Esther—For Such a Time as This: Lesson 1

SuperTruth: God gives me courage to do the right thing.

SuperVerse: I can do all things through Christ who strengthens me. Philippians 4:13 (NKJV)

Bible Story: Esther 1-10

Game Materials Needed:

each team of about five

• Bible or the Superbook

Teaching Materials

Optional: cardstock

• Bible or the Superbook

SuperVerse Materials

Ten pieces of paper, one

Bibles or the Superbook

Scepter Pattern

Scissors

Needed:

Scissors

Needed:

Bible App

LARGE GROUP / GRADES 1-6

The new Superbook video is called "Esther—For Such a Time as This." It is the amazing story of a young woman God put in the right place at the right time to save His people. The story takes place in ancient Persia, where an evil plot is brewing.

- Joy is afraid she'll be kicked out of her school club if she invites a new girl who is different to join the group.
- Superbook whisks Chris, Joy and Gizmo back to ancient Persia, where a wicked man named Haman is plotting to kill the Jews. The children meet Queen Esther, who must decide whether to risk her life by going to the king and revealing that she is Jewish—or do nothing while her people are destroyed. The children learn that God will always help them stand up for what is right.

SMALL GROUP / GRADES 1-6

Game: Courage Come From God (15 minutes)

Objective: Play a game to build courage!

• Esther showed amazing courage to save her people and that's why this game is about building courage. If possible, play this game in a large classroom, a gym, or outside.

Game Instructions:

• This is a relay game. Each box contains folded paper blocks that spell a secret word 7 letters long—but one of the paper blocks is blank! Each team must retrieve each letter block needed to spell the secret word. The first team to get all seven letters and figure out the secret word wins.

Teaching: No Scepter Required (15 minutes)

Objective: Discuss our access to the throne.

• Esther found her courage in God when she understood that the Lord had placed her in that position for such a critically important time! God's throne room is wide open for us because Jesus made a way for us to enter God's presence! We can have courage to do the right thing because we won't be turned away when we ask for help!

Take Home Activity—Discipleship Challenge (5 minutes)

• The challenge is to spend time with God. This scepter can be a reminder that we have complete access to God's throne anytime, day or night, for His help in our time of need!

SuperVerse: Superbook Wave (5 minutes)

Objective: Memorize the SuperVerse with a group activity.

- Courage is confidence and boldness that comes from God. It isn't easy to do the right thing when others around you do the opposite.
- Scramble the papers and give them to ten children to stand side by side in the front of the room. Starting on the far left, have the ten children create a "wave" by holding up and reading aloud their individual words. The rest of the class will then rearrange the children into the correct order.

Prayer: Throne Prayers (5 minutes)

Objective: Communicate with God.

- Esther risked her life to enter the king's throne room without being invited first. We do not have to wait for God's invitation to enter His throne room.
- Let's pray silently now, and bring to God any situation where you need His strength and courage to do what is right.

Prayer Materials Needed:

Bible or the Superbook
Bible App

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

Object Lesson: Demonstrate how God fills us with courage. | Grades 1–6 | 10 min Craft/Game: Make a flying crown and aim for what is right. | Grades 1–6 | 15 min Craft/Prayer Activity: Give honor to the King of kings. | Grades 1–3 | 10 min

Bible Study: Dig deeper into prayer and fasting. | Grades 4-6 | 15 min