

BIBLE TRUTH 4, LESSON 1: PLANNER/OVERVIEW

GETTING STARTED: Welcome and Opening Songs (*introduce unit and get kids moving with these songs*)

Welcome to Praise Factory: PFI: Praise Factory Investigators Theme Song *PFI NIV Songs 5, Track 1*

Rules to Help Us Worship God and Love Others: WoGoLOA Classroom Rules Song *PFI NIV Songs 5, Track 2*

Big Question Under Investigation: Big Question 1 Songs *PFI NIV Songs 5, Tracks 3,4*

Extra Song: The Days of Creation PFI NIV Songs 5, Track 5

Big Question Bible Verse: Genesis 1:31 Song *PFI NIV Songs 5, Track 6*

DIGGING DEEP DOWN: Key Concept and Story (*introduce the Bible Truth and tell the related story*)

Bible Truth 4: God's Plans for His Creation Are Good and Unfailing

Bible Truth Hymn: He Leadeth Me *PFI ESV Songs 5, Tracks 15,16*

Extra Song: God's One, Big Plan PFI NIV Songs 5, Track 17

Bible Verse: Psalm 33:11

Bible Verse Song: The Plans of the LORD *PFI ESV Songs 5, Track 18*

Lesson 1 Old Testament Story: The Case of the Lost Donkeys

2 Kings 20-21, 2 Chronicles 32-33

TAKING ACTION: Response Activities (*choose from among these activities*)

Snack and Discussion Planner: The Lost Donkeys; and, Samuel Anointing Saul

ACTS Prayer: Prayer Sheet

Bible Truth Review: Discussion Questions and Game: Help the Blind Man

Bible Truth Hymn: He Leadeth Me, vs.2,3 *PFI ESV Songs 5, Tracks 15,16*

Song, Sign Language and Song Game: Word Take Away **PFI NIV Songs 5 BOOK or ONLINE**

Bible Verse Review: Psalm 119:18,72,73: Discussion Sheet and Game: Jump for Joy

Bible Verse Song: The Plans of the Lord *PFI NIV Songs 5, Track 18*

Song, Sign Language and Song Game: Big Voice, Little Voice **PFI NIV Songs 5 BOOK or ONLINE**

Story Review: Discussion Questions and Game: Spin the Light

Case RePlay, Jr: Drama Activity for Youngest Children (children do same story actions together)

Case RePlay, Sr: Drama Activity for Most Children (children re-tell story with individual parts)

Craft: The Lost Donkeys of Kish

VIPP (Very Important Prayer Person) Prayer Time: Coloring Sheets (back of book) and Game: Hit the Wall

TAKING IT HOME: Take Home Sheet for Review and Family Devotions

PFI Pronto: Bible Truth 4, Lesson 1 **PFI NIV Prontos 5 BOOK or ONLINE**

Our story is:**The Case of the Lost Donkeys.****As you listen to the story, see if you can figure out:**

1. Who lost his donkeys? Who did he send to find them?
2. What plan did God use the lost donkeys to fulfill? How did God show that these lost donkeys **were** used as part of fulfilling that good plan?

Our story today takes place in Old Testament times, in the hills of Gibeah, only about six miles north of Jerusalem, about 1000 years before Jesus lived on earth.

What was wrong with the grass of Gibeah where Kish's farm lay? Was it not as juicy or sweet as the grasses whose scent drifted on the wind from the distant hills? I guess you would have to be a donkey to know. But there must have something that day that lured Kish's she-donkeys away from the safety of his farm and far away to the grasses over the hills.

Kish must have been upset when he noticed the missing donkeys. Donkeys were the cars and trucks of his day. You rode them and used them to carry heavy loads; and, they were expensive! To lose she-donkeys was even worse! You weren't just losing a car or truck, but a car or truck factory! Kish counted on the mother donkeys to provide him with baby donkeys to use in the future. Kish looked everywhere for his she-donkeys, but they were nowhere to be seen. This matter of lost donkeys was serious! Before long they might become a lion's dinner or be the happy find of new owner.

"Saul, come quickly! I need you!" Kish called out to his only son, a tall, handsome, young man. "The she-donkeys have wandered off. They are nowhere to be seen," Kish replied. "Take one of the servants and go find them," he said.

Saul obeyed. He and the servant prepared sacks of food and water and set off in a huge, sixty mile circle around the farm. Up and down the hilly country of Ephraim, they went. Then they turned eastwards to Shallim; and finally, back south through the land of Yemini and towards Zuph. They looked down the grassy valleys and up the hills for the she-donkeys, but no donkeys!

"The donkeys are no where to be found," Saul said to the servant. "Come, let's go back, or my father will start

worrying about us, too."

Saul's advice would have been good...if this journey had really only been a matter of lost donkeys. But the truth was, this trip was about a lot more. The LORD who works His own good and unfailing plans in the words, thoughts and actions of His creatures, had woven something much bigger into this search. God had planned for this trip to take Saul away from his home in Gibeah and to the city of Ramah in Zuph, where the prophet Samuel would anoint Saul as the first king of Israel.

The LORD had already spoken to Samuel of his plan: "Samuel, the people have been asking Me for a king. About this time tomorrow I will send him to you from the land of Benjamin. He will be with a servant looking for his father's she-donkeys. Anoint him king of Israel. He will deliver my people from the hand of their enemies, the Philistines," the LORD told him.

Samuel heard the LORD and believed. He knew what the plans of the LORD never failed. He didn't know who this man was, nor how the LORD would bring him to Ramah, but Samuel knew that this man would most certainly come...and come exactly when the LORD said he would come!

Samuel began preparing for the special sacrifice and worship feast for this man, as if he had invited the man and set up the time for the feast himself. He went to the market and chose a lamb. He invited thirty, special guests to join them. He ordered the cook to make the feast food. Then, he prepared the worship feast room at the high place outside of Ramah, where the sacrifice and feast would take place.

By the next day, everything was ready. "After the sacrifice is made, set aside the leg, the best portion, for

Story-telling Tips**Ahead of time:**

1. Read the Bible verses and story. Pray!
2. Create story cue cards on index cards (or highlight text).
3. Practice telling story dramatically, timing your presentation. Shorten, if necessary to fit your allotted time.
4. Decorate area with story props that help bring your story alive.

During your presentation:

1. Maintain as much eye contact as possible as you tell the story. Point to/use props at important points in the story. Include the kids in your story with a few questions about what they think will happen or words/concepts that might be new to them.
2. Watch the kids for signs that their attention span has been reached. Shorten, if necessary.

OLD TESTAMENT STORY**P.2**

a special guest," Samuel told the cook. "Make sure the two seats of honor next to mine are not taken," he told a servant. "They will be for my guests of honor."

At last it was time for the feast. The guests went up to the high place and watched as the lamb was roasted upon the altar as a sacrifice to the LORD. They went to the worship feast room and watched as the roasted sacrifice was divided among them--all except the leg, of course, which was set aside, just as Samuel had ordered. Everyone was ready to eat the wonderful meal, but they waited for Samuel and the special guests to arrive. The feast couldn't begin until they had taken their seats and Samuel had blessed the food.

But where were the special guests? No one knew. Not even Samuel! But he was not worried. This was the LORD's plan and His plans are good and unfailing. The special guests would come, he had no doubt.

Sure enough, Saul was on his way. As they neared Ramah, Saul's servant said, "Look, there's Ramah, the home of Samuel, the prophet. Everything he says comes true. Let's ask him. Perhaps he will tell us which way to take to find the donkeys," he said.

"If we go to him, we should take him a gift. What do we have?" Saul asked his servant.

"Look," he said, "I have a quarter of a shekel of silver, [a whole week's worth of pay.] I will give it to the man of God so that he will tell us which way to take."

"Good," Saul said to his servant. "Come, let's go."

As Saul and the servant came up the hill into Ramah, they met some girls coming out to draw water. "Is the prophet Samuel here?" Saul asked them.

"He is headed up to the high place for a worship feast," they answered. "Go up now; you should find him. Hurry, you want to catch him before he goes in the worship hall and blesses the food."

Saul and the servant hurried to the high place. As uninvited strangers, Saul and his servant knew they wouldn't be allowed to interrupt Samuel's worship feast once it began--especially for something like a matter of lost donkeys. Little did Saul know that this feast had been prepared in his honor and everyone was waiting for him!

Saul met Samuel at the gateway to the high place. As soon as Samuel saw him the LORD said, "This is the man I spoke to you about; he will be king." Samuel could see God was fulfilling his plans, just as He promised, but

Saul still had no idea what was going on. It was still just a matter of lost donkeys to him.

Saul asked Samuel, "Would you please tell me where the prophet's house is?"

"I am the prophet," Samuel replied. "Go up ahead of me to the high place, for today you are to eat with me. In the morning I will let you go and will tell you all that is in your heart. Don't worry about the donkeys, they have been found. We have more important things to talk about. All of Israel's hopes are on you, now," Samuel told Saul.

Saul was happy, but confused. The donkeys were found and Samuel was saying great things about him. But why? "Why do you say this to me? My family is of no importance in Israel!" Saul replied.

But Samuel disagreed. He took Saul and his servant to the worship hall and seated them at the place of honor, next to him. The best meat was brought out and served to Saul. "This special food and these guests are here to celebrate that you have come," Samuel told the surprised Saul.

Saul had much to think about as he sat there at that great feast, the guest of honor of the prophet Samuel. He had thought this three-day journey was only a matter of lost donkeys, but now he could see that it was part of the bigger plans of God. What did it all mean?

After dinner, Samuel and Saul went to his house, sat on the roof and talked. At daybreak Samuel told Saul, "Get ready, and I will send you on your way."

Saul walked with them to the edge of Ramah, then sent the servant on ahead. "I have a message from God that only you must hear," he told Saul.

Samuel took oil and poured it on Saul's head. He kissed him-- the sign of obedience to a king—and said, "The LORD has made you king of Israel. As you travel home to Gibeah, the LORD will have three special things happen to you to remind you of three important things.

First, you will meet two men near Rachel's Tomb who will tell you the lost donkeys have been found. By this, remember that trip was all part of God's plan--not just a matter of lost donkeys.

Then, at the great tree of Tabor, three men will give you two of the three loaves of bread they are offering to God. By this, remember that God is king over you. He

is sharing the rule of His people with you. Care for them His way, not your own way.

Lastly, at the town of Gibeah, you will join a group of prophets who are singing and prophesying about God. God's Spirit will come upon you and you will prophesy with them. Remember that it is only by the power of God's Spirit that you can be the king you should be. Rely upon God!" Samuel said.

"When these things have happened, know that the LORD has prepared you to be king," Samuel told Saul. "Tell no one what has happened today. In a week, I will meet you in Gilgal to make sacrifices to the LORD and present you to the people as king," Samuel told Saul.

Saul left Samuel that morning and everything happened, just as he said it would: the two men gave him news of the donkeys. The three men gave him the two loaves of bread. And by God's Spirit, Saul praised God and prophesied with the singing prophets.

Saul was a changed man and everyone noticed. "What is this that has happened to Saul? Has he become a prophet?"

Saul's uncle had even more questions for Saul. "Tell me what Samuel said to you," he insisted.

"Samuel told us that the donkeys had been found," Saul replied. He kept the rest a secret, just as Samuel had told him to. And what a secret it was! This trip had been far more than a matter of lost donkeys. It was a part of God's good and unfailing plans!

Cracking the Case:

It's time to answer our Case Questions.

1. Who lost his donkeys? Who did he send to find them?

Kish. He sent his son, Saul, and a servant to find them.

2. What plan did God use the lost donkeys to fulfill? How did God show that these lost donkeys were used as part of fulfilling that good plan? The LORD used the lost donkeys to take Saul to Samuel to be anointed king over Israel. The LORD told Samuel what Saul was doing, when he would arrive and where the donkeys were. It was clear that He had woven His bigger plans into what happened to these donkeys.

Something For You and Me

Our Bible Truth is:

God's Plans for His Creation Are Good and Unfailing
Our Bible Verse is: Psalm 33:11

"The plans of the LORD stand firm forever, the purposes of his heart through all generations."

Who would have guessed that God had something so important as anointing the first king of Israel woven into something as plain as looking for lost donkeys? Are God's great and mysterious ways only for lost donkeys, prophets and future kings? No, they are not. God has woven His good and unfailing plans into all the thoughts, words and actions of all His creation.

And what is the greatest plan that God has woven into this world? The plan to send His Son Jesus to die for the sins of His people, as He suffered and died on the cross. How amazing God's plans! How amazing His love for His people! You and I can be His people, too, when we turn from our sins and trust in Jesus as our own Savior.

Let's praise God for being the great Planner who weaves His wonderful plan into our lives. Let's ask Him to help us joyfully trust His work in our lives as we obey Him.

Close in prayer.

Closing ACTS Prayer

A God, we praise You for being the Weaver of Your good plans for creation into everything.

C God, we confess that many times we don't trust that the hard things that happen to us can really be part of Your good, unfailing plans. We doubt You and fear. We need a Savior!

T Thank You for working Your greatest good plan of salvation through Jesus' terrible suffering and dying on the cross. Because of Him, we can be saved from our sins.

S God, work in our hearts! Help us to turn away from our sins and trust in Jesus as our Savior. Work out your good plans in our lives, for our good and Your glory!

Special Words

Prophet: A godly person who God spoke His words to and they told them to the people. God spoke to His people through prophets a lot in Old Testament times especially.

Anointing: Oil poured on the head of someone as a sign that God intended to use them to do a special job.

ACTS PRAYER ACTIVITY

Use this sheet to write down your ACTS Prayer

Instructions:

Use this sheet to help the children apply the Bible Truth into a prayer. You can use the ACTS provided or even better, have the kids think of their own applications. Also have the children add their personal requests to the prayer, too. Lead the children in the prayer or let them pray sections, with your help. Never force a child to pray! Non-readers can participate by you whispering a section of the prayer into their ear and allowing them to pray it aloud for the group.

ADORATION:

Praise God for being the Maker of good and unfailing plans for all of His Creation.

God, we praise You for being.....

Add your own Adorations:

CONFESSION:

Confess that often we grumble against His plans for our lives, instead of praise Him for them. We need a Savior!

THANKSGIVING:

Thank God for specific parts of His good plan for our lives that we can already see. Thank Him for His plans for the future, that we do not know, but can be confident that they, too, will all be a part of His good plan. Thank Him that His good plans will come about. Nothing can ever defeat Him!

God, we thank You for...

Add your own Thanksgivings:

SUPPLICATION:

Ask God to help us to keep trusting and praising Him for His good plans, when they include suffering or other hard things we do not understand. Ask Him to work in our hearts, that we might turn away from our sins and trust in Jesus as our Savior.

God, we need Your help...

Add your own Supplication:

SNEAKY SNACK

Can you figure out how this snack ties in with our case?

Snack: The Lost Donkeys; and, Samuel Anointing Saul

Teddy Graham "Samuel" holding an "Anointing horn" corn snacks (one brand name called "Bugles") over the head over a Teddy Graham "Samuel." Could also serve broccoli or celery piece "grass/bushes" with animal cracker "donkeys."

This is only a suggestion. Feel free to modify. Be mindful of allergy issues among your children!

Case Tie-in: God wove His plans to prepare Saul to be Israel's king into his search for his father's donkeys.

SOUL FOOD

Food for thought during snack time

1. What does the snack have to do with the story?

Choose a few questions from the other activity discussion sheets to talk about during this snack time.

2.

3.

4.

5.

6.

7.

Directions: Read and discuss Bible Truth, using a FEW of the questions. Play game. Feel free to modify the game to fit your children.

God's Plans for His Creation Are Good and Unfailing

Before the creation of the world, God planned each day from first to last. Each one would be just as He planned it to be. Every creature in it would live, grow, and reflect His glory, just as He had planned.

As part of His plans for this world, God created people each with a mind to think and a will to act. They would use these to make their own decisions, every day of their life. Yet in God's mysterious and mighty way, before even the first people were created, He had already perfectly woven His good plans into all that they would choose to think and do.

God's plans would never fail. Not even the sin and suffering that would come into the world would ruin God's good plans for His creation. God would use even these terrible things to display His great love for His people by sending His Son Jesus to save them. God's people--people from every nation and language on earth--would all choose to love and obey Him, just as He had planned. Not a one would be lost. God, Himself, by the great power of His Spirit, would make sure that these good things would happen.

There is much about God's plans we cannot understand because God is so much greater and wiser than we are. That's why God tells us not to lean on our own understanding of things, but trust in Him instead. When we remember God's perfect faithfulness in the past and His promises for the future, we can rejoice that whatever happens. It is always, only, a part of His completely good, unfailing plan.

Understanding the Bible Truth

1. Did God create people and the universe because He was bored or lonely? Why or why not? *God did not create them because He was bored or lonely. God the Father, Son and Holy Spirit have always been perfectly happy, enjoying each other in perfect fellowship.*
2. Why did God make the universe? *For His own pleasure, as a display of His glory. For us to enjoy.*
3. How do all things praise and glorify the LORD? *By being little pictures of what He is like.*
4. What is special about how people can praise and glorify God? *God made them in His own image. Of all the earthly creatures, they alone can see how God's creations reflect the great way He is and praise Him for it.*
5. Why did God place people in His creation? *To enjoy creation and to enjoy God. And, for the pleasure of praising and glorifying God even more, by what God's creations shows them about Him.*
6. Why would it be selfish for us to do things for our own glory, but good for God to do things for His own glory? *We are just creatures. We were never meant to be worshiped or glorified for what we do. We can accept people's encourage when we do a good job, but we know that everything talent we have, every good thing we do is a gift that God has given us. In the end, God should be praised for the good things we do. But God is different. He is the like no one else. He is completely good and loving. He is far wiser and far more powerful than anyone else. No one helps Him do what He does. It is right for Him to do things for His own pleasure and for the praise of His name because He is God. It would be wrong for Him NOT to seek His own glory or pleasure.*

Bible Truth Story Connection Questions

1. What does our story have to do with our Bible Truth? *Even something as simple as the decision in the minds of Kish's donkeys was really part of God's good plan that He wove into all of creation from before the beginning.*

Bible Verse Connection Question

1. What does our Bible Truth have to do with our **Bible Verse: Psalm 33:11**: "The plans of the LORD stand firm forever, the purposes of his heart through all generations."?
This verse reminds us that God's plans never change. It reminds us that His purposes come from His heart, which is perfectly wise and completely good. And that these wonderful plans of His will all take place, without fail, throughout all of time.

Life Application Questions

1. How can God's people today be comforted when they go through hard things that they don't understand? *They can remember that everything they go through is part of God's good and unfailing plans for creation. They can remember that even if they don't understand why they are going through it, that God does and is working good through it.*
2. How can we become God's people and be comforted by God's good and unfailing plans? *By turning from our sins, confessing them to God and trusting in Jesus as our own Savior.*

ACTS Questions

1. What is something we can praise God for from this Bible Truth? *Praise God for being so good, wise and powerful, that His plans will come about without fail.*
2. What is something we can confess to God from this Bible Truth? *That while God's plans are good and unfailing, many times we don't want to follow them. We want to do things our own way. Or, we doubt that His plans really are good. We need a Savior!*
3. What is something we can thank God for from this Bible Truth? *For weaving His good, unfailing plans into everything that happens in this world--even the sadness things that happen. We can thank God for sending Jesus to even turn death to life, for all of God's people, when He died on the cross to pay for their sins.*
4. What is something we can ask God for from this Bible Truth? *We can ask God to work in our hearts that we would turn away from disobeying Him and trust in Jesus as our own Savior. We can ask God to help us to keep on trusting in His good, unfailing plans, even when things don't make sense to us. And, we can ask God to use us to help bring about His wonderful plans.*

The Gospel

1. From before the beginning, God made saving sinful people a part of His good, unfailing plans. How did He do this? What is the gospel?
Yes, there is! God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who've rebelled against Him. We all deserve death--God's just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son, Jesus to earth as a man to save sinners. He lived the perfect life that pleases God. (He's the only one who's ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God's people, so they wouldn't have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God's people, too, if we turn from our sins and trust in Jesus as our own Savior.

Game: Help the Blind Man

Materials

Blindfold

Cane

Bible Truth Questions

Bag/Bowl

Preparing the Game

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own.
2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

Playing the Game

Children form a circle, with "It", a blind man, in the center. The circle moves slowly to the left or to the right at the Blind Man's command. Then, the Blind Man says, "Halt!" Everyone in the circle stands still. The Blind Man then begins walking out towards the circle of children, GENTLY touching his cane out until he touches someone. When he does, the blind man gets to choose a question from the bag for the teacher to read to the class. When they get a correct answer, the blind man gives up his blindfold to the other child who becomes the blind man, while the former blind man joins the circle.

Game continues as number of questions, time, and attention span allow.

Optional TAKING IT TO OTHERS Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during TAKING IT TO OTHERS time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children. Make sure you read the Bible verse aloud before you ask your questions.

Directions:

1. Write words to song in large print before class.
2. Play the song for the children, helping them follow along on the song sheet.
3. Discuss the song, using a few questions from the discussion sheet. *Don't use them all!*
4. Introduce sign language for key words of your choice from sign language sheet for your song. Use as few or as many as you think the children can learn.
5. Sing and sign the song. Sign language as well as large format lyrics and sheet music are found in the PFI Unit Songbook or online.
6. If desired, play the Song Game.

Optional TAKING IT TO OTHERS Activity: Presenting and Singing the Song

1. Sing and sign the song, encouraging the watching children/parents to join in.
2. Ask the class some of the questions listed below. The Bible Truth Connection Question is particularly good to help them understand how the song ties in with the Bible Truth.

He Leadeth Me

Verse 2

Sometimes 'mid scenes of deepest gloom,
Sometimes where Eden's bowers bloom,
By waters still, o'er troubled sea,
Still 'tis His hand that leadeth me!

Verse 3

Lord, I would clasp Thy hand in mine,
Nor ever murmur nor repine;
Content, whatever lot I see,
Since 'tis Thy hand that leadeth me! *Refrain*

Refrain

He leadeth me, He leadeth me,
By His own hand He leadeth me;
His faithful foll'wer I would be,

Listen to it on PFI NIV Songs 5, Tracks 15,16

Understanding the Song

1. What does "Sometimes 'mid scenes of deepest gloom, Sometimes when Eden's bowers bloom" mean?
During really sad, difficult times or during days filled with so much happiness that they seem like the wonderful days in the Garden of Eden before there was any sin or suffering. (The blooming bowers of Eden is a reference to all the beauty of the flowering plants of the Garden of Eden. The songwriter uses this as a reference to life before sin entered the world.)
2. When is God leading the person singing the song? *Whatever he does, wherever he is; whether he is enduring suffering and hardship or enjoying wonderful blessings, he knows that God is leading him.*
3. What does it mean that God leads him by His own hand? *Not that God actually holds His hand, but that He is with him guiding him through everything he goes through each day.*
4. What is a faithful follower of God like? *He loves God and obeys Him, with God's help.*
5. What gives the singer confidence that he will be God's faithful follower? *He knows that he is not leading himself through all of life, but that God is leading him and helping him every day.*
6. What does it mean to 'murmur' and 'repine'? *To murmur is to complain; to repine is to be unhappy that you don't have something you want.*
7. What is a 'lot'? *What a person's life is like; what he goes through each day.*
8. Why will the singer of the song be content 'whatever lot he sees'? *He knows his lot in life is what God has planned for him, and God's plans are only good and unailing. Even if he can't understand why his life is the way it is, he still trusts that God is completely wise and His plans are completely good.*
9. Why does he choose to trust God rather than just what he himself sees and feels? *Because he know God is so much wiser and greater than him that he could not possibly understand many of the good things God has planned for him.*

Bible Truth Connection Question

1. How does this song relate to our **Bible Truth: God's Plans for His Creation Are Good and Unailing**? *God's people know God's plans are good and unailing. As His people, they know He is always leading them through life, fulfilling His good plans for them. Whether it is something hard or sad or enjoyable and happy, it is all a part of God's good plans. That is why they can be content, no matter what happens.*

Story Connection

1. How does this song relate to today's story? How did the LORD lead Saul without Saul even knowing it? *God wove His great plan to anoint Saul king of Israel into his journey to find the lost donkeys.*
2. How did Samuel show that he knew the LORD was leading him? *Samuel prepared for the feast in complete confidence--even though he had never seen Saul. He knew that the LORD always fulfilled His plans, just as He said He would.*

Bible Verse Connection Question

1. What does this hymn have to do with our **Bible Verse: Psalm 33:11**: "The plans of the LORD stand firm forever, the purposes of his heart through all generations."?

God's people know that even in "scenes of deepest gloom" (hard or sad times) that God's plans stand firm. They do not need to murmur or repine (complain or stay sad) because the Lord is leading them. His plans are good and they are unfailing. God's people can be content because they know that His plans will succeed and one day they will see just what great things He was doing, even through their hardest or saddest of days.

Life Application Questions

1. How can God's people be affected by the message of this song? *They can praise God for leading them with His good and unfailing plans. They can ask Him to help them not to complain or long for something different than what is His good plan, but to trust in Him and His good plans.*
2. What is the best first step do we need to take if we want to be a faithful follower of God? *That God would work in our hearts that we might turn from our sins and trust Jesus as our Savior. We can ask Him to work in our hearts that we would be His faithful follower all our lives.*

ACTS Questions

1. What is something we can praise God for from this hymn? *Praise God for being faithful to always lead His people according to His good and unfailing plans.*
2. What are sins we can confess to God from this hymn? *That many times we do not trust God to lead us. We choose to do things our own way, which seems better. We deserve His punishment! We need a Savior!*
3. What is something we can thank God for from this hymn?
We can thank God that we can always depend on Him to lead us, even in the hardest times, when we turn from our sins and trust in Jesus as our Savior.
4. What is something we can ask God for from this hymn? *To help us be grateful for His care shown in all His beautiful creations; and to see Him and worship Him as we look at everything He has made.*

Gospel Question

1. God's people can sing this song and trust God to lead them according to His good and unfailing plans. Why? Because of all He had done already for them through Jesus, as part of His good and unfailing plan? Can you tell me what He's done through Jesus? What is the gospel?

God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who have rebelled against Him. We all deserve death--God's just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son Jesus to earth to save sinners. Yes, Jesus, the perfect Son of God, left His home in heaven and became a man. He lived the perfect life that pleases God. (He's the only one who has ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God's people, so they wouldn't have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God's people, too, if we turn from our sins and trust in Jesus as our own Savior.

Song Game: Word Take Away

Materials

Sign Language Signs and Song
White board and marker
Eraser

Preparing the Game

1. Write the words to the song on a white board.

Playing the Game

1. After children have learned the song and signs well, then tell the children that you are going to leave out words from the song (that you've learned signs for) and just do the sign in its place.
2. Have the children help you choose a word to take out. Erase the word from the board. Review the sign the for erased word.
3. Sing the song, trying to remember to NOT sing the word and do only the sign.
4. Continue to take out words until all of the words (with signs) have been taken out.

Game continues as number of questions, time, and attention span allow.

choose a FEW questions for discussion, then choose the game and/or music activity

Meditation Version: Psalm 33:11

“The plans of the LORD stand firm forever, the purposes of his heart through all generations.”

Understanding the Bible Verse

1. What are plans? *What someone intends to do.*
2. What are the plans of the LORD? *What He intends to do.*
3. What does it mean for the LORD’s plans to stand firm? *God’s ways are never wrong. His plans will never fail. Nothing will ever stop God from doing all of His good will! It is always best for us to obey what He tells us to do. Nothing will ever overcome His plans. No one will ever understand the world or our lives better than Him.*
4. How long will the LORD’s plans stand firm? *Forever. There will never be a time when God’s good plans will fail.*
5. Will suffering and sin be able to spoil God’s good plans? *No. God’s plans stand firm. Even though many times we do not understand how, His good plans will always triumph through suffering and sin, just as they did when Jesus died on the cross.*
6. What are the purposes of the LORD’s heart? *The LORD is only perfectly good and wise. The purposes of His heart are only good and wise, too.*
7. What is a generation? *All the people of about the same age. Your parents are one generation; your grandparents are another. You, your brothers and sisters, and your friends are one generation.*
8. What does it mean for the plans of God’s heart to stand through all generations?
From the very first people, to their children, their grandchildren, and so on and so on....all the way down to your parents, you and your friends, the children you will have one day....all the way through all of time...to the very last person who is born and lives on earth....everything God has planned will happen, just as He planned it to, full of His goodness and greatness.

Bible Truth Connection Question

1. What does this verse have to do with the **Bible Truth: God’s Plans for His Creation Are Good and Unfailing?** *God’s plans for His creation are unfailing throughout all of history; and that they are as good as His perfectly good and wise heart.*

Story Connection Questions

1. How does this verse relate to our story? *God had woven His perfect plans into Saul’s search for the lost donkeys. As the LORD revealed His plan to Samuel to bring Saul to Ramah the next day at a particular time, Samuel did not hesitate to plan everything. He knew that the LORD’s plans stand firm forever. If He planned it, then it would happen.*

Life Application Questions

1. How is it encouraging to His people to know that the LORD’s plans stand firm? *They know that no matter what they face—no matter how difficult or difficult to understand—that the LORD has woven His good, unfailing plan into it. They can trust Him and rejoice in Him.*
2. How can we become God’s people? *By turning from our sins, confessing them to God and trusting in Jesus as our own Savior.*

ACTS Questions

1. What is something we can praise God for from this Bible Verse? *Praise God for being the Maker of good and unfailing plans for all of His creation.*
2. What is something we can confess to God from this Bible Verse? *Confess that often we grumble against His plans for our lives, instead of praising Him for them. He rebel against them in what we think, say and do. We want to do things our own way. We need a Savior!*
3. What is something we can thank God for from this Bible Verse? *Thank God for specific parts of His good plan that He has shown us, either through the Bible or through our lives.*
4. What is something we can ask God for from this Bible Verse? *Ask God to work in our hearts, helping us to turn away from our sins and trust in Jesus as our Savior. Ask Him to help us to trust Him and praise Him for His good plans, even when they include suffering or other hard things we do not understand or like. We can ask Him to fulfill all His good plans in us and in the world around us.*

The Gospel

1. What is the greatest, most amazing plan of the LORD that He has had for His sinful people, from even before the creation of the world? What is the gospel?

God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who have rebelled against Him. We all deserve death--God's just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son Jesus to earth to save sinners. Yes, Jesus, the perfect Son of God, left His home in heaven and became a man. He lived the perfect life that pleases God. (He's the only one who has ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God's people, so they wouldn't have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God's people, too, if we turn from our sins and trust in Jesus as our own Savior.

Game: Jump for Joy

Materials

Bible verse written up in large print so that all can see
A very long rope or jump rope

Preparing the Game

None.

Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

Directions

1. If desired, lead the children in a discussion of a **FEW** of the most important questions before beginning game.
2. Explain the game to them as follows:
Have the children form a line. Have two people be the Rope Turners for the jump rope. While the entire group recites the verse, have the children take turns trying to jump through the whole verse without stopping. For children adept at jumping rope, you can even have them try running in and jumping, jumping with a partner, etc. or other variations the children come up with.

Game continues until all children get to jump, or as time and attention span allow.

Non-competitive Option

Don't split the children into teams. Give the children a group target amount of points to earn and challenge them to try to make the target amount in as few turns as possible. Always give two points to the class for getting the verse right, even if they have a partner help them.

Optional TAKING IT TO OTHERS Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during TAKING IT TO OTHERS time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children. Make sure you read the Bible verse aloud before you ask your questions.

Directions:

1. Write words to song in large print before class.
2. Play the song for the children, helping them follow along on the song sheet.
3. Discuss the song, using a few questions from the discussion sheet. *Don't use them all!*
4. Introduce sign language for key words of your choice from sign language sheet for your song. Use as few or as many as you think the children can learn.
5. Sing and sign the song. Sign language as well as large format lyrics and sheet music are found in the PFI Unit Songbook or online.
6. If desired, play the Song Game.

Optional TAKING IT TO OTHERS Activity: Presenting and Singing the Song

1. Sing and sign the song, encouraging the watching children/parents to join in.
2. Ask the class some of the questions listed below. The Bible Truth Connection Question is particularly good to help them understand how the song ties in with the Bible Truth.

The Plans of the Lord

Listen to it on PFI NIV Songs 5, Track 18

The plans of the Lord stand firm forever;
 The purposes of His heart through all generations;
 His plans stand firm forever,
 The purposes of His heart through all generations;
 The plans of the Lord stand firm forever;
 The purposes of His heart through all generations.
 Psalm Thirty-three, verse eleven.

Song Game: Big Voice, Little Voice

Materials

Song
 Sign language signs used in the song printed out onto little cards
 Blindfold

Preparing the Game

None.

Playing the Game

1. Practice the song and signs until the children know them well. Then tell them: "Children, we are going to hide a sign language sign and see if one of you can find it... with a little help from the rest of us!"
2. Choose someone to be "It" and blindfold them. Choose another child to hide one of the sign language cards. When it's hidden, "It" can remove the blindfold and begin to look.
3. The rest of the children will sing the song in a louder voice when "It" gets closer to the hidden sign and quieter when "It" gets further from the sign.
4. When "It" finds the hidden clue, another "It" is chosen and play begins again.

Game continues as number of questions, time, and attention span allow.

Directions: Read and discuss Bible Truth, using a FEW of the questions. Play game. Feel free to modify the game to fit your children.

General Story Questions

1. Why was it so bad to lose she-donkeys? *Donkeys were transportation and haulers. The donkeys not only could carry things, but could give Kish more donkeys. They were very, very valuable.*
2. How many days did Saul and the servant look for the donkeys? *Three days, about sixty miles on foot.*
Why did Saul think they should go back home without the donkeys? *Because he knew his father would be worried about them even more than the donkeys.*
3. What great plans of the LORD were woven into this search for donkeys? *To give Israel a (human) king to lead them against the Philistines, as they had been praying for.*
4. What did the servant suggest they do rather than go back home? *Go to Ramah to ask Samuel where the donkeys were.*
5. How did Samuel know about Saul's trip? *The LORD told him.*
What did the LORD tell Samuel to do to prepare for Saul's arrival in Ramah? *Prepare a sacrifice and a feast at the high place for him.*
6. How did the LORD show that He had woven His plans into Saul's trip? *He told Samuel what Saul was doing, when he would arrive in Ramah, and what was happening with the donkeys.*
7. How did Samuel show he trusted in the LORD's good and unfailing plans? *He prepared everything for the sacrifice, just as if he had seen and invited Saul, himself.*
8. How did the LORD show Saul that this trip was part of His good and unfailing plans? *Through Samuel, He gave Saul three signs that would happen on his journey home. As these things happened, they confirmed that all that Samuel had told him was really of the LORD.*
9. Why didn't Saul tell his uncle all that Samuel had told him? *He was being obedient to Samuel's command to do nothing before meeting him in Gibeah in seven days.*

Bible Truth Connection Questions

1. What does this story have to do with our **Bible Truth: God's Plans for His Creation Are Good and Unfailing**? *Saul and his servant had gone out merely on a search for lost donkeys, but the LORD had woven His own unfailing and good plans into the journey. He planned to use their journey to bring Saul to Samuel in Ramah to be anointed the first king of Israel.*

Bible Verse Connection Question

1. What does the story have to do with our **Bible Verse: Psalm 33:11**: "The plans of the LORD stand firm forever, the purposes of his heart through all generations."?
God had woven His perfect plans into Saul's search for the lost donkeys. As the LORD revealed His plan to Samuel to bring Saul to Ramah the next day at a particular time, Samuel did not hesitate to plan everything. He knew that the LORD's plans stand firm forever. If He planned it, then it would happen.

Life Application Questions

1. What can God's people trust God to be doing in the things they do each day? *Whether they see it or not, they can trust that He is working out His good and unfailing plans through them. If we are Christians, we can know that He is using everything that happens to us to bring glory to His name and to make us more and more like Him. These are the best things of all.*
2. How can we become God's people? *By turning from our sins, confessing them to God and trusting in Jesus as our own Savior.*

ACTS Questions

1. What's something we can praise God for from this story? *Praise God for being the Weaver of His Good plans into all of creation.*
2. What's something we can confess from this story? *Confess that many times we do not trust that God can be at work when hard things happen to us and others we love. We doubt Him and worry, instead. We need a Savior!*
3. What's something we can thank God for from this story? *We can thank God for working His good plans into even hard things that happen. We can thank God for working His greatest plan of salvation through Jesus through Jesus suffering and dying on the cross at the hands of His enemies.*
4. What is something we can ask God for, from this story? *We can ask God to work in our hearts, helping us to turn away from our sins and trust Jesus as our own Savior. We can ask God to work out His good plans, for our good and His glory, in everything in our lives.*

The Gospel

1. Saul was amazed at the good plan that the LORD had woven into the matter of the lost donkeys; but God has woven even great plans into this world. The greatest of all is salvation through Jesus. Can you tell me the good news of Jesus? What is the gospel?

God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who have rebelled against Him. We all deserve death--God's just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son Jesus to earth to save sinners. Yes, Jesus, the perfect Son of God, left His home in heaven and became a man. He lived the perfect life that pleases God. (He's the only one who has ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God's people, so they wouldn't have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God's people, too, if we turn from our sins and trust in Jesus as our own Savior.

Game: Spin the Light

Materials

Flashlight

Paper and Marker

Story Review Questions

Preparing the Game

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.

Playing the Game

Divide the children into two teams. Have them sit in a close circle, alternating Team A and Team B players. Have the children sit in a circle. Put the light in the middle of the circle. Spin the light. Whoever the light points to, answers the question. If it points to a Team A player and he gets it right on his own, it is worth 2 points for his team. If he needs help from another team member, then it is worth 1 point. The question goes to the Team B player on his right for a possible 1 point if the Team A player fails to answer correctly.

Game continues until all children get to toss the Frisbee, or as number of questions, time, and attention span allow.

Non-competitive Option

Don't split into teams. Have the children sit in a circle and spin the light, asking whoever it points to a question. If desired, you can let each child choose another child to help them answer the question.

Optional TAKING IT TO OTHERS Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during TAKING IT TO OTHERS time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children.

CASE REPLAY ACTIVITIES

Use this guide to review the Case Story and act it out for others to enjoy!

CASE REPLAY, JR: YOUNGEST CHILDREN

Description: The children will act out the story together, everyone doing the same action/sound effect at the same time. This activity is most suitable for kindergarteners.

Materials

The Case RePlay, Jr. script for younger children

Preparation

1. Read through the script and write in the blanks along the side possible actions/sound effects the children could do to act it out.

Instructions

1. Tell the children that they will be re-enacting the story together as you tell it.
2. As you read the script, lead the children in actions/sound effects to do with you.
3. If desired, you can read the script and stop at certain sentences and ask them what a good action/sound effect would be to act out what you just read.
4. Repeat the re-enactment one or two times more.

CASE REPLAY, SR: OLDER CHILDREN

Description: The children act out the story as a three-scene play. You will narrate it using the Case RePlay, Sr. script and they will act it out (no spoken words, for the most part), with each child assuming a different character's role. This activity is most suitable for first grade and up. You will review the story, then practice it a few times before performing it for others.

Materials

The Case RePlay, Sr. script
White board or other large format paper
Costumes and props

Preparation

1. Prepare for the play by choosing costumes and props for each character in the story. Decorate the area with any scenery props.
2. Write the words "Beginning," "Middle," "End" on a large piece of paper/whiteboard with plenty of space under each heading. You will use this paper to help the children think about the story as a three-scene play, as it is presented in the script.

Instructions

1. Tell the children that they will get to act out the story as a three-scene play, with a beginning, middle and end section. Tell them that before they can act it out, they need to think it out. as you narrate it with your script.
2. Take the children's answers as they recount the story, helping them put key incidents in the right order.
3. If desired, when they have filled in their Beginning, Middle, End, read through your whole (real) script, so they hear exactly what you will have them act out.
4. Then tell the children that it's time to practice acting out the story.
5. Assign parts to each child. If you are using costumes, do NOT give them out at this point. They will be a distraction.
6. Have all the children sit on the floor or in chairs on one side of the "stage," then call the characters up in place as their part in the story comes.
7. As you read the script, guide the children in where you want them to move or do to act it out.
8. After going through the whole script once, give out any costumes and props and act out the script once or twice more.

Optional TAKING IT TO OTHERS Activity: Re-enacting the Story

Read the script as the children act out together (younger) or assuming different roles (older) as the other children or the parents watch.

CASE REPLAY, JR--YOUNGER KIDS (KINDERGARTEN) P.2

“Welcome to our Case Story Re-Play! The name of our story is called: The Case of the Lost Donkeys.

Our story is an Old Testament story. It takes place about 1000 years before Jesus lived on earth.

And now we present: “The Case of the Lost Donkeys.”

Scene 1:

Kish looked for his she-donkeys, but couldn’t find them. He sent his son, Saul, and a servant to find them. For three, whole days they search for them, but can’t find them anywhere. Saul wanted to give up and go home. He knew his father would be getting worried about them. This would have been good advice to follow, if this trip was only about lost donkeys, but it wasn’t. The LORD was using those wandering donkeys in His plan to bring Saul to Samuel in Ramah. There, Saul would be anointed the king of Israel. The LORD had told Samuel the day before that Saul would be coming to him to be anointed king of Israel. He told him to prepare for Saul’s arrival with a sacrifice and a feast up at the high place for the next day around a certain time. Samuel believed the LORD and began to prepare for the feast. He bought a choice lamb to sacrifice at market. He invited thirty guests and ordered the cook prepare the food. He told the cook to save the best part of the sacrifice (the leg); and told a servant to leave open the two seats of honor next to Samuel.

Actions:

Scene 2:

The next day, Samuel got everything ready for the feast at the high place, then went home. The guests arrived and watched the sacrifice made. They gathered around the table with the good-smelling feast foods and waited for Samuel and the special guests to arrive. At the same time, the servant talked Saul into going to see Samuel and paying him to ask God where the donkeys were. As Samuel headed to the high place, Saul and his servant came into Ramah. The LORD tells Samuel that this is the man who is to be anointed king. Saul is surprised when Samuel tells him not to worry about the donkeys and calls him the desire of all Israel. Samuel invites them to the feast and promises to explain more later. Saul sits in the seat of highest honor, right next to Samuel. He is given the best meat of the sacrifice that was saved for him. After the feast, Samuel and Saul go up on the roof of his house and talk a long time.

Scene 3

The next morning Samuel tells Saul it’s time to go. Samuel sends Saul’s servant ahead, then anoints Saul king of Israel. He tells him three special things that will happen to him on the way home. He tells him to meet him in Gilgal in seven days and do nothing until then. All three special things happen to Saul on the way home: two men told him that the donkeys had been found; then three men gave him two of the three loaves of bread they were about to offer as a sacrifice to the LORD; then Saul prophesied and sang with a group of prophets and the LORD changed his heart. Everyone noticed the difference in Saul, but Saul said nothing. He would wait for God’s unending, good plan to unfold, as Samuel told him to.

Bible Truth Tie-In:

The Bible Truth we are learning is: **God’s Plans for His Creation Are Good and Unfailing.** Saul thought he was only searching for lost donkeys, when all along the LORD had woven into Saul’s journey, His good and unfailing plan.

CASE REPLAY, SR--OLDER KIDS (1ST GRADE AND UP) P.3

“Welcome to our play! The name of our story is called: The Case of the Lost Donkeys.

Our story is an Old Testament story. It takes place about 1000 years before Jesus lived on earth.

The characters in our story are: Kish, Saul, Kish’s servant, the prophet Samuel, the guests at the feast, some people from Ramah, some men along the road and a group of prophets.

And now we present: “The Case of the Lost Donkeys.”

Scene 1: (Beginning)

Kish looked for his she-donkeys, but couldn’t find them. He sent his son, Saul, and a servant to find them. For three, whole days they search for them, but can’t find them anywhere. Saul wanted to give up and go home. He knew his father would be getting worried about them. This would have been good advice to follow, if this trip was only about lost donkeys, but it wasn’t. The Lord was using those wandering donkeys in His plan to bring Saul to Samuel in Ramah. There, Saul would be anointed the king of Israel. The Lord had told Samuel the day before that Saul would be coming to him to be anointed king of Israel. He told him to prepare for Saul’s arrival with a sacrifice and a feast up at the high place for the next day around a certain time. Samuel believed the Lord and began to prepare for the feast. He bought a choice lamb to sacrifice at market. He invited thirty guests and ordered the cook prepare the food. He told the cook to save the best part of the sacrifice (the leg); and told a servant to leave open the two seats of honor next to Samuel.

Scene 2: (Middle)

The next day, Samuel got everything ready for the feast at the high place, then went home. The guests arrived and watched the sacrifice made. They gathered around the table with the good-smelling feast foods and waited for Samuel and the special guests to arrive. At the same time, the servant talked Saul into going to see Samuel and paying him to ask God where the donkeys were. As Samuel headed to the high place, Saul and his servant came into Ramah. The Lord tells Samuel that this is the man who is to be anointed king. Saul is surprised when Samuel tells him not to worry about the donkeys and calls him the desire of all Israel. Samuel invites them to the feast and promises to explain more later. Saul sits in the seat of highest honor, right next to Samuel. He is given the best meat of the sacrifice that was saved for him. After the feast, Samuel and Saul go up on the roof of his house and talk a long time.

Scene 3: (End)

The next morning Samuel tells Saul it’s time to go. Samuel sends Saul’s servant ahead, then anoints Saul king of Israel. He tells him three special things that will happen to him on the way home. He tells him to meet him in Gilgal in seven days and do nothing until then. All three special things happen to Saul on the way home: two men told him that the donkeys had been found; then three men gave him two of the three loaves of bread they were about to offer as a sacrifice to the Lord; then Saul prophesied and sang with a group of prophets and the Lord changed his heart. Everyone noticed the difference in Saul, but Saul said nothing. He would wait for God’s unfailing, good plan to unfold, as Samuel told him to.

Bible Truth Tie-In:

The Bible Truth we are learning is: **God’s Plans for His Creation Are Good and Unfailing.** Saul thought he was only searching for lost donkeys, when all along the LORD had woven into Saul’s journey, His good and unfailing plan.

The Lost Donkeys of Kish

Description

Children will make a scene of Kish's donkeys roaming the hills and eating grass.

Materials

White Cardstock
 White poster board
 Green tissue paper
 Rubber Cement or Craft Glue
 Paper fasteners, one per child
 Markers
 1 Popsicle stick per child
 One short wooden kebab stick per child
 1 pencil per child
 Scissors
 Tape

Preparing the Craft

1. Copy one of Patterns #1, #2 and #3 per child out of cardstock. Cut out around the donkeys along dashed edges (Pattern #2) and donkey head (Template #3).
2. Cut one of white poster board, the same size as Pattern #1. Glue Template #1 to poster board.
3. Cut 2" circles out of green tissue paper, about 10 per child.
4. Punch hole in head of donkey where indicated.
5. Cut slit in Pattern #1/poster board as indicated.

Making the Craft

1. Show the sample of the craft you have made.
2. Have children color in the three templates.
3. Have the children place the middle of a tissue circle on the eraser of the pencil; twizzle the tissue around the eraser, scrunching up the tissue circle. Glue these onto the scene as grass clumps. Have the children place three of these spaced a few inches apart above the slit. This will be the grass that the lead donkey bends over to eat.
4. Use paper fastener to attach head of donkey to the headless donkey in Pattern #2.
5. Attach kebab stick to the nose of back of moveable donkey's head with tape.
6. Attach popsicle stick to middle of Pattern #2 with tape.
7. Insert popsicle stick and kebab stick through horizontal slot in Pattern #1 (scene), at the right end of the scene.
8. Use the popsicle stick attached to the body of the donkeys to move the donkeys from left to right across the scene to place where a clump of tissue grass has been placed along the slit. Use the kebab stick attached to the nose of the lead donkey to pull his head down and eat the grass. Continue to next clump of grass, etc.

Making a Bible Truth Connection

Once the children have settled into their craft, use the Bible Truth- Craft Connection Sheet to lead discussion about the craft. Note that most of these questions echo the questions on the case board, providing a review of what the children learned earlier.

Optional TAKING IT TO OTHERS Activity: Craft Presentation

If you are presenting the craft to other children or parents the children can hold up their crafts (or your model craft) and read their Bible Truth Connection answers to explain the importance of the craft.

CASE CRAFT**Discussion Guide****Instructions:**

As the children are settled into making their craft, ask them these questions to help them understand the craft's significance. Use the answers provided to guide the children's answers.

Discussion Questions

1. Where did Saul and his father, Kish, live? Why did Saul leave home? *Gibeah. To look for his father's lost donkeys.*
2. What did the LORD weave into this search for the donkeys? *His good and far bigger purposes to anoint a king for Israel.*
3. How could the LORD weave His much bigger plans into what happened to the donkeys? *Because He is completely in control of this world. He uses all things to fulfill His perfect plans.*
4. What is Bible Truth 4, that we are learning? *God's Plans for His Creation Are Good and Unfailing.*
5. What does our craft have to do with our Bible Truth: God's Plans for His Creation Are Good and Unfailing?
Saul thought he was only looking for Kish's donkeys, but the LORD had woven His far greater plans for Israel into his journey.
6. What can this craft help us remember?
There is nothing that happens to us that is not woven into God's perfect plans.

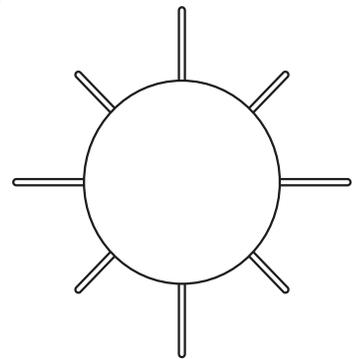
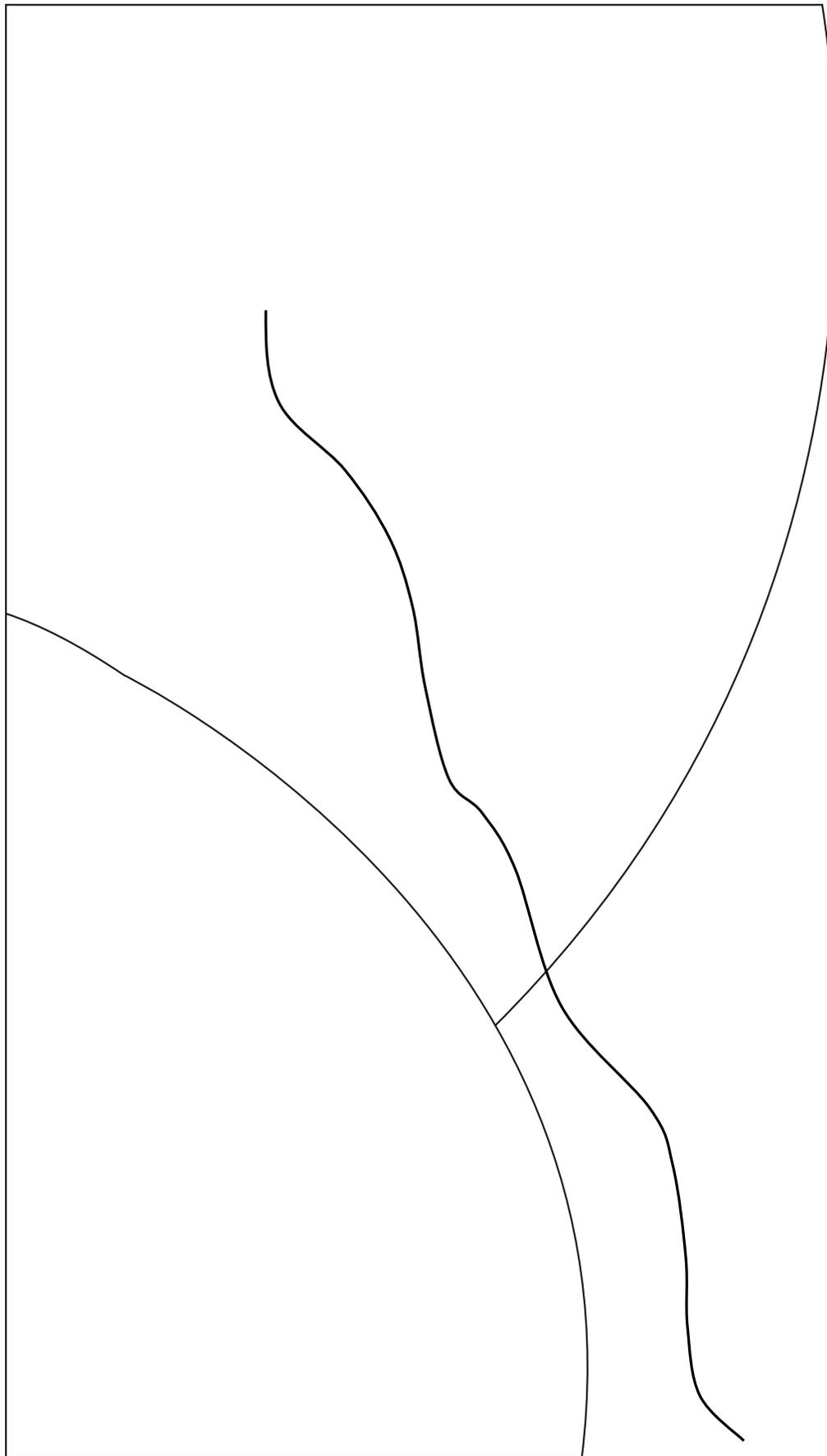
TAKING IT TO OTHERS**Craft Presentation****Instructions:**

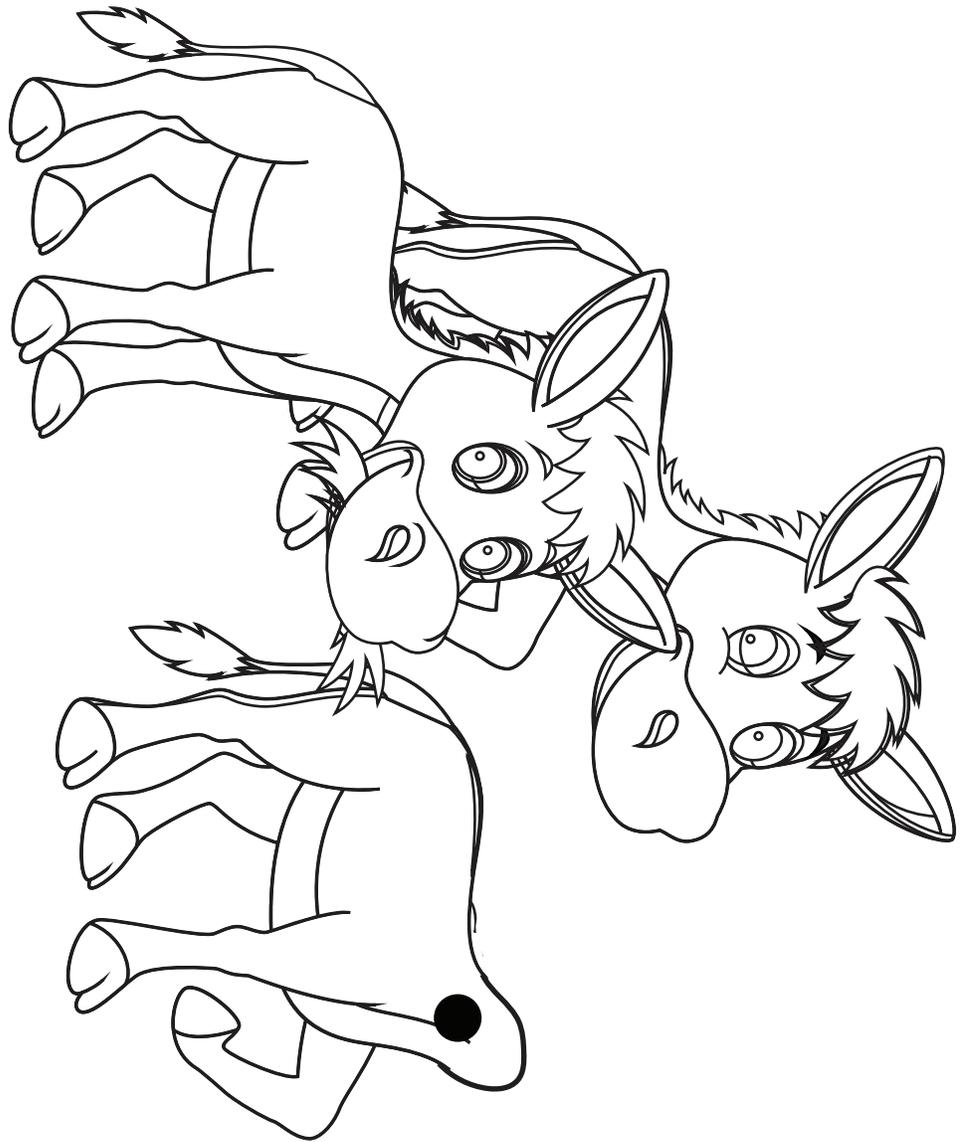
Have children hold up your model craft/their crafts. Choose five children (or you say) the five sections below to explain the craft's importance.

Presentation:

1. Our craft is: The Lost Donkeys of Kish.
2. In Gibeah, the LORD wove His good purposes to give Israel a king into Saul's search for Kish's lost donkeys because He is completely in control of this world. He uses all things to fulfill His perfect plans.
3. Bible Truth 4 is: God's Plans for His Creation Are Good and Unfailing.
4. Saul thought he was only looking for Kish's donkeys, but the LORD had woven His far greater plans for Israel into his journey.
5. Our craft can help us remember that there is nothing that happens to us that is not woven into God's perfect plans.

Note: Even non-readers can participate in presenting the craft, if you will whisper what they are to say in their ear and let them say it aloud for the others to hear.





BEFORE CLASS:**1. PICK YOUR PERSON**

VIPPs can be anyone in your church! Typically, they fall into 6 categories: Church staff, Elders, Deacons/deaconesses, Special Volunteers (people who aren't paid, but spend a lot of time helping out in particular ways), Supported Workers (aka missionaries), and Church Members.

2. GATHER YOUR FACTS

Use the VIPP Information Sheet to write down the facts about your VIPP. The information on this worksheet is used in the VIPP activities, listed in the "Choose an Activity" section below.

DURING THE ACTIVITY:**1. INTRODUCE YOUR VIPP**

Introduce your VIPP to the children, using the VIPP Information Sheet. Fill in a set of VIPP Clue Cards with the information for your VIPP. If desired, you can even have the actual person come into class for the children to meet.

Need help describing what someone does for the church in a kid-friendly way? Check out the list of common VIPPs on the Praise Factory website in the PFI resources. There are lots of kid-friendly descriptions for common VIPP's, such as pastors, elders, deacons and a lot more.

2. PRAY!

Lead the children in praying for the VIPP. Ask the children if they would like to pray for one of the VIPPs prayer requests. Even non-readers can pray for the VIPP if you whisper the prayer request in their ear, then let them say it aloud. Never force a child to pray!

3. CHOOSE AN ACTIVITY

There are two activities you can use to help the children learn about the VIPP:

VIPP Clue Cards: These are nine coloring sheets in which children fill in the nine things they learn about the VIPP from the VIPP Information Sheet. Photocopy a set of each child. Use as few or as many of these Clue Cards as you desire.

VIPP Game: This is a game that uses a set of Clue Cards for one or two VIPPs.

Choose a VIPP and fill in his/her information on the VIPP Information Sheet. Fill in a set of VIPP Clue Cards with the information for your VIPP. Tell the children about the VIPP, having them fill in the VIPP Clue Cards with the key facts as they learn them. Write any words the children need to write on a white-board or other piece of paper so they can see how to spell them. Help younger children write these words on their clue cards. Ideas for how to tell the children about many common VIPPs are listed at praisefactory.org with the resources for this Bible Truth.

Optional TAKING IT TO OTHERS Activity: Introduce and Pray for the VIPP

If you are presenting the VIPP to other children or parents you can assign children to hold up the 10 clue cards and say what each card tells about the VIPP. (Or, you can have the children hold them up as you tell what each one means.) Then lead the children in praying for the VIPP.

Game: Hit the Wall

Materials

- Information Sheet for one VIPP
- 2 Set of Clue Cards
- 8 8.5" x 11" Manilla Envelopes
- Nerf Ball or other soft ball for indoor use

Preparing the Game

1. Fill in one set of clue sheets for the VIPP you are using.
2. Tape the other (blank) set of Clue Cards to the outside of the manilla envelopes.
3. Put the filled-in clue cards in the corresponding envelope.
4. Tape the envelopes to the wall.

Playing the Game

Reveal: Tell the children about the VIPP, showing them your filled-in clue cards as you tell about them.

Review: Have the children take turns trying to hit an envelope with the ball. The teacher (or the child) tells the Clue Card category. The other children try to remember what the VIPP's answer was. Open it up and see if they got it right. If they did, the Clue Card is retired. If not, it can be added back into the Clue Cards to be aimed at.

VIPP INFORMATION SHEET

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VIPP NAME:

WHAT VIPP LOOKS LIKE

Man or Woman? _____

Hair color? _____

Eye color? _____

FAVORITE ANIMAL

FAVORITE FOOD

FAVORITE FREE TIME ACTIVITY

WHAT VIPP DOES DURING WEEK

VIPP GROUP OF SERVICE:

Church Member

Deacon

Elder

Church Staff

Special Volunteer

Supported Worker
(Missionary)

3 WAYS VIPP SERVES CHURCH

3 WAYS TO PRAY FOR THE VIPP
