



Lesson 4: God is my Light K-2 In-Person Plan

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| <u>Key Teaching Point</u> | God is my light. He helps me know and do what is right. |
| <u>Bible Verse</u> | “Your word is a lamp to guide my feet and a light for my path.” (Psalm 119:105, NLT) |
| <u>Scripture Passage</u> | “Solomon asks for wisdom.” (1 Kings 3:5-14, NLT) |
| <u>Materials</u> | <ul style="list-style-type: none"> ● Bible ● One copy of Handout 1 for every two students in your group ● One copy of Handout 2 ● One copy of Image 3 ● Four sheets of cardstock ● Four pieces of candy for prizes ● Four silly “losing” prizes (e.g. a vegetable, something broken, etc.) ● Pens or pencils* |

*Materials marked with an asterisk are in the CKC Games Bag.

Relate (20 minutes)

Welcome students with a snack.

Distribute name tags and snacks. Choose one of the following icebreaker activities to do together while students eat their snack:

Icebreaker Options (Choose one.):

- **God sightings:** Ask students to describe how they’ve seen God at work in their school or at their home in the past week.
- Let students take turns sharing how they’re feeling today using the “How Are You Feeling?” chart (from the CKC Games Bag).
- Open a discussion with a question, “Have you ever made the wrong choice? What happened? What would have helped you make a better choice?”

Play a game.

Sources of Light Wordsearch

Give each student a copy of the Sources of Light Wordsearch on Handout 1 and a pen or pencil. Ask them to try to find all the different sources of light listed in the word bank. They may work individually or with a partner. If you have a younger group, work together as a group to help students find the words. When finished, ask them if they can think of any other things that give light.



Receive (20 minutes)

Read God's Word.

Beforehand, set up four "doors" labeled #1-4 for the game, "Let's Make a Choice!" These can simply be sheets of cardstock. You do not have to actually place the prizes behind the doors, they can simply be representations of the doors for students to choose. When you read the questions from Handout 2 and the volunteer students choose their door, read to them the result of their choice and give them the corresponding prize, either a piece of candy, or a ZAP! which means they receive a goofy losing prize.

We're going to play a game called "Let's Make a Choice!" Today's story is all about wisdom, or making the right choices. It's not always easy for kids to know what choice to make in a given situation. Who wants to volunteer to test their choice making skills?

Ask for a student volunteer.

We have four doors, and behind each door is the result of your choice. It can be a good result or a bad result. I'm going to read a scenario and give you four possible choices, which are represented by the four doors. These choices aren't always necessarily right or wrong. But once you make your choice, you have to accept the consequences behind the door!

Refer to Handout 2 to help you guide players through the game.

There was a man in the Bible named Solomon who was given a choice from God - a choice that I bet you wish you had. God appeared to Solomon in a dream and told him that he would give him anything that he wanted. If you were Solomon what would you choose?

Take student responses.

Money? Being famous? Cars? A fancy vacation? A mansion?

Solomon asked God for wisdom. He wanted to know what is right and wrong, how to make good choices and to please God! God was so pleased

with his request that he granted it and made Solomon the wisest man in the world. He also blessed Solomon with riches and power too!

In the game today, which student had the advantage? Definitely the last one right? They got guidance from the leader who set the whole game up! That is kind of like what Solomon realized-that to make wise choices, we need guidance from someone with more knowledge, power and wisdom than us - that's God!

Today, we are learning this name for God: God is my Light. Just like light helps us see in the darkness, God helps us see our lives with his eyes. He helps us make good choices by giving us wisdom.

Tell the students to close their eyes and imagine that they are asleep, like Solomon was when God appeared to him in a dream. You may even allow them to lie down on the floor. Ask them to listen as you read the paraphrased version of 1 Kings 3:5-14.

The Lord appeared to Solomon in a dream, and God said, “What do you want? Ask, and I will give it to you!”

“Now, O Lord my God, you have made me king, but I am like a little child who doesn't know his way around. Give me an understanding heart so that I can govern your people well and know the difference between right and wrong.

The Lord was pleased that Solomon had asked for wisdom. So God replied, “Because you have asked for wisdom in governing my people with justice and have not asked for a long life or wealth or the death of your enemies— I will give you what you asked for! I will give you a wise and understanding heart such as no one else has had or ever will have!

And I will also give you what you did not ask for—riches and fame! No other king in all the world will be compared to you for the rest of your life! And if you follow me and obey my decrees and my commands as your father, David, did, I will give you a long life.”

Open a discussion:

- **What did Solomon ask God for?** (wisdom, an understanding heart)
- **What is wisdom?** (knowing the difference between right and wrong)
- **Why do you think Solomon asked God for wisdom instead of other things, like riches or fame?** (Answers will vary. You may point out that wisdom would be an important quality for a king, who is responsible for leading many people.)
- **Today's name for God is “God is my Light.” How is wisdom like light?** (Answers will vary.)
- **How do you know what is right and wrong? Is it ever hard to know? When?** (Answers will vary.)

- **How does God guide us? Where can we get wisdom?** (prayer and God’s word)



Respond (20 minutes)

Apply God’s truth.

Show students Image 1, a picture of a lighthouse.

What is this? What does it do?

Take student responses.

A lighthouse. . .

- Warns of danger
- Helps the sailor know which way to go
- Keeps the sailor safe from rocks, sand, etc.

Sometimes life is like the storm in this picture. We can’t always see which way to go or what choices to make. Sometimes we make bad choices and get hurt or hurt others. This is called sin. But God is our light. How is God like a lighthouse?

God . .

- tells us what is right and wrong.
- guides us when we keep our eyes on him.
- warns us of danger and helps us know which way to go.

Where do we get this wisdom from God?

Take student responses. Then, review the Bible verse.

God’s Word is a light for us - that’s where we get God’s wisdom. God gave Solomon wisdom because he asked for it - and God gives us wisdom for our life too if we look for it in his word. We don’t have to be lost and confused about our lives. Will you make God’s word a lamp for your feet and a light for your path?

Sing and worship together.

Pick a song from the [Praise and Worship Guide](#), or choose one of your own. Incorporate movement into the songs whenever possible.

Close in prayer together.

One way you can think of what to say when you pray is the letters from the word “PRAY.” We can use the words “Praise, Repent, Ask and Yield” to talk to God about what we’ve learned today about God being our light.

Praise: God you are the light of the world!

Repent: I am sorry for when I disobey you and walk in darkness.

Ask: Please help me to walk in your light and know who you are and what you'd have me do and say.

Yield: I trust that you will lead me as I follow and serve you.

Take personal prayer requests and close in prayer.

Handout 1: Sources of Light Wordsearch

Sources of Light Wordsearch

T T N M N T G W N L Y Z G
C H E S U O H T H G I L Y
B A G L O W S T I C K L M
S L N I N M G Y G Q F L D
R P U D L U Y K K E V T N
A X Q B L H S B R Z D X J
T D G G T E S I Q M L J Y
S T D M B H F A O P L P N
G N Z T K M G O L A G J Z
Y J T K W Z N I M F B B T
V Q J R Y W G P L D J D Y

Word Bank:

sun
moon
stars
lamp
flashlight
candle
lightbulb
firefly
glowstick
lighthouse

Sources of Light Wordsearch

T T N M N T G W N L Y Z G
C H E S U O H T H G I L Y
B A G L O W S T I C K L M
S L N I N M G Y G Q F L D
R P U D L U Y K K E V T N
A X Q B L H S B R Z D X J
T D G G T E S I Q M L J Y
S T D M B H F A O P L P N
G N Z T K M G O L A G J Z
Y J T K W Z N I M F B B T
V Q J R Y W G P L D J D Y

Word Bank:

sun
moon
stars
lamp
flashlight
candle
lightbulb
firefly
glowstick
lighthouse

Handout 2: Let's Make a Choice!

For each scenario, call up a different volunteer.

Scenario 1:

You find a bag of candy on the floor in the hallway. You . . .

- **Give it to your teacher.** → Your friends aren't happy that you didn't share it with them, but your teacher is proud of you for turning it in and you feel like you did the honest thing. (CANDY)
- **Ask some of your classmates if it belongs to them.** → Everyone starts arguing and fighting about who the candy belongs to, and you don't know who's lying or telling the truth. (ZAP!)
- **Keep it for yourself.** → You feel guilty for taking the candy. (ZAP!)
- **Share it with all your friends.** → Your friends are happy, but you find out later that the candy belonged to a kid in another class and it was her birthday treat. You feel bad. (ZAP!)

Scenario 2:

You didn't do your homework, and it's time to turn in for a grade. You . . .

- **Tell the teacher your dog ate it.** → Your teacher calls your parents and finds out you were lying. (ZAP!)
- **Quickly copy your friend's answers.** → You get caught for cheating! (ZAP!)
- **Ask the teacher for an extra day to turn it in.** → Your teacher has no mercy and gives you an F. (ZAP!)
- **Take the failing grade.** → You learn your lesson and remember to do your homework next time. (CANDY)

Scenario 3:

It's Saturday morning. Your mom says you have to do your chores before you can have friends over this weekend. You . . .

- **Sleep in and don't worry about it.** → Your friend invites you to a party but you didn't finish your chores beforehand so you aren't allowed to go.
- **Get your chores done right away after breakfast.** → Your friend invites you to a party and your parents let you go since you finished your chores already.
- **Wait until Sunday to do your chores.** → Your friend invites you to a party but you didn't finish your chores beforehand so you aren't allowed to go.

- **Decide to watch TV first.** Your mom always forgets about your chores anyways. → Your friend invites you to a party but you didn't finish your chores beforehand so you aren't allowed to go.

Are you beginning to see how it's not always easy to make choices? Sometimes there are many choices before us, and we may not always be able to tell where our choices will lead us. Okay, I need one more volunteer. This time, you will get to have the leader guide you as you make your choice.

Scenario 4:

Your teacher asks you to pick a partner for your science project. You . . .

- **Pick the kid in class who always gets an A in science.** → You make a great team and get an A on your project! Whoo hoo! (CANDY)
- **Pick your best friend.** → You get distracted by your friend's funny jokes and stories so much that you don't finish your project in time. (ZAP!)
- **Pick the girl that always gets picked last.** → You did a nice thing and made a new friend, but neither of you are very good at science so you didn't get a great grade on the project. (ZAP!)
- **Pick the new kid in class who seems pretty cool.** → You find out that he's really lazy and you end up doing all the work on the project by yourself. (ZAP!)

Let the student ask you, the leader, for advice, but do not directly tell them what choice to make or what the consequence will be. You can say things like, "I think Door # ___ would be wise, but it's YOUR CHOICE." Always re-emphasize that it's the student's choice.

Continue the large group teaching in the lesson.

Image 1: Lighthouse¹



¹<https://www.publicdomainpictures.net/en/view-image.php?image=194820&picture=lighthouses-storm-warning>