

GCG Sunday School - 25th February 2024

Lesson Outline



Lesson: In what do you trust when it's scary?
Passage: Highlights from 2 Kings 18-19
Big Idea: King Hezekiah trusted in only the Lord, even when it was really scary.
Main Aim: Trust in the Lord only, even when it seems scary.

Please pray for the lesson preparation, that you and the children would be built up by God's word.

Unless you are at the Greenwich service, you will need to bring a **laptop/tablet** to play the videos and songs. If needed, Jonny can provide a **laptop and a Bluetooth speaker**. 😊

Additional resources: [GCG Sunday School Google Drive](#)

The Passage

Summary.

God promised to judge Solomon - The Kingdom has crashed.

Trust is the word to look for.

Hezekiah was a good king, trusting the Lord.

1. Sennacherib, King of Assyria, attacks Judah. 2 Kings 18:13

He frightens everyone in Jerusalem. "On what do you rest your trust?" 2 Kn 18:19

2. Hezekiah trusts the Lord and prays to him for help. 19:1-7

3. Sennacherib frightens Hezekiah with a letter, "The God whom you trust is lying." 19:8-13

4. Hezekiah trusts the Lord and prays to him for help. 19:14-19

The Lord promises to smash Sennacherib, for the sake of David. 19:21-34

5. So the Lord smashed the Assyrian army and Sennacherib, as he promised. 19:35-37

For them then.

Even the most overwhelming odds are no match for the Lord.

He kept his promise to look after his people, and provide a king on David's throne.

For us now.

Even when the whole world might seem against the Lord and his word, we can trust his good promises. The Lord has his forever king Jesus whom we can trust to keep his people safe forever! Hebrews 6:13-20.

The Age Ranges

For CW (average age 4-5 years) and Greenwich (average age 6-7 years):

Prepare the lesson for **all ages**. Then prepare your leaders to divide into separate **Sailor** and **Officer** groups for **Heart & Hands** teaching.


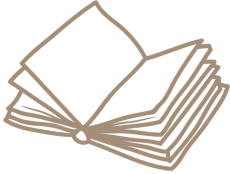



Sailors: Ages 3-7

Officers: Ages 8-11

Eltham (Sailors average age: 4-5 years, Officers average age: 7-8 years):

Personalise **all material** for the Sailors or Officers.

The Rough Format.

Get Going 3 min + song	Main Teaching ~15 mins	Heart & Hands ~20 mins	Land The Lesson ~10 mins	Extra Fun Time ~10 mins
				
Welcome & Pray Quick Recap Song	The Big Idea The Main Aim	Activities Discussion	Recap Memory Verse Pray to close.	Optional: Can go mid-session.

Outline Idea



Get Going Welcome, Pray, Quick Recap & Song

Welcome the children - Connect briefly with the children.

- Ask them a fun question, showing we're interested in their lives.
- Then you could ask them a simple question which will connect loosely with the theme.
 - Sailors - [What does it mean to trust someone?](#)
[What makes someone trustworthy?](#)
 - Officers - [Same - personalised for your Officers.](#)

Link: God is very trustworthy, as we'll see today.

Prayer

- Let's listen carefully to what God has to say to us today.




Very Speedy Recap - Scroll of time

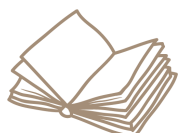
Last week's big idea: We saw Solomon was a terrible king in the end!

Link: In today's passage, we'll see a really good king!

Song

Talk through the words and actions before singing, if needed.

-  Long Long Long Long Time Ago - Actions



Main Teaching Teaching the Big Idea & Main Aim.

Have a Bible open throughout for the children to see that we're teaching from God's word, and not from our heads. Try to get clearly and repeatedly to the Big Idea and Main Aim.

- Video suggestion

Starting at 0:28

📺 The Rabshakeh Confronts

- Lesson Points

Go back and forward between **Sennacherib** and **Hezekiah**.

Hezekiah is being tempted to trust other things (like **Sennacherib**) for safety.

But he trusts the Lord, and the Lord delivers on his promise.

Intro: The kingdom is going down, but Hezekiah was a good king, trusting the Lord.

1. **Sennacherib, King of Assyria, attacks Judah! 2 Kings 18:13**

He frightens everyone in Jerusalem! "On what do you rest your trust?" 2 Kn 18:19

Trust in the Assyrians instead! 2 Kn 18:23

2. **Hezekiah trusts the Lord by praying to him for help. 19:1-7**

3. **Sennacherib frightens Hezekiah with a letter, "The God whom you trust is lying." 19:8-13**

4. **Hezekiah trusts the Lord by praying to him for help. 19:14-19**

Isaiah confirms it'll be ok.

The Lord will smash the Sennacherib, for the sake of David. 19:21-34

So the Lord smashed the Assyrian army and Sennacherib, as he promised. 19:35-37

- Brief Application - Main aim expanded.

The Lord's promises to keep his people safe can be trusted.

God promises to keep us safe by forgiving our sin.

We might have a really difficult life, with illness, or sad things happening. Romans 8:35-39.

But God's promises to love us and care for us will always be true.

- Sailors

*Explain the passage, asking questions along the way. **Keep it clear.***

Repeat the Big Idea and the Main Aim.

*Use the **lesson points above** with the **teaching images**.*

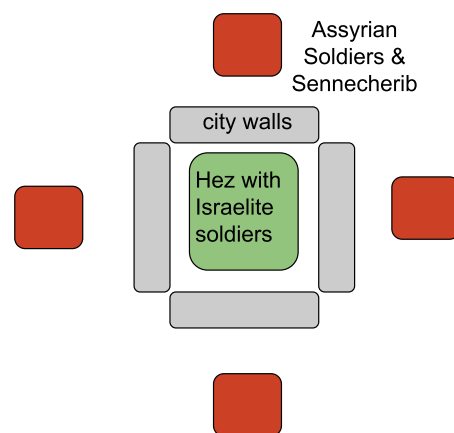
- Visual aid suggestion (bluetak and the wall):

The army surrounds Jerusalem and the king.

As the points are taught, set up the situation of Hezekiah (King in green) and Sennacherib (Assyrian King in red) with his army surrounding the city.

The Assyrian army is all killed at the end.

Ask if this explanation doesn't make sense!



- Brief application - Main Aim expanded

- Officers

*Interactive talk through the text. **Keep it clear.***

Repeat the Big Idea and the Main Aim.

Maybe act it out, or have them draw something, or shout out the best thing they see in the passage, make a puppet show using paper and card, go for a walk outside.

- Use the *lesson points above*.
- Brief application - Main Aim expanded - With questions.



Heart and Hands

Think more about the Main Aim with: Activities and discussion.

Activities - Craft or worksheet

- Sailors - [Craft - Paper chains](#).
- Officers - [Worksheet](#)
- Extra games - In the GDrive.

If you finish craft early, you may want to play a game with the remaining time.

Discussion - What would it look like to believe the Main Aim?

Think through with the children what the Main Aim means for our lives.

- Talk through the Main Aim further.
 - Sailors - [Go further than Brief Application](#).
 - Officers - [Go further than Brief Application, with questions to provoke thought](#).



Land the lesson

Bring everything together with: Recap, Memory Verse and Prayer.

Scroll of time update

- Remind them of the Big Idea and Main Aim.



Memory verse

“Even if you have been banished to the most distant land under the heavens, from there the Lord your God will gather you and bring you back.” Deuteronomy 30:4 (NIVUK)

[Ideas for learning the memory verse](#). I will provide the verse on laminated paper with Blu Tack.

- Sailors - **Song and actions are available here. (Sent on Whatsapp for now)**
- Officers - If capable, they can come up with a rap/ spoken word for the verse. They can repeat and improve it each week.

Pray

Encourage the children to pray with you about the Big Idea and Main Aim.

They could **thank/praise God** for it or **ask for help** in believing it.

- Sailors

You could ask for hands up/ thumbs up for those who would like to pray.

You could suggest “Popcorn prayers” - really short prayers. Or “Arrow prayers”- We all shoot up like an arrow at the end. Or you could try the idea we use with Officers.

- Officers

You could pass an object, like a Bible, around the room. When a child receives the Bible, they can choose to pray in their head or aloud.



Extra fun time.

An optional game, which can be played mid-session.

Game idea. Feel free to play something different!

- Sailors - [Eyes-closed walk.](#)

[Get into pairs. One person closes their eyes, the other person puts their hands on the other's shoulders from behind. They then walk around the room being "steered" by the person with eyes open.](#)

[How long can you last before you want to open your eyes»](#)

- Officers - Use idea above or feel free to think of something fun.

Link: Something about trusting the other person!

Sign out with Take Home Sheets

- While signing out with Rollcall, Take Home sheets will be provided to carers and parents about the children's lesson.

Final notes

The following items will be printed for you and brought to the lesson:

- Main teaching pictures and materials.
- Activities: Sailors craft and Officers worksheets.
- Memory verse, laminated.
- Take Home Sheets.

Additional materials will be available:

- Craft materials.
- Pens, paper, glue, scissors.