



# King Solomon Asks to Be Wise: Part 2

Lesson Aim: To know it is wise to obey God.

## THE WORSHIP

**Who God is:** The King Who Builds His Kingdom

## THE WORD

**Bible Story:** 1 Kings 3:5-14

**What He has done:** God gave King Solomon wisdom.

## THE WAY

**Whisper Verse:** "We will obey."

## BIBLE MEMORY VERSE

"Blessed are those who hear the Word of God and obey it." Luke 11:28

### **Challenge Verse for older children:**

"With what shall I come before the Lord and bow down before the exalted God?"

"He has shown you, O man, what is good. And what does the Lord require of you?"

To act justly and to love mercy and to walk humbly with your God." Micah 6:6a, 8

Unit 9: The King Who Builds His Kingdom			
	Bible Story	What He Has Done	Lesson Aim
43	King Solomon Asks to Be Wise: Part 1, 1 Kings 3:5-14	God gave King Solomon wisdom.	To know we should ask God for wisdom.
44	King Solomon Asks to Be Wise: Part 2, 1 Kings 3:5-14	God gave King Solomon wisdom.	To know it is wise to obey God.
45	Nehemiah Rebuilds the Wall: Part 1, Nehemiah 1:3b; 2:3-5; 4:3, 6-9, 15-18; 6:15	God helped Nehemiah rebuild the city wall.	To love learning about God.
46	Nehemiah Rebuilds the Wall: Part 2, Nehemiah 1:3b; 2:3-5; 4:3, 6-9, 15-18; 6:15	God helped Nehemiah rebuild the city wall.	To know we should work hard together.
47	Queen Esther Helps God's People, Esther 2:7, 9; 4:14-16; 5:1-2; 7:1-3	God gave Queen Esther courage to help His people.	To know God gives us courage.

## TEACHER'S ENCOURAGEMENT

This week, read Psalm 119:164-166. Please join us in praying, "Thank You, Lord, for Your laws. Help us turn to You and obey You with all our heart, soul, and strength just like King Josiah did. Amen."

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Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	<b>Picture Schedule Cards</b>	Cards with picture illustrating the activities: WELCOME, WORSHIP, BIBLE, CRAFT, PRAYER, SNACK, GAMES, COLORING, GOING HOME. Envelope labeled FINISHED. Optional: To display schedule, use Velcro to attach laminated Picture Schedule cards to a felt board.
		<b>Treasure Chest</b>	Stamp or sticker of praying hands
		<b>Whisper Verse</b>	Sign language for "We will obey."
THE WORSHIP	Up to 20	<b>Worship</b> Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	<b>Unit 9 Bible Memory Verse Song:</b> "Blessed Are Those" or "Do Justly" <b>Other Bible Memory Verse Song Suggestions:</b> "Guide Me," "I Can Do Everything," "I Will Listen" "I Will Always Obey Your Law," "It's Praise Time" <b>Additional Hymn Suggestions:</b> "God Is So Good," "This Is the Day," "Trust and Obey"
		<b>Offering</b>	Baskets
		<b>Worship Illustration</b>	Kings & Kingdoms Lesson 43 Delbert & Lello or King City Chronicles script or storybook
THE WORD	Up to 10	<b>Watch the Word:</b> 1 Kings 3:5-14	Teacher's Bible with bookmark at 1 Kings 3:5 Visual: Crown or picture of a crown Flannel board/figures: King Solomon Clay or play-dough option: Crown or throne
THE WAY	Up to 25	<b>Craft:</b> King Solomon's Crown	Sturdy yellow paper, jewel stickers, glitter paint, cotton swabs, crayons, tape
		<b>Circle of Prayer or Lord's Prayer</b>	Lord's Prayer word and picture book
		<b>Snack:</b> Wise Choice	A healthy snack
		<b>Unit 9 Games:</b> Sand Search	Bin of clean sand, craft jewels, small building blocks or Legos, jeweled scepter
		Blanket Ball	Blanket or sturdy tablecloth, ball or balloon
		Follow King Solomon	None
		Bible Memory Verse Bubbles	Bubbles, bubble wand, Unit 9 Bible Memory Verse Song "Blessed Are Those" or "Do Justly," CD player
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		Freeze Dance	Unit 9 Bible Memory Verse Song "Blessed Are Those" or "Do Justly," CD player
		Scenes from King City Chronicles (older children only)	King City Chronicles scripts for Lessons 43, 46, 47 optional: capes, eye masks or sunglasses
		Act it Out	Bible Times clothing or stick puppets of: King Solomon, Nehemiah, group of people (building wall or standing), Queen Esther, King Xerxes
	Final 5	<b>Final Five</b>	Access Daily Way: Unit 9, Lesson 44 Color This Story: "King Solomon Asks to Be Wise"

**RESOURCES:** Supplemental materials are available at ResourceWell.org.



We will obey

# THE WELCOME

## PICTURE SCHEDULE: WELCOME TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Welcome each child as they arrive. Hello \_\_\_\_\_. I'm glad you are here! Come and see what we are going to do today. Point to each card on the Picture Schedule board. Today, we will WELCOME everyone. We will read the BIBLE story and make a CRAFT. We will have PRAYER time and eat a SNACK. We will play GAMES and enjoy COLORING a picture about today's story.

Open the Treasure Chest to find today's treasure. Child unlocks Treasure Chest to receive a stamp or sticker of praying hands. Let this sticker of praying hands help you remember to be like King Solomon and ask God to help you be wise. It is wise to obey. Today's Whisper Verse is "We will obey." Teach the Whisper Verse in spoken language and in sign language below. We call it the Whisper Verse so you can whisper it to others.\*

### SIGN LANGUAGE: "We will obey."

(For visual demonstrations, see [www.signingsavvy.com](http://www.signingsavvy.com).)

Each time we say today's Whisper Verse, let's say it with these two hand motion:

- |                       |   |
|-----------------------|---|
| <b>"We"</b>           | Right index finger points down at the ground with hand beginning at the right shoulder and moving around the front of the chest in a half circle motion to the left shoulder. |
| <b>"(will) obey."</b> | Both hands begin in a fist, level with and close to the forehead. The hands are brought down to waist level and slightly forward as the palms open, face up.                  |

Allow children to enjoy free play until everyone has arrived. Let's sing the "Clean Up Song" as we put toys away before Praise Time. Praise any child who helps. Allow several minutes for clean up.

**"Clean Up Song":** Clean up! Clean up! Everybody, everywhere!  
Clean up! Clean up! Everybody do your share!

Gather and seat children in Praise Time area.

**\*Today's Whisper Verse:** "We will obey," Exodus 24:7. The Whisper Verse is a tool to help the children learn a major point in the lesson. It is coupled with sign language or hand motions as a memory aid. The verse is not necessarily chosen from today's Bible story.



The King who builds His kingdom

# THE WORSHIP

## PICTURE SCHEDULE: WORSHIP TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WELCOME picture card and place it in the FINISHED envelope. **We have finished our Welcome Time. Now, we will have our Worship Time.**

Children may worship in a large group setting with other classes or in a quiet room with a worship CD or DVD.

**Teacher Tip:** To help children identify time set aside for worship, play "It's Praise Time!" as children move to a designated place for praise songs, offering, and worship illustration. Children who are nonverbal may enjoy participating in songs by playing children's percussion instruments such as maracas, jingle bells, wood blocks, or small tambourines. Children who are sensitive to sound may prefer to wear noise reduction headphones.



**It's Praise Time—that means it's time to praise God together. He is the King who builds His kingdom. His kingdom is filled with those who trust and obey God. That reminds me of today's Whisper Verse: "We will obey." Let's whisper that together.** Review Whisper Verse together: "Be wise." Include sign language. Sing: "Blessed Are Those" and "I Will Always Obey Your Law."



**In today's Bible story, we will review the story about King Solomon who asked God to help him be wise. Let's see if our friends Delbert and Lello know about King Solomon's prayer. Let's call them both to come out for a visit.** Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Kings & Kingdoms Unit 9, Lesson 43.\*



**One way we can obey God's Word is to give our offerings.** Sing: "Trust and Obey" while collecting the offering.

**God always blesses us for obeying Him. Blessings are good things that God gives us. Think about a blessing God has given you. Let's sing this song to thank Him for our many blessings.** Sing: "God Is So Good."

\* May substitute Lesson 43 King City Chronicles script or storybook.



Solomon asked for wisdom

## THE WORD

### PICTURE SCHEDULE: BIBLE TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WORSHIP picture card and place it in the FINISHED envelope. **We have finished our Worship Time. Now, we will have our Bible Time.**

**Today, we will review how God answered King Solomon's prayer to be wise.** Handle Bible as a special treasure, leaving it open to 1 Kings 3:5.

### WATCH THE WORD: 1 KINGS 3:5-14

Read the points below or retell the passage in your own words using the points below as a general guide. To illustrate the story, display a crown or a picture of a crown. Have children assist by placing Bible Story figures on a flannel board. Other visual options include the craft sample, Color This Story, or a related picture. Optional: To help children focus, have them create a crown from clay or play dough as they listen to the story.

- In a dream God told King Solomon,
- "Ask Me for anything."
- King Solomon prayed, "Let my heart be wise,
- So I can be a good king."
  
- He did not ask for riches,
- Or other selfish things.
- So, God gave Solomon the wisest heart,
- And more riches than the other kings.



**Who talked to King Solomon in his dream? (God.) Let's find our answer in the Bible.**

Read 1 Kings 3:5 from the teacher's Bible.

**What did King Solomon ask God to help him be? (Wise.) Our Whisper Verse is a wise choice we can make every day. Let's say it together: "We will obey."** Include sign language or hand motions.



It is wise to obey God

## THE WAY

### PICTURE SCHEDULE: CRAFT TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the BIBLE picture card and place it in the FINISHED envelope. **We have finished our Bible Time. Now, it is Craft Time.**

### CRAFT: KING SOLOMON'S CROWN

**Purpose:** To remind the children of the story of King Solomon asking to be wise.

**Supplies:** Sturdy yellow paper, jewel stickers, glitter paint, cotton swabs, crayons, tape

**Prepare:** From sturdy yellow paper, cut a crown shape that is 3 to 4-inches wide and about 24-inches long (long enough to go around the head). You may need to tape two pieces together to make it long enough.

**Optional:** The children may want to wear their crowns as they play "Follow King Solomon" located in the Unit 9 Game Options.

#### **Directions:**

1. Allow children to color their crowns and add jewel stickers.
2. Teacher puts small drops of glitter paint on the crown.
3. Children spread the paint using a cotton swab.
4. Allow to dry.
5. Tape crown so it fits child's head.

#### **Craft Discussion:**

- **What did King Solomon ask God to help him be? (Wise.)**
- **With the wisdom God gave him, King Solomon helped the people make wise choices.**
- **What are some wise choices we can make? (Children respond.)**
- **Obeying God is a wise choice we can make. What is today's Whisper Verse? ("We will obey.")**
- **Who helped Solomon make wise choices? (God.) You can pray and ask God to help you be wise, too!**
- **Place this crown in your home to remind you to make wise choices as King Solomon did.**

# THE WAY *continued...*



## CIRCLE OF PRAYER/THE LORD'S PRAYER

### PICTURE SCHEDULE: PRAYER TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the CRAFT picture card and place it in the FINISHED envelope. **We have finished our Craft Time. Now, it is Prayer Time.**

**God made you and He cares for you. He loves to hear you pray with private words or words you say out loud. Let's fold our hands and close our eyes. As I lift up your name to God in heaven, I will lay my hand on your shoulder. Let's pray together.**

**Dear God, thank You for making us and loving us. We lift up to You a special prayer for \_\_\_\_, \_\_\_\_, \_\_\_\_ (say every name). We pray for our families and friends. Thank You for teaching us how to love one another. Amen.** You may add the Lord's Prayer with the word picture book.

### PICTURE SCHEDULE: SNACK TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the PRAYER picture card and place it in the FINISHED envelope. **We have finished our Prayer Time. Now, it is Snack Time.**

**Teacher Tip:** It is important to keep a record of all dietary restrictions and allergies accessible. Some parents may prefer to bring their child's snack. Depending on the dietary needs of your classroom, you may determine it is best to omit snack time completely.

### SNACK: WISE CHOICE

**Purpose:** Children enjoy the wise choice of a healthy snack and discuss wisdom.

**Snack Suggestion:** A healthy snack

#### **Directions:**

1. Serve drink. Wait to serve the snack.
2. **Let's sing the "Blessing Song."** Sing to the tune of "Frere Jacques" or other familiar tune.  
**God our Father, God our Father. Once again, once again.**  
**Thank you for our blessings. Thank you for our blessings. Amen. Amen.**
3. Lead discussion below while children enjoy their snack.
  - **Who remembers our Whisper Verse?** Choose a child to demonstrate the motions to the Whisper Verse: "We will obey."
  - **Who can tell me about King Solomon's prayer?** (He prayed to be wise.)
  - **King Solomon wanted to make wise choices so he could be a good king. What are some wise choices we can make?** (Children respond.)
  - **One wise choice we can make is to obey God's Word. We can also obey those who take care of us. Who are the people in your life that you should obey?** (Children respond.)

# THE WAY (GAME OPTIONS)

## UNIT 9 GAME OPTIONS

Choose one or more of the activities below. Play until the final five minutes of class then proceed to Final Five.

### PICTURE SCHEDULE: GAMES TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the SNACK picture card and place it in the FINISHED envelope. **We have finished our Snack Time. Now, is our time to play Games.**

### GAME: SAND SEARCH

**Purpose:** This sand sifting activity soothes children. The items in the bin can be used to introduce the Bible stories or the Unit 9 Worship Attribute: The King Who Builds His Kingdom.

**Supplies:** Bin or container of clean sand, craft jewels, small building blocks or Legos, jeweled scepter

**Prepare:** Place all items beneath the surface of the sand.

#### **Directions:**

1. Children take turns reaching into the sand in search of the objects.
2. Teacher and children discuss each object as it is located.
3. When all objects have been located, display them together on a tabletop or on the surface of the sand. Children feel each item as the teacher explains their connection to the Unit 9 Bible stories. The jewels remind us of the riches of wise King Solomon. The building blocks remind us that Nehemiah led the people in working together to rebuild the city wall. The scepter reminds us that Queen Esther's husband, the king, welcomed her with his golden scepter.

### GAME: BLANKET BALL

**Purpose:** Children catch a ball in a blanket or parachute to remember to hear and obey God's Word.

**Supplies:** Blanket or sturdy tablecloth, ball or balloon

**Teacher Tip:** Older children may prefer saying the final segment of the Bible Memory Challenge Verse: "To act justly and to love mercy and to walk humbly with your God."

**In this game, we will remind each other of our Bible Memory Verse: "Blessed are those who hear the word of God and obey it." As we hold the blanket, we'll all say, "Blessed are those who hear the Word of God." Then let's lift the blanket to toss the ball into the air. When the ball lands in the blanket, together we will say, "and obey it."**

#### **Directions:**

1. Children stand in a circle holding the edges of the blanket.
2. Place a ball or balloon in the center of the blanket.
3. Together, the children say, "Blessed are those who hear the Word of God," and then quickly raise the blanket to toss the ball or balloon into the air.
4. As the ball lands, lead children in saying, "and obey it."
5. Play several times.



# THE WAY (GAME OPTIONS) *continued...*

## **GAME: FOLLOW KING SOLOMON**

**Purpose:** Children will play this version of "Follow the Leader" to remember the leadership of King Solomon, Nehemiah, and Queen Esther.

**Supplies:** None

**Teacher Tip:** Change the title of this game to connect with today's Bible story or to match the gender of the boy or girl leader: "Follow King Solomon," "Follow Nehemiah," or "Follow Queen Esther."

### **Directions:**

1. **King Solomon was a very wise king. Nehemiah led God's people in working together to build the city wall. Queen Esther was very brave. Let's follow our leader by doing exactly what our leader does. Follow me and I will show you what to do.**
2. Line the children up behind you. Walk around the room acting out various actions for the children to imitate as they follow you. Actions may include hopping, skipping, patting your head, dancing, etc.
3. Play for a few minutes. If time remains, let children take turns being the leader.

## **GAME: BIBLE MEMORY VERSE BUBBLES**

**Purpose:** Children blow bubbles as they listen and sing the Unit 9 Bible Memory Verse Song.

**Supplies:** Container of bubbles, bubble wand, Unit 9 Bible Memory Verse Song "Blessed Are Those" or "Do Justly," CD player

**As we sing our Bible Memory Verse Song, let's take turns blowing bubbles. If you are seated, you may pop or blow the bubbles that float toward you.**

### **Directions:**

1. Seat children on the floor in a circle.
2. As the Bible Memory Verse Song plays, children sing along.
3. Teacher dips the wand in the bubbles and offers each child a turn at blowing on the wand.

## **GAME: THUMBS UP OR THUMBS DOWN?**

**Purpose:** This nonverbal true-false game helps children master the Bible story or Unit 9 Bible Memory Verse.

**Supplies:** None, optional: hand puppet or finger puppets

### **Directions:**

1. Teacher or puppet retells today's Bible story or Bible Memory Verse, pausing after each phrase to say "Thumbs up or thumbs down."
2. If retelling the Bible story, read it in phrases. For some phrases, state accurate story facts. For other phrases, replace story facts with silly facts. For example, say, "**King Solomon asked God for wisdom. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**King Solomon asked God for riches. Thumbs up or thumbs down?**" (Children respond with thumbs down.)
3. If reviewing the Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For other phrases, replace a word with a word that makes no sense. For example, say, "**Blessed are those who hear the Word of God and obey it. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**Blessed are those who hear the Word of God and then say it. Thumbs up or thumbs down?**" (Children respond with thumbs down.)

# THE WAY (GAME OPTIONS) *continued...*

## **GAME: FREEZE DANCE**

**Purpose:** To practice the Unit 9 Bible Memory Verse Song.

**Supplies:** Unit 9 Bible Memory Verse Song "Blessed Are Those" or "Do Justly," CD player

**To practice our Bible Memory Verse Song, let's play Freeze Dance. Be sure to stop and freeze when you hear the music stop.**

**Directions:** Children dance as the Bible Memory Verse Song is played. Have a helper periodically pause the music. When the music stops, everyone "freezes" (stops in place and doesn't move). Play as long as you like.

## **GAME: SCENES FROM KING CITY CHRONICLES**

**Purpose:** To learn applications to the Unit 9 Bible stories, older children act out today's King City Chronicles script.

**Supplies:** King City Chronicles scripts for Lessons 43, 46, 47 optional: capes, eye masks or sunglasses

**Directions:**

1. Choose the script that corresponds with today's Bible story.
2. Assign each child a character name and improvise with the script so all the children can be their favorite character, a new character, or just take turns being the same character.
3. Improvise with costumes and act it out!

## **GAME: ACT IT OUT**

**Purpose:** To help learn the Unit 9 stories, children act them out in costumes or with stick puppets.

**Supplies:** Bible Times clothing or pictures of the following characters attached to craft sticks: King Solomon, Nehemiah, group of people, Queen Esther, King Xerxes

**Directions:** With each phrase, teacher says phrase and acts it out with hand motions, then repeats same phrase and motions with children. Optional: Children can wear costumes and act it out or children can hold craft sticks with characters. You may choose one or more stories.

### **KING SOLOMON ASKS TO BE WISE**

- **In a dream God told King Solomon,** (Point to heaven.)
- **"Ask me for anything."** (Fold hands in prayer.)
- **King Solomon prayed, "Let my heart be wise,** (Fold hands in prayer.)
- **So I can be a good king."** (Put hands on head like a crown.)
  
- **He did not ask for riches** (Shake head "no.")
- **Or other selfish things.** (Place palms out flat as if refusing something.)
- **So God gave Solomon the wisest heart** (Point to heart.)
- **And more riches than the other kings.** (Spread arms wide.)

# THE WAY (GAME OPTIONS) *continued...*

## GAME: ACT IT OUT continued)

### NEHEMIAH REBUILDS THE WALL

- **Nehemiah asked the king,** (Put hands on head as a crown.)
- **"May I go to my city now?"** (Point to self.)
- **My city's gates are ruined.** (Shake head sadly.)
- **The wall is broken down."** (Hands reach high and then point to the floor.)
  
- **The king let Nehemiah go** (Wave goodbye.)
- **To rebuild Jerusalem's wall.** (Use an imaginary hammer.)
- **Nehemiah had a plan,** (Point to head.)
- **But he needed help from all.** (Point to everyone.)
  
- **The enemies tried to stop Nehemiah,** (Hold palm out as a signal to stop.)
- **But God's people worked together.** (Hold hands.)
- **With tools in one hand and spears in the other;** (Palms face upward at waist level.)
- **God helped them make the best wall ever!** (Clap hands to celebrate.)

### QUEEN ESTHER HELPS GOD'S PEOPLE

- **There once was a girl named Esther.** (Raise index finger.)
- **She was beautiful they say.** (Clasp hands at heart.)
- **She married the King of Persia.** (Hold out ring finger.)
- **She became Queen Esther that day.** (Place hands on head as crown.)
  
- **God's people were in danger.** (Palms on cheeks to show fear.)
- **She knew the king could help.** (Point to brain.)
- **But she needed permission to see him,** (Hold palms together as if begging.)
- **So she prayed and went all by herself.** (Fold hands in prayer.)
  
- **The king held out his scepter.** (Hold out imaginary scepter.)
- **Esther had to be strong and brave.** (Place fist over heart.)
- **She touched his scepter and said to him,** (Pretend to touch an imaginary scepter.)
- **"My people you must save."** (Kneel and clasp palms as if begging.)

# THE WAY (GAME OPTIONS) *continued...*



When only 5 minutes remain, begin this segment.

## FINAL FIVE MINUTES

### PICTURE SCHEDULE: COLORING TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the GAMES picture card and place it in the FINISHED envelope. **We have finished our Game Time. Now, is our time for coloring the picture of today's story.**

**COMPLETED CRAFT:** Take home your "King Solomon's Crown" craft. Tell someone how King Solomon helped the people make wise choices.

**ACCESS VERSION OF THE DAILY WAY:** Distribute Access Ministries version of the Daily Way, if available. **Show the Daily Way to your family. Talk about how God can help you make wise choices.**

**COLOR THIS STORY:** "King Solomon Asks to Be Wise." Discuss today's Bible story and play Unit 9 Bible Memory Verse song "Blessed Are Those" or "Do Justly" as children color.

As coloring is completed or parents arrive:

### PICTURE SCHEDULE: GOING HOME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the COLORING picture card and place it in the FINISHED envelope. **We have finished our Coloring Time. Now, it is time for Going Home.**

## THE DAILY WAY

Unit 9, Lesson 44: King Solomon Asks to Be Wise: Part 2

**PONDER!** Read 1 Kings 3:5-14 with your family. King Solomon wanted to be a wise king. What did he ask God for? Wise kings make wise choices. One very wise choice is to obey God's Word. Read Matthew 22:37-39 to discover the most important commands we are to obey.

**PRAY!** Pray this prayer each day this week: "Lord, please help me be wise like King Solomon. Help me obey Your Word. Amen."

**PLAY!** First, make a list of wise choices we can make. Then, play a game of charades called "Act Wisely." In this game, players take turns silently acting out each wise choice on the list. The rest of the players try to guess the wise choice that is being acted out.

**Unit 9 Bible Memory Verse:** Luke 11:28

"Blessed are those who hear the Word of God and obey it."

**Unit 9 Bible Memory Challenge Verse:** Micah 6:6a, 8

"With what shall I come before the Lord and bow down before the exalted God?"

"He has shown you, O man, what is good. And what does the Lord require of you?"

To act justly and to love mercy and to walk humbly with your God."