City SG - October 20-21, 2018

Bible Story: Sour Grapes (King Ahab and Naboth's Vineyard) • 1 Kings 21:1-19, 27

Bottom Line: Wanting what others have can make you miserable.

Memory Verse: "Then he said to them, 'Watch out! Be on your guard against wanting to have more and more things. Life is not made up of how much a person has." *Luke 12:15 (NIrV)*

1. Grab That Grape

What You Need: Balloons (2 per group, per service), music on smartphone/good singing voice

What You Do:

- Divide your group into two teams; the green team and purple team.
- Instruct all kids to stand in a circle together, mixing up their teams. They do not have to alternate green and purple teams exactly, but they do need to form one circle with both teams together.
- (If you think kids will have a hard time remembering what team they are on, let them mark the back of their hand with a green or purple washable marker.)
- Hand an inflated and tied balloon to two different kids.
- Explain that as you play music, or hum/sing a song, they will pass the balloons to the right.
- When you stop the music, everyone must pause.
- The kids who are holding a balloon, each answer a review question.
- If they answer correctly, whichever team's color they are holding is the team that gets the point.
- Even if, for example, someone from the green team is holding a purple balloon and answers the question correctly, the purple team still gets the point.
- If a question is answered incorrectly, no one gets a point and the question is repeated in a later round.
- Keep count of the teams' points and announce the winner at the end of your time playing.
- Try to vary the amount of time you play music or sing/hum, and try to stop it with different kids holding the balloons each time, to give each kid a chance to answer a question.

Review Questions

- 1. What is the name of the mean king from our story today? (Ahab)
- 2. What was the king's wife's name? (Jezebel)
- 3. Was Ahab a good king or a not-so-great king? (a not-so-great king)
- 4. What did King Ahab want? (Naboth's vineyard)
- 5. When King Ahab wanted the vineyard, what did Naboth tell him? (no)
- 6. Why didn't Naboth want to sell Ahab the vineyard? (It was land that had been in his family.)
- 7. What did Jezebel do when she found out Naboth wouldn't sell Ahab the vineyard? (She wrote a letter to the town he lived in and instructed them to get some people to tell lies about Naboth and then throw stones at him.)
- 8. What did the officials in the town do to Naboth? (They did as Jezebel said.)
- 9. Who approached Ahab after he got the vineyard he wanted so badly? (Elijah)
- 10. What did Elijah tell Ahab? (That God was going to bring trouble on him)
- 11. How did Ahab respond to Elijah's news? (He went back home and was very upset.)

What You Say:

"How annoying was it when the other team got your team's point? (Allow time for responses.) Did any of you know the answer to the question but couldn't answer because it was someone else's turn? (Allow time for responses. Ask anyone who responds how it felt.) Our Bottom Line for the day is

definitely true. **[Bottom Line]** Wanting what others have can make you miserable even when it is just a silly balloon or point to win a game. God doesn't want us to be miserable! He wants us to be content! So He's given us stories like Ahab's to warn us about what can happen when we find ourselves really wanting what someone else has."

[Make It Personal] (Share a personal story from a time you found yourself wanting what someone else had. How did it make you feel? Did it affect your relationship with the other person? Were you able to gain contentment, or did you suffer a consequence of some kind?)

2. Deal or No Deal

What You Need: Prepared Envelopes (numbered #1-#12, with 1 picture inside of each) (1 set per group)

What You Do:

- Encourage your group to sit in a circle.
- Provide every kid with an envelope.
- Tell kids that inside their envelopes are some pictures of things. Some pictures are of lots of money or a great toy, and others are of just a little bit of money or random objects.
- Randomly call on a kid from the group and ask if they would like to keep their envelope or trade with someone else.
- The kid must then say, "Deal," or, "No deal." If they choose "No deal," they choose someone else to switch with and then exchange their envelope with the other person.
- Both kids then open their envelopes and show everyone the picture inside.
- If the kid you called on chooses to keep her own envelope, she must open it and show everyone what was inside.
- Continue until every kid has had a turn to choose "Deal" or "No deal."

What You Say:

"How many of you wish you would have kept your envelope instead of trading with someone else? (Allow time for responses.) There were some great trades made, but wanting more didn't always leave you with the best option. This month as we learn about contentment, it's important to realize the good in what we have so we don't end up disappointed in the end. Remember, [Bottom Line] wanting what others have can make you miserable, so let's learn to be okay with what's right in front of us!"

3. More Isn't Always Better

What You Need: "Memory Verse Phrases 1" and "Memory Verse Phrases 2" Activity Pages (one set on different color cardstock per group)

What You Do:

- Set the two separate piles of phrases at one end of your space.
- Divide the kids into two teams, and guide the teams to stand across your space from the two piles.
- On your "Go," kids take turns running to the piles to pick up a piece, bring it back, and tag the next person, who will get the next piece, and so on.
- As soon as a team has all their phrases, they need to put the verse in order.

- Unless something gets wonky, the team with "Memory Verse Phrases 1" should easily win the game.
- Exuberantly congratulate the winning team, going over the top to celebrate their "victory."
- The other team will likely protest, because their task was harder since they had more cards.
- NOTE: If you are leading a 1st grade group, and the children struggle with reading, the Memory Verse sheets will have numbers on them as well to assist with the activity.

What You Say:

"Was that game fair? Why or why not? (Pause for responses.) Sometimes we think that having more and more things will make us content, but this game shows us that having more isn't always the best. The team that had more pieces didn't have a fair chance at winning the game. Let's read the verse and see what it says about having more and more things. (Read the verse aloud. Encourage kids to read/follow along.)

"Last week we talked about being on your guard. And this week we know we should be on our guard against wanting more and more things. Let's remember this game the next time we think having more and more things will make us content. Because we're learning today that wanting more and more things and [Bottom Line] wanting what others have can make you miserable instead of content."

[Make It Personal] (Tell kids about a time when wanting what someone else had made you unhappy. Maybe you wanted a nice big house like your friend or adult sibling had. Or maybe you wanted to have a better, more fun job. Tell kids what you did to help become content with the situation.)

4. Pray and Dismiss

What You Need: No supplies needed

What You Do:

- Ask kids to think of something someone else has that they really want to have.
- Then guide kids in the echo prayer below. You'll say a phrase, and they'll repeat it back.

What You Say:

"Dear God (pause), thank You (pause) for the things (pause) You have given me (pause). Please help me (pause) to be content (pause) with what I have (pause). Take away (pause) my desire (pause) for the thing I'm thinking about (pause). In Jesus' name, amen (pause).

"Today we learned that **[Bottom Line]** wanting what others have can make you miserable. I don't know about you, but I really don't want to be miserable! So whenever I find myself wanting what someone else has, I'm going to ask God to help me be content with all of the things He has given me, which is a lot! I hope you will do the same."

HAND OUT "GOD TIME" SHEETS TO EACH STUDENT BEFORE DISMISSING

IF CHILDREN BRING THEM BACK THE FOLLOWING WEEK, THEY RECEIVE A PRIZE!

EXTRA TIME ACTIVITY: See how quickly your group can put together the Memory Verses from the previous "More Isn't Always Better" Activity. Place the cards face down and scrambled up. On your "Go!" time the children to see how quickly they can work together to arrange the verse in order.