King Solomon: Lesson I

SuperTruth: True wisdom comes from God.

SuperVerse: "For the LORD grants wisdom! From His mouth come knowledge and understanding." Proverbs 2:6 (NLT)

Bible Story: | Kings 2:1–4; | Kings 3:1–14, 17–28

Game Materials Needed:

- Bible Signs
- Mag-Sys Outside Pattern and Mag-Sys Inside Pattern
- SuperCards
- Two tennis balls, rubber balls, or baseball-size whiffle balls
- Two medium-size boxes or
 small clean trash cans
- Scissors
- Cellophane tape
- Painters tane or masking tane
- Cardstock

Teaching Materials Needed

- Start Signs
- Wisdom Signs
- Mag-Sys Outside Pattern and Mag-Sys Inside Pattern
- Paper: 4 pages of one color and 4 pages of a different color
- Paper shredder or scissor
- Table
- Tape
- Children's scissors
- Two plastic pitchers or pouring containers
- Box or container with a lid shoe box is ideal
- Bible or the Superbook Bible
 App
- Mag-Sys finished craft from the previous game
- Pencils

SuperVerse Materials

- Whiteboard and marker; or chalkboard and chalk
- Eraser
- Bibles or the Superbook Bibl
 App

Prayer Materials Needed:

 Bible or the Superbook Bible App

LARGE GROUP / GRADES I-6

Today, we will watch a new Superbook adventure called "King Solomon." Solomon's father was a famous king of Israel named David. One night in a dream, God asked Solomon what he wanted. I think Solomon's answer will surprise you!

- Chris is in charge of a major exhibit when his father's most important invention disappears. Can he solve the mystery?
- Travel back to ancient Israel as Superbook takes Chris, Joy and Gizmo to meet King Solomon. Witness the suspense as he is faced with a baffling dilemma—and the surprising way he uncovers the truth. The children discover that true wisdom comes from God.

SMALL GROUP / GRADES I-6

Game: Mag-Sys Relay (15 minutes)

Objective: Play a game about finding true wisdom in the Bible.

• In addition to praying and asking God directly for wisdom, we can also find it in the Bible—and that's what our game is all about.

Game Instructions:

• The first player on each team walks quickly to their team's Bible box while balancing the ball on the Mag-Sys model. They can't use their free hand to steady the ball at any time. Players then remove a card from the box and travel back the same way.

Teaching: Only From God (15 minutes)

Objective: Discuss true wisdom.

• Solomon knew that God was the only source of the true wisdom he needed to lead God's people. When God is our source for wisdom, we will experience His blessing and success in our lives.

Take Home Activity—Discipleship Challenge (2 minutes)

• The first challenge is about using wise words. Look up and read Proverbs 12:18, then discuss with your family the power of your words and how they can hurt or help others. In addition, you are challenged to pray and ask God to help you use wise words each day!

SuperVerse: Superbook On Top (5 minutes)

Objective: Memorize the SuperVerse with a group activity.

- God freely give us wisdom so we can make wise choices and decisions that are pleasing to Him. The Holy Spirit helps us to understand how we can apply His wisdom in our lives.
- Write these words in random order at the top of the board: Lord, grants, wisdom, His, mouth, knowledge, understanding. Next, erase those words from the verse. Read the verse and stop at each space where a word was erased. For the second round, erase the words on the top of the board and repeat, stopping at each space and having children supply the words from memory.

Prayer: Commitment Prayers (5 minutes)

Objective: Communicate with God.

- Fearing God and obeying Him is the beginning of all wisdom! When we follow the Lord and seek His direction and wisdom, we can experience success in all we do, wherever we go.
- Let's take some time to pray silently and commit ourselves to love, honor, respect, and serve God. Allow time for children to pray silently.

ADDITIONAL ACTIVITIES (REFER TO THE LESSON GUIDE FOR DETAILED INSTRUCTIONS)

Buffing Game: Play a game to buff out the bad. | **Grades 1–6** | 15 min

Activity: Choose between true and false wisdom. | Grades I-6 | 15 min

Wisdom Game: Play a game to fill up on only God's wisdom. | Grades 1-6 | 15 min

Coloring Activity: Color Magnetic Gizmo. | Grades I-3 | 10 min