



## **Half mine, half yours.**

### **Welcome (Parents and Carers asked to stay until after the Pilots Prayer)**

Welcome to Friends on Faith Adventures. We are looking forward to going on a journey and nobody knows where we will end up. All we know is that we have got our crate filled with adventure and an open path ahead. So, hold on tight and enjoy the ride!!

### **The Pilots Prayer**

Lord help us to be:

Prepared for adventure

In all we do.

Loving and caring,

Open to others

Together as one community

Sharing the love of Jesus on our way.

Amen

### **Fun together**

#### **Game 1 Yours or mine?**

Get each of the adults to bring in something from home that is a bit interesting/quirky etc.

Show one of the items to the children and have two adults claim it as theirs – one of the adults being the true owner and the other just pretending. The adults should also say why the item is precious to them or what they use it for, each trying to convince the children that they are telling the truth. Then the children should vote on who they think it belongs to.

If the majority guess correctly, it is a point to the children. If they guess incorrectly, it is a point to the adults. See which team wins!



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### Game 2 True or false?

Get the children to stand in a line in the middle of the room. Place a true sign on the wall at one end of the room and a false sign on the wall at the other end.

Then think up some true or false questions and get the children to run to the side they think the answer is. If you want to make it a bit harder make the signs A,B,C,D and give them 4 choices of the answer rather than just true or false.

Call out “run around?” to give them a chance to change their minds. Then tell them the answer.

The children who are at the wrong end of the room are out.

The aim of the game is to test the children’s wisdom!

### The Big Story – The judgement of Solomon      1 Kings 3 16-28

What’s in the bag:

- 1x crown
- 1x pillows
- Toy baby/doll
- Sword

Get 4 volunteers

*[Ask one of the volunteers to be King Solomon]*

Reader 1: Now we today we are going to hear about Solomon.

Reader 2: HOLD ON! Wasn’t Solomon a King?

Reader 1: Yes?!

Reader 2: He can’t be a king! Where is his crown?

*[Go to the bag get out the crown and put it on Solomon’s head]*

Reader 1: Better?



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Reader 2: Yep

Reader 1: Now Solomon had been spoken to by God in a dream...

*[Get Solomon to lie down on a pillow taken out of the bag]*

Reader 2: What a bit like Samuel with Eli?

Reader 1: Well kind of, but in this dream, God had asked Solomon what he would like from him.

Reader 2: Tell me he asked for a PlayStation and a huge flat screen tv...?

Reader 1: No, Solomon was a young king and was worried about leading his people the way that God wanted him to. So he asked God to make him wise. He asked for wisdom.

Reader 2: Seriously he could have had anything AND ASKED FOR WISDOM????

Reader 1: Yes, and his wisdom made him a very good king who made good decisions. This story is about one time that wisdom was put to the test.

Reader 2: Did he have to do his SATs?

Reader 1: No, a much bigger test than that. One day, two women came to ask Solomon to settle an argument.

*[Get two people to play the women. Give one a baby doll]*

Reader 1: Now the two women lived in the same house and had both had babies at the same time.

Reader 2: Woah that's a lot of nappies!

Reader 1: Now one night one of the babies died and when its mum woke up to find her baby dead, she did an awful thing. She took her dead baby and swapped it with the other baby. She pretended that the living baby was hers and the other baby had died.

Reader 2: That's a horrible thing to do!

Reader 1: Yes, wasn't it? Now when the other woman woke up and found the dead child, she knew it wasn't her baby. A massive argument followed, with each woman saying that the living baby was hers.



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*(Encourage the two people playing the women to have a tug-of-war with the baby)*

Reader 2: Well a simple DNA test should solve that.

Reader 1: They didn't have DNA tests then... so the two women went to Solomon. The mother of the baby told the story and said to Solomon that the baby was hers. "NO NO NO!" said the other women, "The baby is mine give it to me".

Reader 2: What did Solomon do? I mean, he couldn't have known which was the real mum to the baby.

Reader 1: You're right. He thought wisely for a minute, and then Solomon called for one of his guards to give him his sword.

*(Get a child to be the guard and take the sword out of the bag to Solomon)*

Reader 1: Solomon said to the women, "There is only one way to solve this problem fairly. I am going to cut the baby in half and you can have half each".

Reader 2: HOLD ON!!! I thought you said that Solomon was wise! If he cuts the baby in half the baby will die. That's a horrible thing to do! Not a wise thing.

Reader 1: Ah, now that's where Solomon was being clever because he knew what would happen next. The woman who stole the baby agreed that this was the only way to solve the argument. She didn't really care about the child. But the baby's real mother loved her baby so much that she would do anything to keep it safe. So she begged Solomon not to kill the baby. She said that he should give it to the other woman instead.

Reader 2: I get it! He wasn't really going to cut the baby in half, was he?

Reader 1: No. He knew that the real mother loved her baby and would not let it be harmed, so he gave the baby to the mother who wanted to keep it safe.

Reader 2: Wow, that was pretty wise. Solomon had asked for a good gift from God. I wonder what it was like to be so wise?

### **Creative adventure**

For this adventure you will need:

- Plain Matchboxes [https://www.amazon.co.uk/Playbox-PBX2470921-2470921-Matchboxes-Dimension-5-5/dp/B00G28OBPY/ref=sr\\_1\\_3?keywords=matchbox&qid=1572346210&sr=8-3](https://www.amazon.co.uk/Playbox-PBX2470921-2470921-Matchboxes-Dimension-5-5/dp/B00G28OBPY/ref=sr_1_3?keywords=matchbox&qid=1572346210&sr=8-3)



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- Magnetic Tape [https://www.amazon.co.uk/Magnetic-Tape-Strip-Adhesive-Polarity/dp/B07RCHJH44/ref=sr\\_1\\_4\\_sspa?keywords=magnet+stickers&qid=1572346288&sr=8-4-spons&psc=1&spLa=ZW5jcnlwdGVkUXVhbGlmaWVyPUEyUIBSUTkyVFRQN0RLJmVuY3J5cHRIZEIkPUeWODg0NzI5QTVJRzNFMFpZTUo0JmVuY3J5cHRIZEFkSWQ9QTA4MzI0NzAxRERSREhJVUxVQVhXJndpZGdlE5hbWU9c3BfYXRmJmFjdGlvbj1jbGlja1JIZGlyZWNOJmRvTm90TG9nQ2xpY2s9dHJ1ZQ==](https://www.amazon.co.uk/Magnetic-Tape-Strip-Adhesive-Polarity/dp/B07RCHJH44/ref=sr_1_4_sspa?keywords=magnet+stickers&qid=1572346288&sr=8-4-spons&psc=1&spLa=ZW5jcnlwdGVkUXVhbGlmaWVyPUEyUIBSUTkyVFRQN0RLJmVuY3J5cHRIZEIkPUeWODg0NzI5QTVJRzNFMFpZTUo0JmVuY3J5cHRIZEFkSWQ9QTA4MzI0NzAxRERSREhJVUxVQVhXJndpZGdlE5hbWU9c3BfYXRmJmFjdGlvbj1jbGlja1JIZGlyZWNOJmRvTm90TG9nQ2xpY2s9dHJ1ZQ==)
- Shiny paper and sequins etc
- Glue
- Felt tips pens/sharpies
- Small piece of paper

Give each of the children a matchbox. Get them to decorate the outside to make it look like a treasure chest (wooden and old). Then on the inside of the box decorate as though it were full of jewels.

Take a small strip of paper (no wider than the box) and write "Wisdom is better than gold – Proverbs 16:16" on it. Then wrap it around a pencil really tightly so it creates a little scroll and place it inside the box.

Attach a piece of the magnetic strip to the rear of the box and you have created a fridge magnet to keep at home.

### Wondering questions to use during creative time:

I wonder if there's a time you've ever had to make a wise decision?

I wonder what you would have asked for if God had offered you a gift?

I wonder what gifts God has given to others in the group or in your family?

### The Adventure Map

In this first session explain the Adventure Map and how a lot of the books were written hundreds and thousands of years before Jesus came to Earth. However, a lot of the stories in the Bible before the birth of Jesus, talk of his coming and set out how God wants us to live our lives.

Take the young people to the Adventure Map that you have created on the wall. Get the children to find where on the Map today's story came from. Choose one of the crafts the children have made to be photographed and attach this to the wall to create a visual reminder of where the story came from and



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the start of the journey. The aim is that in a year you will have lots of reminders of the stories and where in the Bible they come from. Use a piece of string or ribbon to connect the photo of the craft work to the book of the Bible.

### **Walking the Way**

**This is a time to invite the parents and carers back in to share what the children have been up to during the session. They will also be here to hear about the Walking the Way challenge and the tasks (should they choose to accept them) that the children (and parents) are about to undertake.**

For the Younger:

Go into the box and bring out FOFA the bear. Introduce the young people to FOFA.

This is FOFA. FOFA likes nothing more than to go on an adventure; FOFA is a little more adventurous than me. FOFA believes that faith is a journey and that's why FOFA would love to take you on a journey with him and walk the way of God in our everyday lives. Each session FOFA would like to go home with one of you and add to FOFA's scrapbook of things you do together. FOFA doesn't mind if you draw a picture of what you have done, take a photograph or just write a story about it. FOFA also doesn't mind if you just come and tell the rest of us what you got up to together. But because FOFA's memory isn't very good as FOFA's brains are made of stuffing, it would be better to save the memories in the book if you can. At the end of our time together we can always remember the great adventures we have been on together with FOFA and hopefully you will walk a little closer with God.

For the Older:

Welcome to FOFA cam! This camera is your window on the world. You have one shot at this, so choose carefully. You will be given a very precious piece of equipment – a FOFA cam. You have one photo to take with the camera, that records one thing – a way you have met the challenge. If there are other people in the photo, please ask their permission first and explain this photo will be put on display here. Bring back the camera and your photo next time to share your moment - and remember you only have ONE shot at this!

Every time we will choose someone to take FOFA bear and someone to take FOFA cam to help them with the challenge – but we can all have a go at the challenge!

Our Walking the Way Challenge this time is: As you set out for school each morning, ask God to help you make wise choices. What sort of choices do you have to make?



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### **Adventurers Go!**

So today we have seen how Solomon asked God to give him the wisdom to be a good king and make good decisions. We can ask God to help us make wise decisions about difficult choices too.

### **Prayers (choose one/both)**

Dear God,

We thank you for all the gifts that you have given us

We thank you that we can ask you for help if we have difficult choices to make. Help us not to rush in but always to think and pray when we have tricky decisions to make so that we can use your wisdom to guide us.

We pray that you will give us the courage to share our gifts with others, even when it seems difficult.

**Amen**

### **Active prayer**

Cup your hands as though you have something really precious inside. Think of all the precious gifts that you want to thank God for. Think of what it would be like if everyone knew how good and generous God is and how much he loves us.

Now pretend to throw that precious thing in the air so that it can be seen by everyone and it is showering down on everybody here. Shout "Let's share God's gifts"

**Amen**

### **End Prayer Every Session: Altogether**

**We are Friends on Faith Adventures, travelling together with God.**

**Adventurers go! Amen**



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### What you need for this session

#### Games:

- Each adult needs to bring in one possession from home

#### Story:

- 1x crown
- 1x pillows
- Toy baby/doll
- Sword

#### Craft:

- Plain Matchboxes [https://www.amazon.co.uk/Playbox-PBX2470921-2470921-Matchboxes-Dimension-5-5/dp/B00G28OBPY/ref=sr\\_1\\_3?keywords=matchbox&qid=1572346210&sr=8-3](https://www.amazon.co.uk/Playbox-PBX2470921-2470921-Matchboxes-Dimension-5-5/dp/B00G28OBPY/ref=sr_1_3?keywords=matchbox&qid=1572346210&sr=8-3)
- Magnetic Tape [https://www.amazon.co.uk/Magnetic-Tape-Strip-Adhesive-Polarity/dp/B07RCHJH44/ref=sr\\_1\\_4\\_sspa?keywords=magnet+stickers&qid=1572346288&sr=8-4-spons&psc=1&spLa=ZW5jcnlwdGVkUXVhbGlmaWVyPUEyUIBSUTkyVFRQN0RLmVuY3J5cHRIZEIkPUEwODg0NzI5QTVJRzNFMFpZTUo0JmVuY3J5cHRIZEFkSWQ9QTA4MzI0NzAxRERSREhJVUxVQVhXJndpZGdlE5hbWU9c3BfYXRmJmFjdGlvbj1jbGlja1JlZGlyZWNOJmRvTm90TG9nQ2xpY2s9dHJ1ZQ==](https://www.amazon.co.uk/Magnetic-Tape-Strip-Adhesive-Polarity/dp/B07RCHJH44/ref=sr_1_4_sspa?keywords=magnet+stickers&qid=1572346288&sr=8-4-spons&psc=1&spLa=ZW5jcnlwdGVkUXVhbGlmaWVyPUEyUIBSUTkyVFRQN0RLmVuY3J5cHRIZEIkPUEwODg0NzI5QTVJRzNFMFpZTUo0JmVuY3J5cHRIZEFkSWQ9QTA4MzI0NzAxRERSREhJVUxVQVhXJndpZGdlE5hbWU9c3BfYXRmJmFjdGlvbj1jbGlja1JlZGlyZWNOJmRvTm90TG9nQ2xpY2s9dHJ1ZQ==)
- Shiny paper and sequins etc
- glue
- Felt tips pens/sharpies
- Small piece of paper





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Location	Possible hazard	Action required	Action taken	Signature
During session	Possible injury should child start swinging sword around	Precaution to be taken to avoid injury	Give advice to child and have supervision	
During session	Use of sharpies and possible damage to clothes	Consider offering protective clothing	Offer children protective clothing and warn older children of the indelible nature of the pens.	
During session	Use of scissors could cause cutting of hands or other material	Use rounded end scissors and closely supervise young children	Allocate a helper to the younger children	
During session	Tripping /bumping whilst running around for the game	Make sure there is enough space and activity is supervised	Remind children to be aware of running into others.	