

KINDNESS VS MEANNESS

BIG IDEA

Our behavior whether kind or mean can have long term consequences.

KEY VERSES

Proverbs 11:17

MEMORY VERSE

Proverbs 11:17

“Those who are kind benefit themselves, but those who are cruel bring ruin on themselves.”

• PREPARATION & MATERIALS •

BIBLE SKIT

- Cast: Narrator, Good Ruler, Bad Ruler, Soldier 1, Soldier 2, Farmer 1, Farmer 2, Worker 1, Worker 2

GAME

- Several balls of yarn

CRAFT

- Experience Mission provides scissors, hole punch, stapler, staples
- Plastic cups (one per child)
- Balloons, large birthday size (one per child)
- Mini pompoms

WORKSHEETS

- Photocopies of Coloring Sheets (1 per child)



KINDNESS VS MEANNESS

BIBLE LESSON • SKIT

lesson 29

SCRIPT

Scene One: Ruler's throne room

Narrator Long ago there lived a benevolent king named Good Ruler. He was kind to all and loved the people in his kingdom. Here is a glimpse of a normal day in his throne room.

Good Ruler Well, good morning faithful soldier! How are you this lovely morning?

Soldier 1 (Bows while speaking) Very well, thank you.

Good Ruler So how is this fine day shaping up?

Soldier 1 A farmer has a problem and would like to speak to you.

Good Ruler Please show him in.

Soldier 1 *brings in farmer. Farmer falls to his knees begging for his help.*

Farmer 1 Oh, royal king! My cattle (catching his breath) my cattle...

Good Ruler Take your time my good fellow, take your time.

Farmer 1 (speaking excitedly) My cattle are running out of grazing area. If they run out of grazing area they'll starve. If they starve they'll die. If they die I am out of a job. If I'm out of a job I'll...

Good Ruler Calm down. Calm down. Everything will be fine. Just take what you need of my land. I have more than I need.

Farmer 1 Seriously? Use your royal land? How can I ever repay you?

Good Ruler Simple, just keep the cattle healthy for the kingdom. That is all.

Farmer 1 (Bowing as he speaks) I will! I will! Thank you your majesty! You are so kind! (Leaves stage)

Soldier 1 (Soldier brings in worker) Your majesty this worker ran away from her master and was just caught.

Good Ruler Bring in her master, please. (Soldier brings in master) Tell me why has your worker tried to run away?

Master (Full of pride and haughtiness) This worker of mine was not content. She kept asking for more food for her family. Why should I give her more, she's just a worker and deserves little.

Good Ruler Worker, is this true?

Master (Surprised) Your going to let a worker speak? They don't have the right!

Good Ruler They do in my kingdom! Now please tell me is this true?

Worker 1 (bowing) Yes, O king, my family was hungry. We have worked the fields but never receive enough grain for one day's meal. I was running away to try to save my family from starvation!

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King	<i>stands up shakes head and points directly at master in disapproval.</i>
Good Ruler	I am shocked and disappointed at your treatment of your workers. You are making life very difficult for them by giving them so little food. I hereby free your workers and reward them with as much grain as they need for their families.
Master	(Gets on his knees begging for mercy.) But, but, but King that would be over half my property! Please reconsider!
Good Ruler	That is final. Maybe next time you will show more kindness in your decisions.
Soldier	Walks them out with Master still pleading
Narrator	Years went by and the Kind Ruler made fair and generous decisions in his kingdom. He was loved and respected by the people and this land prospered. The Kind Ruler aged, and one sad day he died. His only heir was his nephew, a selfish man with a bad temper. Here is a glimpse at a day in his throne room
Scene Two:	Another king's throne room
Bad Ruler	(Yelling for his soldier.) Soldier! Soldier! Where is that good-for-nothing soldier? Soldier!
Soldier 2	(Runs in out of breath and bowing) Yes, o mighty one.
Bad Ruler	What problems await me today?
Soldier 2	Well, sire, uh, there are quite a few as usual...(King rudely interrupts)
Bad Ruler	Just tell me already!
Soldier 2 again.)	A farmer is here to speak to you about his cattle...(King rudely interrupts
Bad Ruler	Oh, just show him in and let's get this over with!
Farmer 2	(Bows and begs for help) Oh, high and mightiness, I need your help.
Bad Ruler	(Speaking disrespectfully) Who isn't?
Farmer 2	My cattle are about to die of starvation. I have run out of grazing land for them.
Bad Ruler	So? What do you expect me to do? Give you land? (Laughs) It's your problem, you solve it. Leave me.
Farmer 2	But your most amazing excellence, how can.....
Bad Ruler	Go, you tire me! Soldier! Take him away! Honestly, does this simpleton expect me to rescue him from every trifling issue?
Soldier 2	(Brings in worker.) Your majesty this worker ran away from her job and was just caught.
Bad Ruler	Must I know everything. Just throw her in prison, of course!

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BIBLE LESSON • SKIT (PAGE 3)

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- Worker 2 (Bows down) Oh King, I was only running away to find food for my family! They are nearly starved and will die if I am sent to prison.
- Bad Ruler (Stands up in anger) Did this lowly one just speak in my presence? Did I even ask her a question? Put her in prison immediately!
- Soldier 2 But, sire, don't you want to hear the whole story?
- Bad Ruler Have I not made myself clear? She is a worker! Now take her away! (Starts talking to himself) Why do I put up with that soldier?
- Narrator Years went by and the Bad Ruler continued to make unfair and selfish decisions in his kingdom. He was feared and despised by the people and his land began to suffer. People began to leave move away to other kingdoms where life was better. His kingdom was growing smaller and his enemies were growing larger. Then one royal morning...
- Soldier 2 (Runs in out of breath) Oh, King, bad news, bad, bad, news! It's just terrible and horrible! Just wait until you hear this ...
- Bad Ruler Just tell me already!
- Soldier 2 An enemy army marching in to take over your kingdom! What should we do?
- Bad Ruler (Calmly) Send in my army of course. We will easily conquer.
- Soldier 2 But king I am your army!
- Bad Ruler (Starting to realize there is trouble.) What? Then gather up all the men in the kingdom and make an army.
- Soldier 2 What men? The only people in your kingdom are the old and the weak. The rest have moved away!
- Bad Ruler (Very upset) Oh, what do I do? I'll loose my castle! I'll loose my lands! I'll loose my kingdom! I'll loose everything!
- Soldier 2 And you lost me! (Soldier runs out)
- Two soldiers from the army come on stage and take King prisoner.*
- Army Men We are taking over this kingdom and now you are our prisoner!
- Bad Ruler (King says as they drag him out) Where's my army? Where are my people? Please let me go! Let me go! No! No!
- Narrator As God's Word says...(Narrator reads Luke 6:31, Proverbs 11:17, and Ephesians 4:32)

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BIBLE LESSON • SKIT (PAGE 4)

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DISCUSSION QUESTIONS

- 1) What was the difference between the two kings?
- 2) Why does kindness often lead to blessing?
- 3) Why does selfishness often lead to trouble?
- 4) Who is our best example of kindness?
- 5) What is compassion?
- 6) What does it mean to be tender hearted?
- 7) Why is forgiveness important?

SIMPLIFIED LESSON OPTIONS

- *Tell the skit as a simple story*
- *Ask 2-3 of the simpler questions*

KINDNESS VS MEANNESS

CRAFT

lesson 29

• CRAFT •

OBJECTIVE: POMPOM CANNONS

Shoot pompoms out of cup cannons.

MATERIALS PROVIDED BY EM

- Scissors, staplers, hole punches

DIRECTIONS

- Cut the bottom off of the plastic cup
- Tie a knot in the narrow part of the balloon
- Cut the 1/2 inch off the top of the balloon
- Stretch the balloon over the top of the cup
- Place pompom in cup
- Pull back on balloon knot then let go
- Pompom will fly
- Try to catch the pompom in the cup

MATERIALS BROUGHT BY TEAM

- Plastic cups (one per child)
- Balloons, large birthday size (one per child)
- Mini pompoms

EXAMPLE



SIMPLIFIED CRAFT OPTIONS

- Cut the bottoms off the cups prior to club
- Cut 1/2 inch off the top of the balloon prior to club

KINDNESS VS MEANNESS

GAME

lesson 29

• GAME •

OBJECTIVE: STRING SEARCH

Teams race to find pieces of yarn and tie them together.

MATERIALS BROUGHT BY TEAM

- Several balls of yarn

DIRECTIONS

- Cut various lengths of yarn and scatter them all around the play area
- Divide the kids into teams
- One player from each team races to find a piece of yarn and bring it back to the team
- When the first player returns the second player races to find another piece of string, etc.
- Teammates tie the pieces of yarn together to create one long piece
- Team with the longest yarn at the end of the time limit (or when all pieces are found) wins



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Kids Club



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Kids Club

