

## King Solomon

**Theme:** Use God's gifts wisely.

**Opening game - Following on:** In a circle, one player begins by doing a simple action which the next player first copies before adding their own action. Play continues on round the circle until the last person has everyone's actions to copy. You might want to think of a silly forfeit for anyone who makes a mistake.

**Memory Verse** "Better to be poor and honest than rich and dishonest." Proverbs 28 v 6. You can use the craft idea in the resource section for this and link it in with your prayers. Encourage the children to think of a characteristic they could ask God to grant them and their reason for wanting that from God. Refer back to the request and reason given by Solomon.

**Introduction** Ask the children (casually) to help you with a task, ie. colouring a picture, counting out the cups for drinks, doing part of the funsheet etc. Ask them to stay with you until the task is finished. In the meantime another leader is playing with a ball in the middle of the hall and encouraging children to join them. Talk about what has happened and reward those children who stayed with a biscuit/sweet. (Make sure each child eventually gets a biscuit/sweet once the lesson has been demonstrated.)

**Story** 1Kings 3 v 3-15. In this story Solomon asks for wisdom to govern his people well; God is pleased and rewards him with riches and the promise of a long life, *for as long as Solomon follows God and obeys his commands.*

**Application** Ask the children what would happen if they were rich and had always known the answer to every question throughout their lives. Would they need to ask God for anything? Or rely on Him for any help at all? Solomon allowed his wealth and power to go to his head and forgot to follow God's commands, choosing to worship foreign gods instead. Reflect on the words of the memory verse.

**Prayer** Using your completed memory verse booklets (from resource section) the children could read the text on the front followed by the verse in the middle as a reminder to use God's gifts wisely.

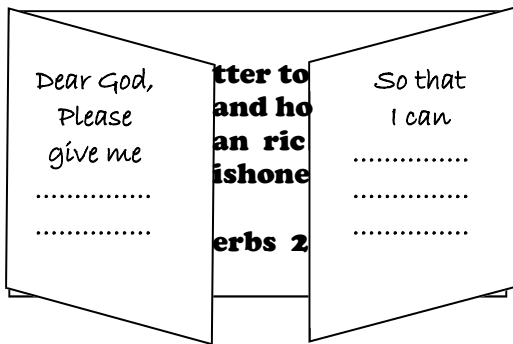
**Final game - Steering wheel:** Line the children up in two teams, each person holding the waist of the person in front. The player at the front is the driver and is blindfolded (they can also hold a 'steering wheel' for fun). The driver leads their team around a number of carefully placed obstacles with the team shouting instructions to them. At a given signal (loud whistle) the teams have to get to their designated finishing post, led by the driver as they are instructed by the team. First team to finish, with their team 'train' intact, wins. Play again with a different driver.

**Resources** There is a funsheet and a memory verse craft in the resources section.

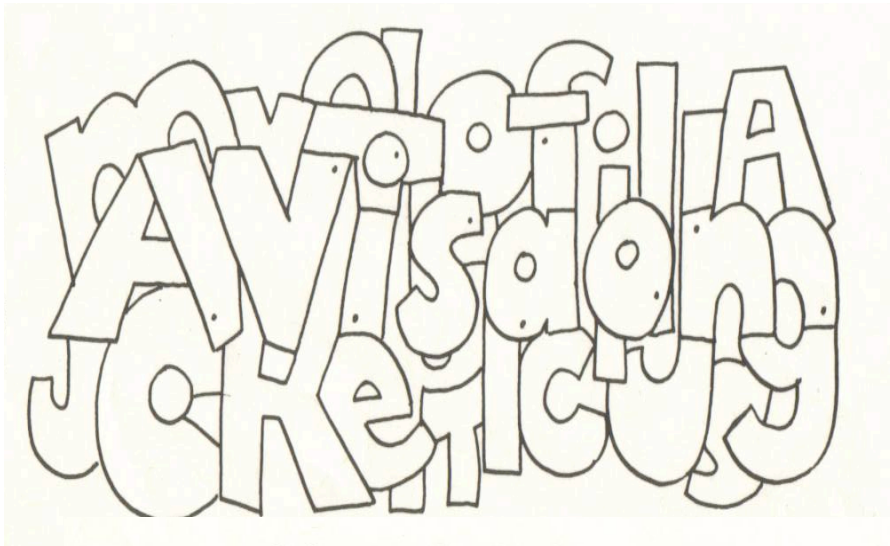
**Song** "Be on your guard", Doug Horley, 'Fandabidozzie' CD

Photocopy the resource sheet. Fold the bottom copy along the dotted lines. Cut out the two parts of the top copy and stick them on the front flaps of the booklet you have made.

<p>Dear God, Please give me</p> <p>.....</p> <p>.....</p>	<p>So that I can</p> <p>.....</p> <p>.....</p> <p>.....</p>
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**“Better to be  
poor and honest  
than rich  
and dishonest.”**  
  
**Proverbs 28 v 6**



God gave a wish to King Solomon,  
and this is what he chose:  
(Colour the shapes with dots in them)

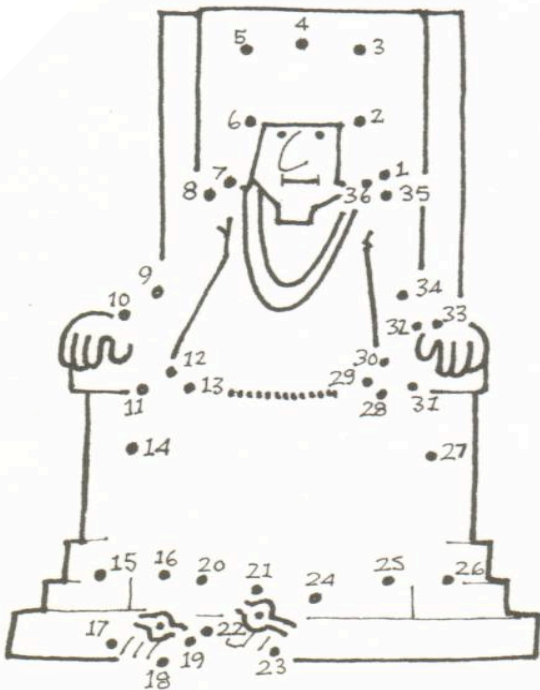


"Better to be poor and honest than rich and dishonest."  
Proverbs 28 v 6

Why did Solomon want wisdom?

- To make him rich?
- To make him famous?
- To help him govern fairly?
- To save him working?
- To give him long life?

Join the dots to find Solomon.



Solomon was a good ruler.  
Would he be:

