

When finished with activities, return all necessary items to bag and place in the hallway for pick-up.

Program A-2

Proverbs are Wise Advice

Proverbs 6:6-11, 11:1, 15:30, 17:22

Samuel & Kings Series: Lesson #15

Bible Verse: *Wisdom is greater than silver and gold. Proverbs 3:14*

Past verses: *I like to go to church. Psalm 122:1*

Wisdom is greater than silver and gold. Proverbs 3:14

Trust in the LORD with all your heart. Proverbs 3:5

A friend loves at all times. Proverbs 17:17

The LORD is my strength. Psalm 28:7

Bible Story for children:

Focus on: Work hard. Be honest. Be cheerful.

Prop ideas: Ant farms, scales (not calibrated), measuring cups (label inaccurately), Greeting Cards (Get Well, Cheer up, Miss You)

SAMPLE STORY

For younger children, tell Part B using only 1 or 2 Proverbs.

For older children, tell Parts A and B, including 1, 2 or 3 Proverbs.

Part A:

Let's review what we have been learning these past few weeks. We are almost done studying Samuel and Kings. (Go back as far as you want *depending on the age of your class*). We began with:

- A woman named **Hannah** wanted a baby boy.
- Hannah named her son **Samuel** and sent him to work for Eli, the priest.
- God spoke to Samuel when he was a boy.
- Samuel led Israel until he anointed **Saul** King of Israel.
- At first Saul was obedient to God. But then he was not.
- God chose **David** to be the next King.
- As a boy, David killed Goliath, the giant.
- David and Jonathan were best friends.
- David's son, **Solomon** became the next king.
- Solomon was very wise because he asked God for wisdom.
- Solomon built the Temple for God.

Part B:

Solomon was a very wise man. Remember how we learned that there had never been anyone as wise as Solomon? Nor would there ever be? Solomon wrote the book of Proverbs to share some of his wisdom.

Proverbs are wise sayings. They are like wise rules of living. Solomon wrote thousands of them. Many are recorded in the book of Proverbs. Here are a few you can understand and follow.

#1

Go to the ant, you sluggard;
 consider its ways and be wise!
It has no commander,
 no overseer or ruler,
yet it stores its provisions in summer
 and gathers its food at harvest.
How long will you lie there, you
 sluggard?
When will you get up from your
 sleep?
A little sleep, a little slumber,
 a little folding of the hands to rest-
and poverty will come on you like a
 bandit
And scarcity like an armed man.
 Proverbs 6:6-11 (NIV)

If you do not work hard like an ant does, but waste your time doing nothing, you will not have the food you need to live. You will be poor very quickly.

#2

The **LORD** abhors dishonest scales,
 but accurate scales are His delight.
 Proverbs 11:1

Back in Solomon's time (and sadly even today), merchants would have two different sets of scales. One set would weigh everything lighter than what it really did weigh. A merchant would use that when buying something from you. You would have 10 pounds of rice to sell, but he would only pay you for 8, because that is what his scale said. BUT, when he went to sell the rice, he would use a different set of scales. These would weigh everything heavier. So if your neighbor came along to buy rice and thought he was getting 15 pounds (that's what he paid for) but the merchant really only put in 10 pounds

because that's what these scales said! He would cheat those he bought from and those he sold to. God hates this kind of sin.

#3

A cheerful look brings joy to the heart,
and good news gives health to the bones.

Proverbs 15:30

A cheerful heart is good medicine,
but a crushed spirit dries up the bones.

Proverbs 17:22

When you are cheerful and happy, it makes others feel good. If you are grumpy it can even make the happiest person cranky, too! Being cheerful can even make a sick person better! Today some people say, "Laughter is the best medicine." They probably don't even know that it came from the Bible.

FYI

First Session Classes will be:

Pretend Play – Go To Work

Practice Measuring

Playing "Gold Coin Toss"

BLOCKS: COMMUNITY HELPERS/TRAFFIC SIGNS

Materials: Pictures of buildings, vehicles and signs
Toy Cars
Blocks (In room)
Tape (In room)

Do: Tape pictures to blocks. Set up a community using the pictures available. Add any relevant items found in the room. Use masking tape to mark roads, if desired. Encourage pretend play by suggesting themes: shopping, a fire, traffic accident, parade, going to school.

Talk about: Our communities have rules or laws for us to follow so that we can live together safely. It is wise to follow the laws. What laws do you know? Do you know some laws that are in the Bible, too?

PLEASE RETURN ALL PICTURES FOR FUTURE USE

DOCTOR KITS

Materials: Doctor Kits

Do: Let the children *doctor* you or dolls to make you feel better.

Talk about: Proverbs 17:22 says that a cheerful heart is good medicine. Did you know you can help others feel better by being cheerful?

BE SURE TO RETURN ALL ITEMS TO THE DOCTOR KIT AFTER USE.

PLAY GAMES

Mother May I?
Red Light/Green Light
Right, Right, Wrong (Duck, Duck, Goose)

Materials: None

Do: Play the following games

Mother, MAY I?

Step 1: Teacher is MOTHER. The kids line up and face MOTHER about 20 feet away. MOTHER selects one of the children and says something like, "Susan, you may take five giant steps." The child who was addressed then responds with, "MOTHER, may I?" MOTHER then says, "Yes, you may."

Step 2: MOTHER then addresses another child, and the game continues until one of the children reaches MOTHER. Whoever makes it to MOTHER first becomes MOTHER for the next round. (This may not work for younger children. Also, not all children will get a turn to be it if too many tire of the game too quickly). You can repeat with a different teacher being MOTHER. You can also keep playing (after the first person reaches MOTHER), until everyone reaches MOTHER.

Step 3: Sound simple? It is. Except that in the excitement of the game, someone is bound to take their steps without asking "MOTHER, may I?" When that happens MOTHER reminds the player of his or her manners and the player is sent back to the beginning of the line.

Step 4: MOTHER can also make the game intriguing by only honoring the silly step--baby steps, one-foot hops, scissor steps and so on.

Red Light/Green Light

1. Teacher begins as the traffic light. Have the children line up on one side of the room.
2. When you turn your back, say green light. Children can then move towards you.
3. Turn back around as you say red light. Anyone caught moving must go back to the beginning.
4. You can allow the one who reaches you to be the next *traffic light*, or just keep going until everyone reaches you. If you allow the children to be the light, **monitor** the *traffic light* for fairness. Allow everyone to have a turn even if they never reached the end.

Right, Right, Wrong (Duck, Duck, Goose)

1. Have children sit in a circle. Choose one player to be *it*.
2. *It* goes around the circle, tapping each child on the head and says right, right, right etc.
3. When *it* says wrong, the child who is tapped, jumps up and chases *it* around the circle.
4. If *it* reaches *wrong's* spot without being caught, *wrong* is the new *it*. And you start over. (The old *it* sits in *wrong's* spot).
5. If *wrong* catches *it*, *it* must sit in the center of the circle until another person is caught. *Wrong* is the new *it*.

Tips: To keep the game from dragging, tell the children that they **must** pick someone before they go around the circle **one time**. Otherwise, some will circle for what seems like forever.

Talk about: Why do we have rules for playing games? (Know what to do, be fair, everyone have fun) God gives us rules for living. He wants us to be fair with others and to love them. Proverbs are like the *rules* for *playing* the game of living.