

# Esther—For Such a Time as This: Lesson 3

**SuperTruth:** God will help me fulfill His purpose.

**SuperVerse:** *I cry out to God Most High, to God who will fulfill His purpose for me.* Psalm 57:2 (NLT)

**Bible Story:** Esther 1–10

## LARGE GROUP / GRADES 1–6

### Game Materials

#### Needed:

- Two different sized containers, such as clean trash cans, buckets, or boxes—one smaller and one larger
- Four sheets of white paper and four sheets of any other color—8 sheets total. If you don't have colored paper, you may use a marker to color the sheets, or substitute newspaper sheets or other paper
- Whiteboard and marker or chalkboard and chalk
- Assistant to score points

The Bible tells us that Esther's father and mother died when she was a little girl. She was adopted by a cousin—a man who loved her, helped her to be courageous, and gave her godly advice—even when she was grown up.

- 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.
- In the Signposts video we will learn how the Bible story of Esther in the Old Testament points to Jesus Christ in the New Testament.

## SMALL GROUP / GRADES 1–6

**Game:** Review Toss (15 minutes)

*Objective: Explore the Superbook adventure with a review game.*

- This is the last lesson about the Bible story of Esther. To remember some of the important events, we will play a fun game called "Review Toss."

**Game Instructions:**

- Assign each team a ball color. One player for each team will play at the same time. Each player gets four chances to throw the ball into the containers to score points. Then, ask the same question to both players. The player who raises a hand first gets a chance to answer within 3 seconds. After all players have had a turn, the team with the most points wins.

**Teaching:** Signposts to Jesus (15 minutes)

*Objective: Discuss how the story of Esther points to Christ.*

- The story of Esther points to the life of Jesus in many ways.
- For each of the three Signposts, select a different child to come to the table to read aloud a Signpost Crown in sequential order.

*Take Home Activity—Discipleship Challenge (2 minutes)*

- During your prayers this week, remember that God is Most High, which means He is above everything! As God's children, we have the privilege of coming to God at all times!

**SuperVerse:** Superbook Fill in the Blank (5 minutes)

*Objective: Memorize the SuperVerse with a group activity.*

- God is above everyone and everything. He created and controls the universe. Nothing is too hard for our mighty God! He will help us fulfill and complete His plans and purposes for us!
- Read the verse aloud and stop at certain parts. Children will shout the next word that follows. Play the first round facing the board and then for the rounds that follow, children will turn their backs to the board.

### Teaching Materials

#### Needed:

- Signpost Crown Patterns
- Optional: three sheets of cardstock
- Scissors
- Table
- Scepter Pattern for children not present for previous lessons
- Model of the finished scepter craft to show children
- Bible or the Superbook Bible App

### SuperVerse Materials

#### Needed:

- Whiteboard and marker or chalkboard and chalk
- Bible or the Superbook Bible App

**Prayer:** Most High Prayers (5 minutes)

*Objective: Communicate with God.*

- Esther needed God's help to fulfill the task He gave her to do—and He will help us fulfill our purpose, too. All we need to do is ask Him!
- There are two options for children to pray for something they need God to help them with; in one large circle, or in groups of 2–3.

### Prayer Materials Needed:

- Whiteboard and marker or chalkboard and chalk
- Bible or the Superbook Bible App

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

**Action Game:** Play a game to reinforce the SuperTruth. | **Grades 1–6** | 10 min

**Word Game:** Play a game to save Queen Esther's crown jewels. | **Grades 1–6** | 15 min

**Coloring Page:** Color a picture of Queen Esther. | **Grades 1–3** | 15 min

**Bible Study:** Dig deeper into the Bible story of Queen Esther. | **Grades 4–6** | 15 min