

A Tale of Two Kings

A Bible based holiday club

 SU Scotland



Resource Downloads

available from:

suscotland.org.uk/ataleoftwokingsresources



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With thanks to the whole team who made **A Tale of Two Kings** possible – you know who you are. Special mention goes to Cheri Young and Owain Evans, the writers and Sue MacFarlane for the illustrations.

Who is SU Scotland?

Scripture Union is an international Christian charity working with churches in more than 130 countries. Our vision is to see every child and young person of Scotland exploring the Bible and responding to the significance of Jesus.

We are a Christian charity with over 2,000 volunteers and over 100 staff working in four contexts: schools, holidays, community-based missions and training and equipping. We have over 1,200 children coming on our holiday clubs each year. To see what holiday clubs are running in your area go to www.suscotland.org.uk/events.

We work in partnership with churches, SU Scotland Associate Trusts and others to help children and young people across Scotland have an opportunity to explore the Bible and respond to the significance of Jesus. We offer safe places where they can have fun, meet new challenges, feel valued, accepted and free to express their views and consider their own beliefs as they engage with peers and Christian leaders. We aim to prioritise the needs of those from a disadvantaged background in all our activities.

@SUScotland    

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Welcome!

Welcome to **A Tale of Two Kings** Holiday Club! The Bible tells God's story revealing who He is, and **A Tale of Two Kings** tells key stories from the life of King David, who points us towards King Jesus. As children journey to the castle, meeting knights, princesses and bards, they will also be introduced to the story of these two Kings.

A Tale of Two Kings has been written to be used indoors and it is easily adaptable to be used outdoors. There are a lot of useful pages and information about running a holiday club outdoors. This can be found (www.suscotland.org/ataleoftwokingsresources).

AIM

A Tale of Two Kings introduces children to a pivotal figure of the Old Testament, King David. David was a man after God's own heart and children will find much in his story to inspire their faith, but we all know David wasn't perfect. Another King born in Bethlehem, from David's family line, would be greater: King Jesus. Through the tale of these two Kings, children will come to understand how the events and promises of the Old Testament are fulfilled in the New. Join us on a medieval adventure to see how King David points us to God's greatest King – King Jesus – the only King we can give our lives to!

What is A Tale of Two Kings?

- A five day Bible-based holiday club resource
- A programme aimed at 5-11 year old children
- Five 2.5 hour sessions

Using a medieval theme that's sure to capture the imagination of the children in your community, this Holiday Club material engages children with the exciting events of 1 and 2 Samuel, ultimately showing how the stories of King David find their fulfilment in the person of Jesus Christ.

INTRODUCING CHILDREN TO JESUS

We want each child to discover God's love for themselves, to encounter and experience Jesus. How do they receive and process information? How do they explore, engage and ask questions? Children readily learn through experiences. It is essential we use these to nurture a child's discovery of Jesus. Experiences need to be active to engage their imaginative, emotional and cognitive abilities, not passive, which stifles conversation or enquiry.

Those whom Jesus walked with on the Emmaus Road didn't recognise him through his teaching; they recognised him in their active participation when he broke bread.

Children have an innate sense of wonder and can find wonder in the simplest of things. In our conversations, in our exploring stories and themes, we should allow children time to wonder.

Care must be taken to ensure that the material throughout is fun and accessible. We must actively avoid children feeling any sense of pressure to respond to Jesus in a prescribed way. Scripture Union International have developed eight statements in respect of a child's faith development which we encourage you to consider in your planning. These are:

- Conversion and all responses to Jesus are a work of the Holy Spirit
- Children are spiritual beings, created in the image of God
- The age and context of children will always shape our approach
- Every child is part of a family and community which we are to respect
- Children make many responses on their spiritual journey
- We give an invitation that does not demand a response
- We invite children to be active participants in God's Big Story
- Mission is always set in the context of relationship

Day 1

Anointed King

Bible: 1 Samuel 16:1-13

Aim: To help the children to understand what it means to have a heart for God

Signpost: Anointed/Messiah

Day 2

Faithful King

Bible: 1 Samuel 17

Aim: To help the children to understand the difference that having a faith in God makes

Signpost: Faithful

Day 3

Obedient King

Bible: 1 Samuel 24

Aim: To help the children to understand obeying God is best because he knows best

Signpost: Obedient

Day 4

Repentant King

Bible: 2 Samuel 12:1-13, Psalm 51

Aim: To help the children to understand that we all sin and that God forgives when we repent

Signpost: Forgiving/Repentant

Day 5

Promised King

Bible: Matthew 9:2, Luke 1:23-33, John 14:6, Philippians 2:8

Aim: To help the children to understand that we each have a choice to make Jesus our King

Signpost: Messiah (revealed)

SYNOPSIS

Day/Theme	Bible Story/ Setting	Aim	Welcome Activity	Master at Arms	Squad Time	Games	Craft	End Challenge
Day 1 Anointed King	David is anointed by Samuel 1 Samuel 16:1-13	To help the children to understand what it means to have a heart for God	Group castles and personal shields	Corners game	Pass the parcel A heart for God	Relay races	Pipe Cleaner crafts Heart glasses	Shaving foam cleaning
Day 2 Faithful King	David faces Goliath 1 Samuel 17	To help the children to understand the difference that having a faith in God makes	Catapults	Feats of strength	Sign language What is God like	Knock over Goliath	Stone painting	Trust games
Day 3 Obedient King	David spares Saul in the cave 1 Samuel 24	To help the children to understand obeying God is best because he knows best	Copycat	Simon says	Obstacle course Listening and obeying God	Knights training and parachute games	Flag Making	Hidden sweets
Day 4 Repentant King	David sins and is confronted by Nathan 2 Samuel 12:1-13, Psalm 51 Jesus is the promised King in David's line Matthew 9:2, Luke 1:23-33, John 14:6, Philipplians 2:8	To help the children to understand that we all sin and that God forgives when we repent	Poem writing/ Box Harps	Jazzercise	Where am I with Jesus	Jousting	Blotting paint craft	Ice cream cone
Day 5 Promised King		To help the children to understand that we each have a choice to make Jesus our King	Kim's game	Masked dancer	Would you rather What it means for Jesus to be King	Pool noodle fight	Bead activity	Gunge quiz

CHARACTERS

All roles are designed to be played by any gender or age.



The Captain of the Guard and Prince/Princess are the main hosts, leading a group of new recruits (the children in your club) training for knighthood. They set the daily programme, introducing activities, teaching points and other characters. You can either be referred to by these titles, or add your own name in. For example, "Princess Cheri" or "Captain Owain."



Captain of the Guard - the captain is a strict, no-nonsense personality who keeps the recruits in the right place at the right time, including the Princess and the Squire! The Captain is an anchoring presence up front, ideally played by an older member of the club or the team leader.

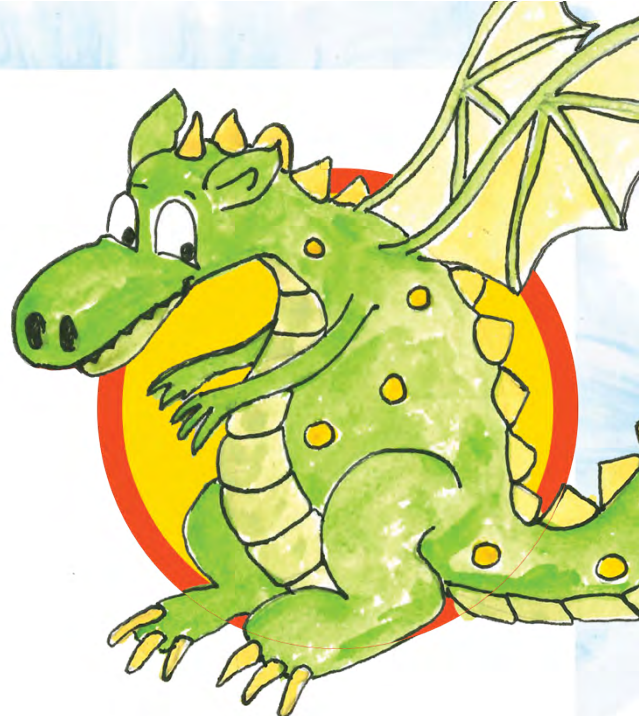
Prince/Princess - the prince/princess is a slightly naïve, silly character who loves the King and their Kingdom, but often makes mistakes or does ridiculous things. For ease we will refer to this role as "Princess" throughout the resource, but a male host can of course be referred to as Prince.

Squire - an eager and helpful character, keen to learn. Their job is to introduce and recap the teaching each day. However, they don't quite grasp everything, so they get the children to help them with understanding the teaching. By the end of the club the Squire should be promoted to full knight, as an exciting conclusion to his/her story!



Master at Arms - their job is to make sure the recruits are in tip top condition. They lead the exercise and the active games.

Court Jesters - this is the messy challenge team. They do the prep, present the challenges and the tidy up afterwards.



Knights - are the small group leaders. Their role is to care for and really get to know the children in their group, sharing Jesus with them through all the activities. They lead their Squad during the arrival activities and the small group Bible exploration.

Royal Registrars - is your designated registration team who daily welcome and register the children. This team is led by an organised team member responsible for its administration, assisted by one or two others as necessary (ideally the same team all week). They need to be calm, with happy faces at all times as they are the first points of contact for parents and children. If possible, they should not be group leaders as they will not be available for the arrival activities.

Bards - this is the music group leading the worship.



Running Order

Start Here

Team Meeting: 30 Minutes

Registration Open/ Small Group Welcome Activity

Children register, collect name badges and go to their small group leader.

All Together Time 1: 1 Hour

Welcome	15 minutes
Songs	10 minutes
Activity	10 minutes
Squire Intro	5 minutes
Bible Exploration	20 minutes

Activities: 1 Hour

Snack & Squad House Time	20 minutes
Crafts	20 minutes
Games	20 minutes

All Together Time 2: 30 Minutes

Squire	10 minutes
Songs	5 minutes
Optional Drama	(15 minutes extra)
Challenges	10 minutes
Goodbye	5 minutes

End of Club

Suggestions for setting up your space



Signpost - ideally made from wood or very strong cardboard, construct a medieval signpost to which you can pin the "word of the day" at the end of each section. This signpost helps to both literally and figuratively point the children towards Jesus, the greatest King!

Drawbridge - you could have fun creating your welcome area by constructing a cardboard box drawbridge with paper chains for the children to come in each day.



Tents - create different coloured group tents as a base for the children to meet in their small groups around the edges of the space.

A Tale of Two Kings

Day 1
Anointed King

Bible 1 Samuel 16:1-13

Aim To help the children to understand what it means to have a heart for God

Learning Outcome David was chosen because he had a heart for God

Key Verse 1 Samuel 16:7 But the Lord said to Samuel, "Do not consider his appearance or his height, for I have rejected him. The Lord does not look at the things people look at. People look at the outward appearance, but the Lord looks at the heart."

Signpost Word Anointed/Messiah

Daily Question What does it mean to have a heart for God?

Section	Notes
Team Meeting 30 minutes	Time to pray as a team and set up for the day.
Registration Open/Small Group welcome activity 15 minutes	Children register here, collect name badges and go to their Squad Houses. As the children arrive at the Squad House, invite them to set up their areas for the week by building and decorating a castle in their group area. Children can also decorate personal shields/coats of arms to hang on the castle. On the four sections of each child's shield they can put their initials, favourite animal, food, sport or other activities... anything they feel reflects their identity!

All Together Time 1: 1 hour

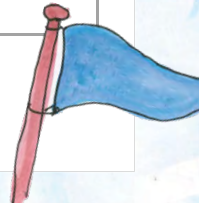
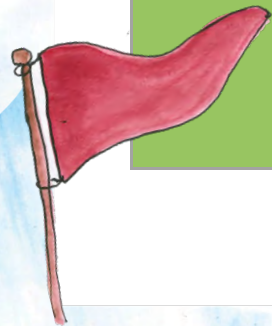
Welcome
15 minutes

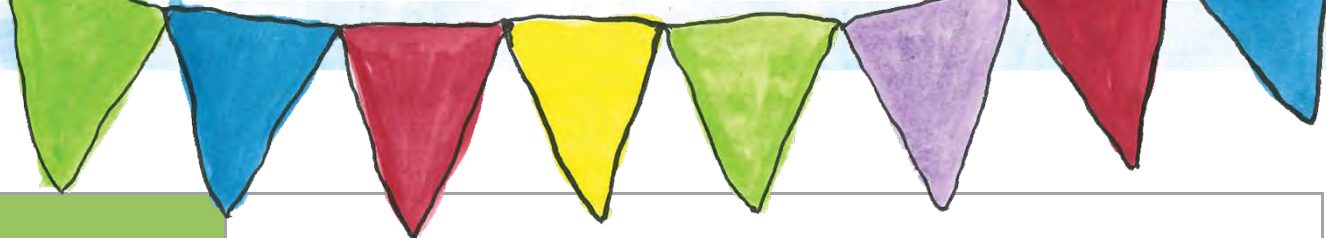
Hosts welcome everyone and introduce themselves. The Captain of the Guard should be in some armour or carrying a sword or shield. To start today, the Princess is wearing a crazy "fancy" outfit but should usually look like a typical medieval character.

Princess: Hello everyone! My name is Princess _____ (use your own name) and I am your royal host during your stay at Castle _____ (name of your church or community).

Captain: And my name is _____ (host's name) and I'm Captain of the Guard here at the Castle. You can call me Captain _____. I'll be overseeing your training. You're here to become knights of the realm and I'm here to see it's done properly!

	<p>Princess: We hope you have a really lovely time at the castle this week. <i>(Give instruction here about where to find toilets and what to do in case of an alarm.)</i></p> <p>Captain: Now the royal decree here at Castle _____ is that you obey the laws of our King. That means showing respect, respect to leaders, to each other and to yourself! If you're unsure what this means, just ask me or any of the knights in command <i>(have group leaders wave).</i></p> <p>Princess: Now every morning you're welcome to use the Palace Post to send us jokes, letters or drawings. I especially like drawings of myself! <i>(poses)</i> We'll look at a few each morning!</p> <p>Captain: Speaking of which, your outfit is, ahem, very interesting this morning.</p> <p>Princess: Well, I have to look my very best if I want to impress the King! That means the most expensive, fanciest clothes. I want him to like me!</p> <p>Captain: Now Princess, you know the King doesn't care how you look. He is concerned about who you are, not what you're wearing. His Kingdom isn't a fashion show. The King cares about all of us no matter what!</p> <p>Princess: Well, that's good to hear... this stuff is <i>soooooo</i> uncomfortable! I'm going to get changed while the Bards come up and play us some songs!</p>
<p>Songs 10 minutes</p>	<p>The Bards come up to sing a couple of your favourite holiday club songs (see page 55 for some of our suggestions).</p>
<p>Activity 10 minutes</p>	<p>An energetic exercise/dance slot or introductory game with Master at Arms.</p> <p>Corners In each corner, put up one picture of a Castle, Dragon, Princess and Knight. Play some background music. When the music stops, the children choose a corner to stand in. A leader then randomly selects a corner and any children in that corner are "out" so they come and join the leader at the front. They can still dance around during the music.</p>
<p>Squire Intro 5 minutes</p>	<p><i>(Squire comes up in armour or clothes that are way too big for him! He struts on trying to look tough.)</i></p> <p>Squire: Hi everyone, I'm Squire _____ <i>(own name here)</i>. I'm training to be a knight, just like all of you. I've been training for a while now and I'm just about ready to become a full knight of the Kingdom. I can even fit into a knight's armour, see?</p> <p>Captain: What is going on at this Castle today?? Squire _____, are you wearing my armour? And my socks?!</p>





Squire: Um, well... I just wanted to look like a real knight! Like you!

Captain: Squire _____, becoming a knight is so much more than just wearing the right clothes. It's about fairness, nobility, valour, honour, courtesy and loyalty. It's what's in your heart that gets you chosen to be a knight!

Squire: Ah, isn't that what today's story is about? How King David first gets chosen to be a King?

Captain: That's right, King David was one of the most important and greatest Kings in the Bible. But he didn't start out as a King... let's hear all about it...

**Bible
Exploration**
20 minutes

Explain we are looking at one of the Kings from the Bible this week, King David! But he wasn't born a prince; he was chosen to be King by God.

Bible passage

Call up seven volunteers and explain that Samuel came to the house of Jesse to anoint a new King. Act out verses 6-11. Each time a son is rejected, send a volunteer to sit down until none are left. Explain that there was another son, David, who was the youngest of the brothers but it was David who was anointed by God! This is because God looks at the heart.

Ask what does "*anoint*" mean? Get answers.

To **anoint** someone as King doesn't mean they become King there and then, it just means that they have been selected/chosen to be King in the future.

David was anointed because he had a heart for God, not because he was the strongest or best looking. Let's have a look at what this means!

Box bell/rattle game

Select four or five people to demonstrate. You need enough opaque boxes for all involved. In one or two of the boxes place a bell or something that will rattle. Hand out the boxes and explain that if you have a bell you want to keep it a secret by trying to keep it as steady as possible. If you don't have a bell you have to try and get the others to say that you have the bell.

Holding the boxes in front of them give demonstrators a series of instructions: sit down, stand up, walk around, turn in a circle, jump up and down. Pause every now and then to let the rest of the club guess who has the bell.

After a few rounds ask: How did you know who had the bell?



It didn't matter how sneaky you were, when the bell started ringing it gave you away and we knew who had the bell. The same is true in our lives. Who we are on the inside shows through our actions, our words and the decisions we make. David is described as "having a heart for God" because you can see by how he lived that he loved God. That is why David was anointed to one day be King.

In our Squad Houses we are going to explore more about what it means to have a heart for God.

Activities: 20 minutes each, 1 hour total

Snack and Squad House Time

20 minutes

You can download group leaders group time notes from the resource page

On giant paper, make a list about what a perfect King would be like. Save this as we will refer to it later in the week.

In the Bible we are told that David had a heart for God, which is why he was chosen to be King! (Read 1 Samuel 16:7). Let's explore again what it means to have a heart for God.

Activity Pass the parcel

Prepare two presents: one looking beautiful and another badly/quickly wrapped in newspaper and string. An empty box should be in the nicely wrapped parcel, but the messily wrapped parcel has a prize at the centre.

The group can choose which one they want to play with. Play pass the parcel and see what the group gets when the parcel is opened. Then open the second parcel to see the difference.

Having a heart for God means **loving God and putting him first!** In Matthew 22:37 Jesus says, *"Love the Lord with all your heart, soul, mind and strength"* and Proverbs 3:5-6 says, *"Trust in the Lord with all your heart, don't rely on your own understanding but in all your ways acknowledge Him and he will make your paths straight."*

I wonder, what would our lives look like if we had a heart for God?
What does it mean to love God with all our mind and strength?
How can you trust in God rather than relying on yourself?

Jesus teaches that having a heart for God means loving and following him - putting Him first. We'll see this week that this is what King David *tried* to do in his life and that's why he was anointed as King.

Crafts

20 minutes

Heart glasses

As God looks at our hearts and cares about who we are on the inside, we are making heart-shaped glasses out of pipe cleaners. Thread on plastic beads to

add interest to the frames, or ribbon as a glasses chain so the children can keep the craft around their necks.
Pipe cleaners can be used to freely create other items.

Games
20 minutes

Dress up relay race

Have piles of clothing items (regular items or fancy dress, the sillier the better!) at either end of the relay. When a child gets tagged to run, they need to put on an item of clothing. You can have each child put on something different, or children put on and take off an item to pass it on to the next person.

Other relay races options

- Have children run to a leader, spin around 10 times, run back to the line and tag the next person until the whole group has gone
- Standing in a line, have the children pass a ball backwards over their heads, or through their legs, or alternating. First one to get to the end wins
- Have a "mix-up race" where each child is assigned a new way of moving by the leader at the front of the line, such as running, skipping, hopping or frog-jumps. The moves should be pre-determined and assigned by a leader to make it fair

All Together Time 2: 30 minutes

Squire
10 minutes

Squire comes up, in his normal outfit now, to find out how the children have been getting on. Ask a few children about their activities, maybe showing a couple of crafts or taking a few answers to questions about David such as, "What makes the perfect King?"

Squire: You know, if David had a heart for God and was chosen by him, that must mean that he really was the best, greatest, most perfect King of all time! He probably never made any silly mistakes like me.

Captain: David was a great King, but he actually wasn't the greatest King. David was promised that a King would come after him who would also be anointed just like him. A King chosen especially by God. Read Luke 1:32-33.

Squire: So, David was a great King, an anointed King, but the greatest King was still to come.

**In the middle of the stage there should be a medieval style crossroads signpost. The signpost will literally and figuratively help point the children towards Jesus - the coming King - and is a key tool to end each day's teaching.*

	<p>SIGNPOST: Stick an arrow sign on the signpost that reads Anointed. Messiah should be written on the back, but not referred to yet, as this will be fully revealed on day 5. Squad Group leaders can feel free to answer questions and talk about the word Messiah if the children ask, as this is a great way to introduce who Jesus is.</p>
<p>Songs 5 minutes</p>	<p>The Bards come up to sing a couple of your favourite holiday club songs (see page 55 for some of our suggestions).</p>
<p>Optional Drama (15 minutes extra)</p>	<p>Drama Part 1: Percival the Brave is chosen for a great quest to fight the evil dragon! Full scripts are available from the download page www.suscotland.org.uk/ataleoftwokingsresources</p>
<p>Challenges 10 minutes</p>	<p>Shaving Foam "Anointing" Invite two children, or one child and one leader from each group, giving them protective goggles to wear. Cover one of the volunteer's face with shaving foam and give the other volunteer a water pistol. When you're ready, have a contest to see which pair can squirt all the shaving foam off their partner's face with a water pistol first.</p> <p>For this messy challenge we'd recommend dressing your contestants in plastic tops or black bin bags to keep them from getting too wet. A tarpaulin on the floor will also help with dripping shaving foam and water. Have towels on hand to help clean faces afterwards.</p>
<p>Goodbye 5 minutes</p>	<p>Hosts to give any final notices and send children to their Squad Houses to register out.</p>
<p>End of Club</p>	<p>End of club.</p>



Paper box - best to use as a template to print on card, cut out and stick using tabs.

