.



*BABYLONIAN STATUE*



*THE FIERY FURNACE*

Daniel interpreted the handwriting on the wall for king Belshazzar.



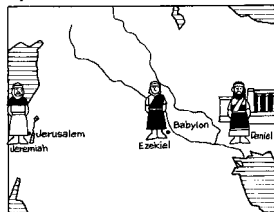
*HANDWRITING ON THE WALL*

Daniel was thrown to the lions for praying to God, but is saved.



*DANIEL IN THE LION'S DEN*

Jeremiah, Ezekiel and Daniel all had visions from God about future things.



*HOPE FOR GOD'S PEOPLE*