

Series: For the Kingdom

Lesson 1: Kingdom Values

Lesson Objectives:

As a result of this lesson, students will be able to...

- Search scripture to identify the values of the kingdom of God

Materials Needed:

- ☐ *Civilization* (the video game) and something to show it on (optional),
a version of the game is available for free from
<http://www.freeciv.wiki.org/wiki/Download>
- ☐ Double-sided copies of the handout “For the Kingdom: One”
- ☐ Chart paper
- ☐ Markers
- ☐ Pens
- ☐ Bibles
- ☐ Board and markers

Lead In:

Tell the students that you are going to describe something and they are going to guess what it is. The answer is a video game called *Sid Meier's Civilization: Build and Empire to Stand the Test of Time*, or simply *Civilization*. This is the low-tech way to do this Lead In (guessing from the description below). However, if you have the time and technical ability, have the game playing on a screen so that students can see it and even play it if you like. This latter option would be a great way to introduce the theme in a multi-sensory way. Here is the description of the game:

1. You are the ruler of a civilization.
2. You have to explore the world.
3. You may be harassed by Barbarians.
4. You might be dressed like Aztecs or Romans or Russians.
5. You start off in 4000 B.C.
6. You should hit the books and learn something, like the alphabet or the usefulness of the wheel.
7. If you're good, you can build a wonder of the world, like the pyramids or the Great Wall.
8. You must destroy all the other nations to win.

Did they guess it? Does it sound like fun? Hopefully so, because now they are going to work together to make some of their own kingdoms!

Task One and Two:

Tell students that they are going to work together in groups to design their own kingdoms. Have students form groups of three to five. Give every group pens, markers, chart paper, and double-sided copies of the handout, "For the Kingdom: One". The instructions for each of the three tasks are on the sheet. Instruct them to complete only

Task One and Task Two. At the end of about fifteen minutes, ask each group to share their flag and the name of their kingdom. Have the other groups guess the values of the kingdom.

Task Three:

Instruct the nations (groups) to continue with Task Three on the handout. For this task they will also need Bibles. Make sure these are available. After the groups have had enough time to fill in the values, solicit answers on a board. The important part is that the students understand the kingdom values, so answers should be framed in language that they generate and understand. There are several ways of describing the values. Allow for variation in the answers as long as there is comprehension of the ideas.

Closing:

Conclude by having each nation/group hold up their flag again. Work together to identify at least one or two advantages of living in each nation. Now direct their attention towards the values on the board and identify some of the advantages of living in God's kingdom. Close by praying that these values would come into our world.