



## VOLUME 4 SUGGESTED THEMES

### **Unit 10: King Saul**

Who is our King? Jesus is our King forever, and He rules over the world.

**Theme Idea:** Castle: Decorate the teaching area to look like a throne room with two stone pillars on either side of the throne. The pillars can be painted to look like stone, or you can use construction paper to create the blocked look. If a wingback chair is available, that can be used for the throne. Set a small table off to one side with props like a crown, scepter, and jewels.

- Session 1: The two leaders explore an old castle. They talk about how kings in stories are often discontent with what they have and desire more. Tie this into the Bible story of the Israelites refusing to be content with God as their leader and demanding a king so they could look like other nations.
- Session 2: The leaders come to the armory. The admire the old weapons and discuss how kings used their armies to defeat their enemies. Connect this to the story of Saul rescuing the Israelites from their enemies.
- Session 3: The leaders come to the throne room on their tour. They talk about how the people would respect and obey the king's commands. But the king was also subject to God and was expected to follow God's commands. Relate this to the story of Saul disobeying God and losing his kingship.
- Session 4: The leaders find a hallway with portraits of kings throughout history. They notice how many look regal and strong, but others seem like surprising kings. They aren't tall or handsome. Connect this to the story of David being chosen to be king because God could see that his heart was sincere in his love for God.
- Session 5: The tour ends in the servants' quarters. The leaders notice how humble these rooms are compared to the throne room. They discuss the different people who would serve the king. Tie this to how David served King Saul by playing music for him.



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### **Unit 11: King David**

Is anything or anyone greater than God? No, God is greater than everything and everyone.

**Theme Idea:** Backyard games: We will use the theme of backyard games to help kids understand and connect with the stories of David's rise to power, his sin, and his redemption. Decorate for this theme with various lawn games, such as lawn bowling, ring toss, cornhole, and beanbag toss. Consider putting down some astroturf or sections of green carpet to make the teaching area look like a yard. Include some folding lawn chairs.

- Session 1: Introduce the two leaders who are setting up backyard games. They have badminton rackets and a birdie, and they discuss how they are evenly matched at this game. They can volley back and forth for a long time. Contrast this with the story and explain that David and Goliath were not evenly matched when they went head-to-head in battle.
- Session 2: The two leaders play cornhole. They discuss how the game is fun when we cheer one another on. We can be competitive, but we don't wish bad things on our opponents. Tie this to the session explaining that Saul was against David and wanted to hurt him, but David showed mercy and respect toward Saul.
- Session 3: The two leaders play a wooden block stacking game. They challenge each other to see how high they can build their structure. Tie this into the idea of David wanting to build a temple for God. David offered to build a house for God, but instead, God promised to build a house for David through his descendants.
- Session 4: The leaders play a game of backyard bowling. They discuss the process of having to re-set all the pins after each turn, but how it's worth it because the game is so fun! Connect this to the idea that when we sin it feels like our life is in chaos and can't be fixed, but God brings redemption.



## VOLUME 4 SUGGESTED THEMES

### Unit 12: King Solomon

What does God know? God knows everything about the past, present, and future.

**Theme Idea:** Trivia Game Show: Solomon discovered that God is the One who gives meaning to our lives. We may have all the riches in the world, but if we don't know God, it is all in vain. Decorate for a game show using strings of lights, brightly colored posters and scoreboard, a podium, and a buzzer.

- Session 1: Two leaders are getting ready to compete in a trivia game show by brushing up on their history, science, and book knowledge. They talk about the difference between knowledge, or knowing facts, and wisdom, or making decisions based on what God says is right. Connect this to the idea that wisdom comes from God, and He gave Solomon wisdom.
- Session 2: The leaders are ready to begin the game show, and they're feeling nervous. They talk about how much pressure they feel to do a good job in the contest to prove how much they've learned. Tie this to how Solomon had a big job to do when he built the temple, because it would be God's dwelling place.
- Session 3: The leaders are taking a break from answering trivia questions. They discuss how having a lot of facts in their heads may come in handy sometimes, but it's impossible to know everything. Solomon tried to find meaning in many things, but found that apart from God, all is meaningless.
- Session 4: The leaders have won the trivia game show! They talk about the amazing prizes that they've won: the prize money, and a cool trip to a big city. Tie this into the story about the Queen of Sheba visiting Solomon and being amazed by his great wealth.
- Session 5: Even though the trivia game show is over, the leaders are still interested in learning all they can, but not for the sake of having a head full of facts. They want to learn about God's creation so they can know God better.