

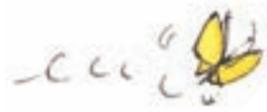
Animals from the Bible

Animals play roles in various chapters of the bible from Genesis to Revelations. The first animal to appear in the Bible is the snake and from then onwards, all kinds of animals and species appear. When you read the Bible, you realize the importance of animals in man's life. In Biblical times, they were already used for draught, transport and protection and many were hunted as a source of food. Many of the animals that appear in the Bible now have

different functions than in former times. For example, horses were not recreational animals, but rather were used to pull battle chariots. Dogs also appear, but not as pets. They were used as sheepdogs, among other things and were sometimes poorly esteemed creatures. In the Bible, animals are often used to express or symbolize a defect or a virtue. The lion represents untamable strength and men of all times have considered it as the "king of the animals", while sheep represent the defenseless figure of man.

To begin with, we will see two Bible passages showing that animals were already a part of man's life at the time.





The Sheep

"Pay back into the laps of our neighbors seven times the reproach they have hurled at you, O Lord.

Then we your people, the sheep of your pasture, will praise you forever; from generation to generation we will recount your praise."

(Psalm 79: 12-13 – Salvation of those condemned to death)



Symbolism

Sheep symbolize God's flock, loyal to him. In the Christian faith, God always appears as the shepherd, guiding his flock of sheep, mankind, to follow his path in kindness and goodwill.

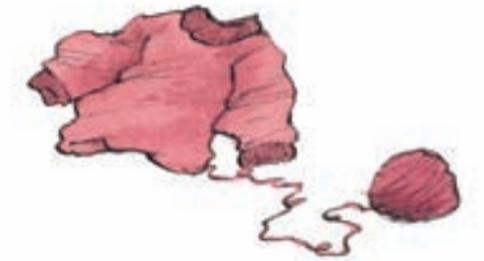


Did you know that...?

Sheep provide us with meat, milk and wool. The most widespread breed, the merino sheep, is highly valued for its wool. Sheep cannot judge distance, but the side position of their eyes and horizontal pupils allow them to spot predators, even if they approach them from behind.

THE SHEPHERD AND HIS SHEEP

A good shepherd must make sure the sheep stay in the sheepfold and don't stray away from it.

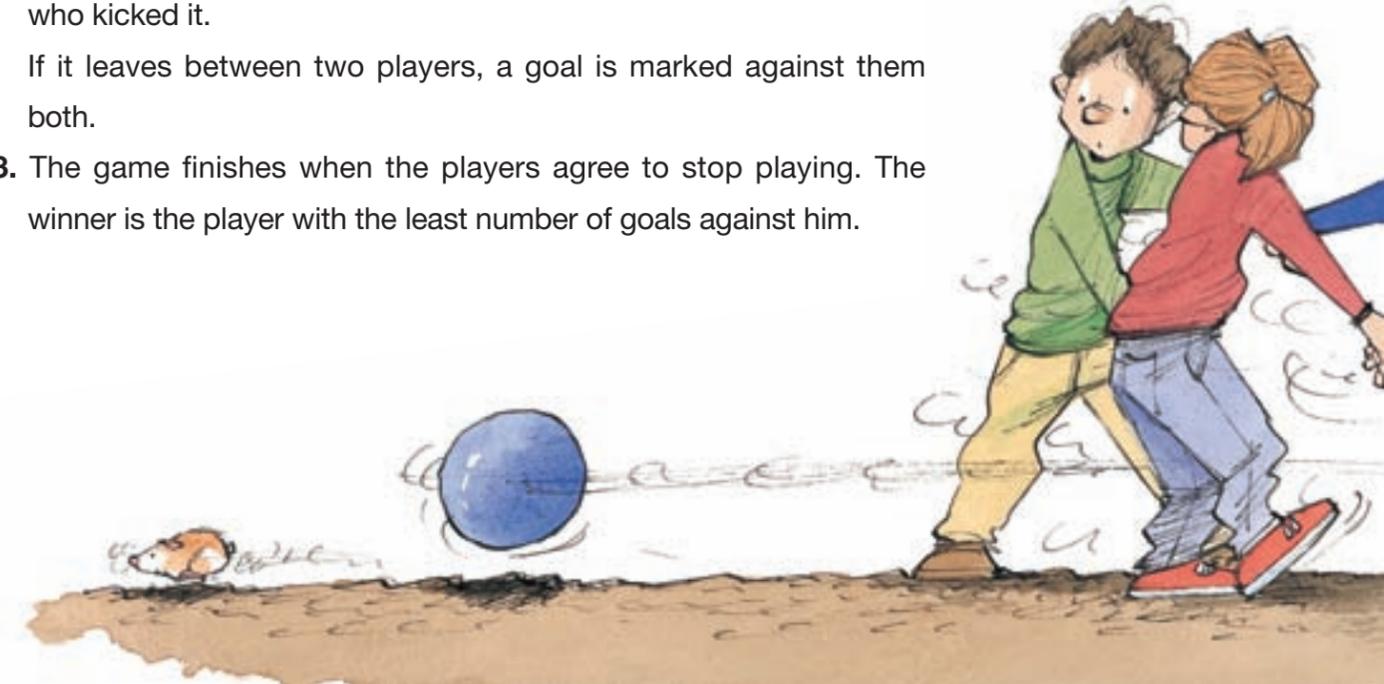


Number of players: From eight to twenty

Material: A ball

Playing the game:

1. The players position themselves in a circle holding hands and place the ball in the middle.
2. The players try to make the ball leave the circle, kicking it with their feet:
If the ball leaves the circle over the players' heads, a goal is marked against the player who kicked it.
If it leaves between two players, a goal is marked against them both.
3. The game finishes when the players agree to stop playing. The winner is the player with the least number of goals against him.





The Ass

"If you see your brother's ox or sheep straying, do not ignore it but be sure to take it back to him. If the brother does not live near you or if you do not know who he is, take it home with you and keep it until he comes looking for it. Then give it back to him. Do the same if you find your brother's donkey or his cloak or anything he loses. Do not ignore it. If you see your brother's donkey or his ox fallen on the road, do not ignore it. Help him get it to its feet." (Deuteronomy 22: 1-4) The Deuteronomy is part of the Bible scriptures outlining the rules of loyalty to God.

Symbolism

The ass was largely used in daily life as a means of transport and as a beast of burden. It was valued for being very tame and docile. It was considered to be an elegant animal, capable of carrying very heavy loads as well as being useful for fighting during times of war.



Did you know that...?

It originates from North Africa and the Arabian Peninsula and is adapted to life in the desert. It is cautious and will not obey if it feels unsafe or detects a possible danger. It is curious and when faced with danger it remains still or takes a few steps and turns around to find what scared it, unlike horses, which flee in turmoil when they are scared.

PIN THE TAIL ON THE DONKEY

See who can pin the tail on the donkey with their eyes blindfolded.

Number of players: At least two

Material: A wall, colored pens, newspaper, some drawing pins and a blindfold for the eyes.

Playing the game:

1. The participants draw an ass on the wall, without a tail.
2. Each player must make a tail by cutting three strips of newspaper and joining them together with a drawing pin.
3. They place the drawing of the donkey on a corkboard. The players line up with their eyes blindfolded and try to pin the tail on the donkey in the right place. The player who pins the tail closest to the right place is the winner.

