

# DAVID: GOD'S CHOSEN KING

## DIVINE DIVERSIONS

**Story:** 1 Samuel 16:1-13

Memory Verse: 1 Samuel 16:7b "The Lord does not look at the things man looks at. Man looks at the outward appearance, but the Lord looks at the heart."

### PURPOSE

Students will learn that:

- God does not choose people based on outward appearances.
- We do not have to be perfect people to be chosen by God.
- Sometimes God does the unexpected.

### Objectives for rotation

Students will be able to:

- Re-tell the story of Samuel anointing David as King
- Experience what we can know about a person and some of those things that we cannot know.
- Give an example of how the outside does not always reveal what is inside.
- Find 1 Samuel in their Bibles.
- Learn what it means to be anointed by oil.

**PREPARATION** Read Bible Background and this lesson plan.

### Materials List

- Box
- Clips or hooks
- Envelopes
- Game Board
- Game Spinner
- Index cards
- Lists of letters of the alphabet
- Markers
- Paper
- Pens
- Score sheet
- Box & pieces of paper (for closing reflection)
- Blankets
- Equipment to play recording of story

- Glow-in-the dark stars
- Recording of story

### **Advance Preparation Requirements**

- Prepare a "Wheel of Faith" game. A game board can be made from a large sheet of foam core. It needs to have four rows of eleven places to which 3" x 5" index cards can be clipped. Hooks or clips can be used for this purpose.
- You will need the game spinner. On the spinner mark one space with the words "Lose Turn," and another with the word, "Bankrupt." Print point amounts on the remaining spaces.
- Write out index cards with letters on them spelling out phrases for the game. Store each card in a separate envelope. Use the following:

Fill your horn with oil (Verse 1)

"Anoint as king the man I tell you to" (Verse 3)

Samuel went to Bethlehem (Verse 4)

Jesse's son Eliab (Verse 6)

Abinadab (Verse 8)

Shammah (Verse 9)

Seven sons (Verse 10)

The youngest son (Verse 11)

Are all your sons here? (Verse 11)

The spirit of the Lord took control of David

David, the youngest, a shepherd

The Lord looks on the heart (Verse 8)

Rise and anoint him; for this is the one (Verse 12)

1 Samuel 16:1-13

### **PRESENTATION**

## Open-Introduction

Introduce yourself and share three things about yourself that are not obvious simply by looking at you. Explain to the kids that only God knows you well enough to know all these things. Divide the class into groups of three and ask them to take turns describing what they see when they look at the people in their group. Ask how that is different from what God can see when looking at us.

## Dig - Main Content

1. Help the children find the story of Samuel and David in the Bible. Ask them to look in the index of their Bibles and see if they can guess where this story might be found. Then turn together to the sixteenth chapter of 1 Samuel.

2. Tell the story of Samuel anointing David. If you can darken your room completely, put glow in the dark stars on the ceiling, set out pillows and blankets, and invite the children to lie down and pretend they are camping on a hillside at night watching over their sheep. Play a recording of the story with soft music in the background. See the story in *Crazy Clothesline Characters* (Mader, Carol. Loveland, CO: Group Publishing, 2000, pp. 54-57).

3. Discuss the story:

How did Samuel know how to find a new king for Israel?

What was surprising about this story?

Why didn't Samuel choose one of the older sons of Jesse?

What does it mean to anoint someone with oil?

How is it done?

Why do you think David was chosen? Was he perfect?

4. Play "Wheel of Faith." Use a game board, a game spinner, and the prepared index cards containing the key words and phrases from the story. Divide the class into teams. Provide each team with a list of the letters of the alphabet and a pen so they can keep track of the letters guessed. Give each team a score sheet.

5. The Game: The "host" (leader or shepherd) selects an envelope. One player on the first team spins the wheel. If the spinner stops on a point space, the player guesses a letter. Only consonants can be guessed on a spin. Vowels must be bought. If the letter is part of the phrase, one can spin again or buy a vowel if enough points have been accumulated. Points accumulate depending upon the frequency of the letter occurring in the phrase. For example, if the point space is 100, and the letter occurs twice, the total score of that guess would be 200.

When a vowel is bought, it costs 250 points, whether that vowel occurs once, several times, or is not in the phrase. The player's turn continues until he/she solves the puzzle, guesses wrong, or lands on "Lose Turn" or "Bankrupt." "Bankrupt" means that the person or team loses all accumulated points and the other team takes a turn. If a player guesses wrong, the turn passes to the other team. The player/team solving the puzzle is the winner of that round, and the only one that gets points for that round. The winner is the one that has the most points at the end of the three rounds.

6. Review the memory verse, 1 Samuel 16:7. Break it into three parts (see below) and assign a phrase to three different groups. Have each group say the verse beginning very softly with each group saying their phrase a little bit louder than the previous one. If this is the last week, skip the review and have the children say the verse individually for a prize.

"But the Lord said to Samuel, "Do not look on his appearance or on the height of his stature,"

"because I have rejected him; for the Lord does not see as mortals see;"

"they look on the outward appearance, but the Lord looks on the heart."

### **Reflect - Closure**

God knew David, and God knows each of us even better than we know ourselves. Offer paper and markers or pens and invite the children to write down something about themselves that no one in the room knows about them. Younger children could draw a picture or whisper it to an adult who writes it down. Suggest that this could be something they like to do, a place they have been, something surprising about them, and so forth. Place the papers in a box. Then the workshop leader could draw them out one at a time and ask everyone to try to guess the person who wrote the statement. Since the teacher will be reading these, any "sensitive" ones might be omitted.

Close with prayer.

### **ADDITIONAL SUGGESTIONS**

#### **Adaptations - Younger Children**

Non-readers can be shown where 1 Samuel is located rather than looking it up. The telling of the story as if around a campfire would probably work well with the younger ones. When playing the game, the phrases and words could all be

printed out in banner form and mounted on the wall to help the children guess them.

### **Adaptations - Older Children**

Older children could write in their journals about a time in their lives when they were chosen for something special. The older kids can also look the story up in their Bibles and read it.

### **SOURCES**

*Don't Just Sit There: Bible Stories that Move You.* Nashville, TN: Abingdon Press, 1997 .

*Just Add Kids: The Jailhouse Rocked.* Nashville: Abingdon Press, 2000.

Mader, Carol. *Crazy Clothesline Characters.* Loveland, CO: Group Publishing, 2000.

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