

## Sunday, August 18<sup>th</sup> Kid's Page: 16<sup>th</sup> Sunday After Pentecost

**Bible Stories:** 1 Kings 2:10-12; 3:3-14

**What we learn about God:** Today we hear about when Solomon becomes king. This is a sad and confusing time in the life of Solomon because for him to become king, that means his dad, King David, had died. As he prepares to take on the task of leading God's people, God comes to Solomon and offers him anything he asks for. Solomon doesn't ask for something that will only help himself but instead asks for God's wisdom to lead God's children in faithful ways. I don't know that I would've been so thoughtful of others if I got to make 1 big ask of God—would you? This moment and request changes Solomon's whole life. He was a great and fair King who grew the faith of God's people. I wonder what would've happened if he asked for something else?

**Activity:** On the next page, courtesy of Mad Libs, you have a Mad Lib future predictor. Not only can you use this to predict the future, but depending on the word picked—the future can look very different for different people! Think about how making every choice with God's love changes our lives. It's a big deal!

# MAD LIBS

World's Greatest Word Game





## Fortune Teller

### HOW TO MAKE:

- Step 1: Print this onto a regular 8.5" x 11" paper.
- Step 2: Cut along the outside line of the large square so that there is no excess paper.
- Step 3: Fold the square in half both ways so that the creases form a center point.
- Step 4: Place the printed side down and fold all four corners into the center so that the unprinted side is hidden.
- Step 5: Flip the square over and fold all four corners in again along the diagonal lines so that it becomes a smaller square.
- Step 6: Fold the square in half so that all the triangles are inside and only the square flaps are on the outside.
- Step 7: Slide your fingers under the four flaps. Pinch the paper underneath until it takes the shape of a fortune teller!

### HOW TO PLAY:

- Step 1: Ask your partner to pose a Yes or No question.
- Step 2: Ask your partner to choose a color. Spell out the color while pulling the fortune teller back and forth in your fingers.
- Step 3: Ask your partner to choose one of the numbers showing up in the fortune teller. Count up to the number (starting with 1) out loud, while pulling the fortune teller back and forth in your fingers.
- Step 4: Ask your partner to choose one of the numbers showing up in the fortune teller, and to follow the directions next to that number.
- Step 5: Lift the flap and read the answer under that number.

 <p><b>PURPLE</b></p>	<p><b>1</b></p> <p>CHOOSE AN ADJECTIVE</p>	<p><b>8</b></p> <p>CHOOSE AN ADJECTIVE</p>	 <p><b>BLUE</b></p>
<p><b>3</b></p> <p>CHOOSE A PERSON IN THE ROOM</p>	<p>Signs point to a very _____ yes.</p> <p>ADJECTIVE</p>	<p>The skies are _____.</p> <p>ADJECTIVE</p> <p>The future is uncertain.</p>	<p><b>7</b></p> <p>CHOOSE A NUMBER GREATER THAN ONE AND A PLURAL NOUN</p>
<p><b>6</b></p> <p>CHOOSE AN ARTICLE OF CLOTHING THAT YOU ARE WEARING</p>	<p>Don't believe anything _____ says.</p> <p>PERSON IN THE ROOM</p>	<p>I see _____ big _____ in your future.</p> <p>NUMBER GREATER THAN ONE</p> <p>PLURAL NOUN</p>	<p><b>4</b></p> <p>CHOOSE A PART OF THE BODY</p>
 <p><b>RED</b></p>	<p>You will find the answer in your _____.</p> <p>ARTICLE OF CLOTHING</p> <p>Picture a/an _____.</p> <p>ADJECTIVE</p> <p>_____.</p> <p>SINGULAR NOUN</p> <p>That is your answer.</p>	<p>What does your _____ tell you?</p> <p>PART OF THE BODY</p> <p>Signs point to a very _____ no.</p> <p>ADJECTIVE</p>	 <p><b>GREEN</b></p>
<p><b>5</b></p> <p>CHOOSE AN ADJECTIVE AND A SINGULAR NOUN</p>	<p><b>2</b></p> <p>CHOOSE AN ADJECTIVE</p>	<p><b>2</b></p> <p>CHOOSE AN ADJECTIVE</p>	