

LOYALTY

BIG IDEA

Loyalty is remaining committed to those whom God has brought into our lives and has called us to serve, even in times of difficulty.

KEY VERSES

Proverbs 18:24

MEMORY VERSE

Proverbs 18:24

One who has unreliable friends soon comes to ruin, but there is a friend who sticks closer than a brother.

• PREPARATION & MATERIALS •

BIBLE LESSON

- no props required for this lesson

GAME

- no additional materials required for the games

CRAFT

- 1/2 inch wooden cubes (Amazon), six cubes per kids
- Spray paint or small acrylic bottles of paint
- Paint markers or permanent markers
- Plastic zip top bag
- Copies of game directions

WORKSHEETS

- Photocopies of Coloring Sheet (1 per child)



LOYALTY

BIBLE LESSON

Long ago there was a great king who was also a great warrior. He conquered many countries and his fierceness was known all around the world.

One day he was at home in his own country and on his own land. He decided to have some fun and throw a party. Back then hunting parties in the woods were popular. So he gathered his friends, bows and arrows, servants and hound dogs and they went into the woods. They were having a great time and there was a lot of happy banter.

The king had an advantage in the hunt. He had a trained hawk who would fly up and circle around until it spotted an animal like a deer or rabbit. Then it would swoop down as fast as an arrow. But unfortunately, the king and his friends did not have any luck on their hunt, even with the trained hawk. They didn't see any game animals, so finally as the sky got dark they headed back to the king's home.

The king took a longer path back while the hunting group took the shorter path. He let the hawk fly home on its own while he looked for a water spring to drink from. It had been a hot and tiring day. He knew the paths very well, but every spring that he came to was dried up from the summer heat. Finally, he found a tiny creek trickling down between some rocks.

The king grabbed his silver cup from his bag and placed it under the slowly moving water. He was even thirstier now that he had water in front of him. It took a long time to fill the cup, but eventually it was full enough to drink from. Just as the king raised the cup to his lips he heard a loud whirring sound and the cup was knocked out of his hands!

The king looked up and saw his pet hawk! The hawk flew up and down the little creek and then landed on a branch. The irritated king picked up his cup and waited patiently for it to fill again. When it was mostly full he brought it to his lips, anticipating the cool, refreshing water. But once again the cup was knocked away!

Now the king was angry. "What's with this crazy hawk?!" He wondered. He tried a third time, filling the cup just half way before trying to drink. Once again the hawk knocked the water away.

The king erupted in anger! "You get down here, hawk. I'll wring your neck!"

The king picked up his cup, carefully filled it up, but this time as the hawk dove down to knock the cup away, the king lifted his sword and hit the bird. The pet hawk lay on the ground dying. "That's what you get you unfaithful bird. Now I can get my water in peace."

The king looked around for his silver cup and noticed it had landed farther up the stream. He climbed up higher, thirstier than ever, until he reached the place where the cup was. There was a beautiful, deep pool of water. The king dipped his cup into the pool and just as he

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BIBLE LESSON

was about to take a sip he noticed a dead snake in the pool. In fact, it was a very deadly snake.

The king stopped immediately. He forgot his thirst and could only think about his pet hawk lying dead down the hill. “The bird saved my life.” He whispered. And then he was overwhelmed with sadness realizing he had killed the beautiful, smart bird who had tried so hard to warn him of danger.

“This poor hawk has been more loyal to me than my whole army and all of my servants. He was loyal even to death.” The king, in his grief, learned a good lesson about loyalty and anger. It changed him and he became a better observer and listener.

DISCUSSION QUESTIONS

- 1) What is loyalty?
- 2) How did the hawk show loyalty to the king?
- 3) Why did the king get angry at the hawk?
- 4) What could the king have done instead of getting angry?
- 5) What does loyalty look like in our world?
- 6) What is the opposite of loyalty (betrayal)?
- 7) Is God like the hawk?
- 8) Can we trust God to always see the bigger picture?

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CRAFT & GAME

• CRAFT •

OBJECTIVE: MAKE DICE GAMES

Kids will make a dice game to play with their friends

MATERIALS PROVIDED BY EM

- Scissors, staplers, hole punches

DIRECTIONS

- Paint the dice in bright colors (optional)
- On each cube draw dots representing the numbers 1-6, just like regular dice
- Learn one or two of the games
- Write name on bag
- Enclose game directions and dice in bag

MATERIALS BROUGHT BY TEAM

- 1/2 inch wooden cubes (Amazon), six cubes per kids
- Spray paint or small acrylic bottles of paint
- Paint markers or permanent markers
- Plastic zip top bag
- Copies of game directions



SIMPLIFIED CRAFT OPTIONS

- Prepaint dice in bright colors
- Teach the simplest game

• GAME •

OBJECTIVE: PLAY DICE GAMES

Kids learn to play the dice games they made

MATERIALS BROUGHT BY TEAM

Dice games from craft

INSTRUCTIONS

- Divide group into small groups of 4-6 kids.
- Make sure each Team Member understands the instructions for one of the games.
- Team Members teach a dice game to a small group. Play for 10 minutes.
- Groups rotate and learn a new game. Play for 10 minutes.
- Continue rotating and playing until all 4 games have been played.

SIMPLIFIED GAME OPTIONS

- Play fewer games and choose the simplest games
- End with a simple relay race to work out the extra energy.



FARKLE

The player with the highest score above 10,000 points on the final round of play wins!

How to Play

Each player takes turns rolling the dice. When it's your turn, you roll all six dice at the same time. Points are earned every time you roll a 1 or 5, three of a kind, three pairs, a six-dice straight (1,2,3,4,5,6), or two triplets.

If none of your dice earned points, that's a Farkle! Since you earned no points, you pass the dice to the next player.

If you rolled at least one scoring die, you can bank your points and pass the dice to the next player, or risk the points you just earned during this round by putting some or all of the winning die (dice) aside and rolling the remaining dice. The remaining dice may earn you additional points, but if you Farkle, you lose everything you earned during the round.

Scoring is based only on the dice in each roll. You cannot earn points by combining dice from different rolls. You can continue rolling the dice until you either Pass or Farkle. Then the next player rolls the six dice until they Pass or Farkle. Play continues until it is your turn again.

The final round starts as soon as any player reaches 10,000 or more points.

Scoring

The scoring dice are (in a single roll):

ONES : 100 pts ea.

FIVES : 50 pts ea.

3 ONES : 1000 pts

3 TWOS : 200 pts

3 THREES : 300 pts

3 FOURS : 400 pts

3 FIVES : 500 pts

3 SIXES : 600 pts

3 PAIRS: 750 pts

STRAIGHT (1-2-3-4-5-6) : 1500 pts

2 TRIPLETS: 2500 pts

BEAT THAT

All that is needed to play Beat That is 2-6 dice and a paper and pencil for scoring. Children are passed the dice and have to come up with the largest number possible combining the dice thrown. For example, if a child was using two dice and came up with a 6 and a 7, the highest number that could be achieved is 76. Similarly, if a child was using three dice and the numbers rolled were 4, 6 and 8, then the highest number possible would be 864.

Once players have come up with the highest number they think is possible, the dice are then passed to the next player with the invitation of 'Beat That!'

Children play in rounds, with a winner being declared at the end of each round.

If attempting to score the highest number becomes a little repetitive, then why not consider changing the rules round, like attempting to reach the smallest number possible.

GOING BIG

All that is needed for this fun-filled game is 3 dice, a pencil and some paper so scores can be recorded.

Each player is given three dice. The dice will be rolled three times, with the highest number set aside each time. At the end of the player's turn, the three numbers must be added up to give the final figure. Each player takes a turn until they have three numbers each. The winner with the highest overall number will be declared the winner.

What's more, 'Going Big' can be adapted for those looking for more of a challenge. For example, older children may enjoy multiplying the numbers, as opposed to adding them together.

RUN FOR IT

This particular dice game is not only a lot of fun, but it can also help encourage children to build on their five-times table. All that is needed to play 'Run for It' is six dice, paper and a pencil.

The aim of the game is to roll dice that have sequence numbers, such as 1-2, or 1-2-3. Each sequenced number is worth 5 points, but a sequence cannot be minus any numbers. For example, if the hand thrown was 1,4,6,6,6,3 then no sequence can be recorded, and as such no score is recorded.

The winner of the game is the first person to reach 100 points.