Isaiah: Lesson 1

SuperTruth: God is looking for people to send.

SuperVerse: Then I heard the Lord asking, "Whom should I send as a messenger to this people? Who will go for Us?" I said, "Here I am. Send me." Isaiah 6:8 NLT

Bible Story: Isaiah 6; 30:1–3; 36–37; 41:10–12; 2 Kings 17–18

Game Materials Needed:

- Two pairs of small or mini plastic tongs or kids' plastic jumbo tweezers
- Large marshmallow bags about one bag per six children, plus extras. See the optional rule below to use just one bag for the whole game.
- Two large plastic bowls
- Table
- Timer: stopwatch, clock or watch with second hand, or timer app
- Optional: board to keep score

Teaching Materials Needed:

- Five dominoes or any building blocks
- Life jacket, life ring, or section of rope
- Flashlight
- Sheet c
- Table
- Bibles or the Superboo Bible App

Discipleship Challenge materials:

- Send Me Gizmo Craft
- Brass roundhead paper fasteners—4 per child, plus extras
- Cardstock—1 sheet per child, plus extras
- Scissors
- Children's scissors pair per child
- Pencils

SuperVerse Materials Needed:

- Whiteboard and marker of chalkboard and chalk
- Bibles or the Superboo Bible App

Prayer Materials Needed:

- Bibles or the Superbo
- Bible App

LARGE GROUP / GRADES 1-6

Today, we begin a new Superbook adventure about a man named Isaiah. He was a prophet who spoke God's messages to the people. We'll also find out what happens when Chris's mother accidentally overhears a conversation the children are having about her!

- Chris and Joy are excited about inviting people to their baptism. Since his mother's parents were Christians, Chris wonders when and why she stopped believing—but hesitates to ask her.
- Superbook takes Chris, Joy, and Gizmo to meet the prophet Isaiah, who warns God's people to return to Him. The Assyrians have invaded Judah and now publicly taunt the people of Jerusalem, saying that God cannot save them. King Hezekiah prays, then sends for Isaiah, who correctly predicts that the Assyrians will be vanquished. The children learn to trust God and speak His message to others.

SMALL GROUP / GRADES 1-6

Game: Reach Your COALS (15 minutes)

Objective: Play a fun game with tongs.

• The burning coal that the angelic being picked up symbolized Isaiah being cleansed from his sin and guilt in his vision. That is what our game is based on.

Game Instructions:

• Each set of players has 15 seconds to pick up as many marshmallows as possible and put them in their team's bowl using only the tongs. Encourage players to cheer each other on!

Teaching: Send Me (15 minutes)

Objective: Discuss answering God's call.

• God called Isaiah to be His messenger. Today, God wants us to trust Him, to answer His call, and to be His messengers. When we do, He will equip us with all we need.

Take Home Activity—Discipleship Challenge (5 minutes)

• The craft is the Send Me Gizmo Craft. The challenge is about answering God's call.

SuperVerse: Superbook Send (5 minutes)

Objective: Memorize the SuperVerse with a group activity.

- After being cleansed by God, Isaiah immediately and boldly answered God's call to be a messenger and speak to God's people.
- Children take turns saying lines of the SuperVerse using various voices.

Prayer: Sending Prayers (5 minutes)

Objective: Communicate with God.

- We are all sinners, but God is willing to cleanse and forgive us. He sent His Son, Jesus, to pay the price for our sins by dying on the cross.
- Today in our prayer time, let's close our eyes and imagine standing before God's throne. Envision God as Isaiah described Him, high above all things, with His glory filling the room and our hearts.

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

Drawing Activity: Create a mural of scenes from the Bible story. | Grades 1–6 | 15 min Sending Game: Play a game to take God's Message to others. | Grades 1–6 | 15 min Coloring Activity: Color a scene from Isaiah's vision. | Grades 1–3 | 10 min Bible Activity: Compare people's responses to being sent by God. | Grades 4–6 | 15 min