



Digging Deeper:

God's Graffiti – Daniel 5

Spend a good amount of time answering the question: What lessons did Nebuchadnezzar learn in Chapters 1-4? Remember to consider not only the different ways God taught him, but the lessons themselves. If you have small kids, help them to really come up with a few lessons Nebuchadnezzar would have learned. (Certainly pride & humility, but patience, kindness...learning the lesson of his own sinfulness...also lessons about God and His greatness).

Next, pivot the conversation by asking if they feel like his son, Belshazzar, learned anything from his father? Don't let them simply say, "NO". Ask them to explain their answer...to give examples. This question is key because not only did Belshazzar not learn from his father about the greatness of God, he didn't even know immediately where to turn to for help when he got into trouble.

...your predecessor King Nebuchadnezzar—made him (Daniel) chief over all the magicians, enchanters, astrologers, and fortune-tellers of Babylon. Daniel 5:11b. (the Queen mother speaking to her son, about his father, Nebuchadnezzar)

Now go around and ask the question, "Who and what am I learning from? Who do I turn to when I get into trouble?"

This is an important time to consider the mentors and voices in your life. If you haven't had many good ones, then confess that. This is an opportunity to highlight the importance of learning from those that go before us... parents, grandparents, older siblings, teachers, coaches etc.

Activity:

Materials: Two candy bars/pieces of candy ; a blindfold; & timer

Rules:

1. Hide two pieces of candy somewhere in the room prior to teaching the lesson.
2. Ask for three helpers and then explain the following:
3. There are two pieces of candy hidden in the room. One helper will be known as The Seeker and will be sent from the room until all instructions have been given.
4. One of the other two helpers will be chosen to be The Good Voice and the other will be The Evil Voice. The Good Voice will try to guide The Seeker to the candy. The Evil Voice will try to guide The Seeker away from it.
5. The Seeker will have only three minutes to find the candy by trying to determine which person is The Good Voice and which is The Evil Voice.
6. When the Seeker returns he/she will be blindfolded and placed in the center of the room.
7. When the three minutes begin, both The Good Voice and The Evil Voice can begin giving directions to (or away from) the candy. Both are allowed to speak at the same time.
8. If The Seeker finds the candy, he/she shares it with The Good Voice. If not, The Evil Voice gets both! *Important: Neither The Good Voice nor The Evil Voice is allowed to give the location of the candy ("It's behind the TV."). They are allowed only to give directions ("walk forward; now turn to your right; keep going straight", etc.)*

Discuss: why The Seeker was (or was not) able to find the candy. Note: Seekers are often able to find it within the allotted time. The reason is that The Seeker eventually realizes that The Evil Voice is leading them 'on a