



# Lesson 18

## Wisdom From Above

### Large Group Lesson & Games

#### **Bible Story**

Solomon Gains Wisdom

**1 Kings 3:5-14**

#### **Bible Verse**

“My thoughts are nothing like your thoughts,” says the Lord. “And my ways are far beyond anything you could imagine.”

*Isaiah 55:8, New Living Translation*

#### **Key Teaching Point**

Receive godly wisdom.

#### **Materials**

- A Bible
- A roll of masking tape
- Two rags, bandanas, or old towels, best if two different colors



# Large Group Lesson

(15 Minutes)

Today's story from the Bible (Hold up a Bible) is about a king named Solomon who became the ruler over God's people, the nation of Israel. In the story I'm going to tell, there are three key words I want you to listen for. Every time you hear one of these words, you need to do the following signs:

ASK - Hold hands together like you are begging

SEEK - Hand to forehead like you are looking for something on the horizon

KNOCK - Knock your hands on the floor

Practice the cues a couple of times before narrating the story.

**One night, God appeared to King Solomon in a dream. God told Solomon, "ASK for whatever you want me to give you." Solomon thought to himself . . . *Anything? I could ASK for riches. I could SEEK to be super famous among all the kings of the world. Then all the people who come KNOCKING at the door of my kingdom will bow to me in honor and respect.***

***But, I'm only a child . . . I don't know how to handle this great responsibility of leading God's people and ruling a kingdom. I know what I'll ASK for.***

**Solomon told God, "Give me wisdom to know what is right and wrong. Give me a discerning heart to lead your people."**

**God was pleased that Solomon ASKED for this. He said, "Since you have chosen to SEEK wisdom, and you didn't ASK for long life or wealth for yourself, or for me to KNOCK your enemies dead, I will give you a wise heart like you ASKED. There will never be anyone as wise as you. People will SEEK you for guidance and come to ASK your advice. They will come from all over the world KNOCKING at your door.**

**I'll also give you what you didn't ASK for—both wealth and honor. No king will be your equal. If you SEEK to obey me and keep my commands, I'll give you a long life."**

**God blessed Solomon with his wisdom because Solomon loved God and recognized that God knows infinitely more about what's right and what's wrong, and how to lead people best.**

**What kind of decisions do you think King Solomon had to make?**

Take student responses.



**Because Solomon asked and received God’s wisdom, he became the wisest king that ever lived. He wrote many of his wise sayings down and we can find them today in the Bible in the books of Proverbs, Ecclesiastes and Song of Solomon (Hold up Bible), where he has recorded God’s wisdom for us. What a gift! What do you think God’s wisdom can help you with?**

Take student responses.

**God gives his wisdom to us when we ask, because he loves us. You’ll talk about that more in your small groups.**

Dismiss children to their small groups.



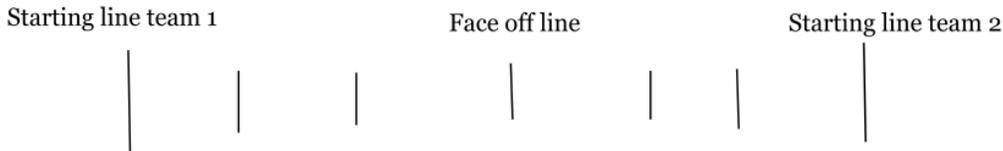
# Large Group Games

(25 Minutes)

## Ask, Seek, Knock

**Materials:** A roll of masking tape

Mark out masking tape on the floor in your game playing area according to the diagram below. (If you have more than 20 students, you should break students into two groups and set up two areas for play.)



Before play, teach students the motions for the following commands:

ASK - Hold hands together like you are begging

SEEK - Hand to forehead like you are looking for something on the horizon

KNOCK - Knock your hands on the floor

Break students into two teams of equal size and have them line up behind the starting line on opposite sides. On the signal “go,” the first player for each team must run to the first masking tape line and do 3 jumping jacks, then run to the second and do three jumping jacks, and then once the player arrives in the middle, they will face off with the player from the opposing team and listen for the leader’s command. The leader will say either “ask,” “seek,” or “knock.” The first student to correctly do the motion wins a point for their team. Play continues with the next two players in line repeating the same thing.

## CAPTURE THE TREASURE

**Materials:** Two rags, bandanas, or old towels, best if two different colors

Capture the Treasure requires a playing field of some sort. Whether indoor or outdoor, the field is divided into two clearly designated halves, known as territories. Players form two teams, one for each territory. Each team has a “treasure” placed in an obvious location. The objective of the game is for players to make their way into the opposing team’s territory, grab their “treasure” and return with it to their own territory without being tagged. The “treasure” is defended by tagging opposing players who attempt to take it. Within their own territory players are “safe”, meaning that opposing players cannot tag them. Once they cross into the opposing team’s territory they are vulnerable. A player who is tagged may be eliminated from the game entirely or be forced to join the opposing team.

