



**Date:** \_\_\_\_\_  
**Series:** Lookin' for a Leader  
Fall Year 3, Lesson 16

# King David: God's Successful Leader

**Take Home Point:** \*Tell God, "Whatever you want, Lord!" \*Repeat this phrase throughout the lesson.

**Bible Event:** 2 Samuel 1-6. David is established as king. David mourns Saul's death and ascends to the throne. God gives him success because David first asks the Lord what he would want him to do. David seeks what's best for the Lord's interest before his own. He demonstrates this in his enthusiasm for worship!

**Key Verses:** Deuteronomy 10:12, "...what does the Lord your God want you to do? He wants you to fear him, follow all his directions, love him, and worship him with all your heart and with all your soul."

Proverbs 16:3, "Entrust your efforts to the Lord, and your plans will succeed."

**We will help kids know:**

- The Bible events of David's victories as king because he first asked the Lord for direction.
- David was a serious worshiper, and worship is important in seeking the Lord.




**We will help kids feel:**

- Aware that they make important choices daily and need to think of what God would want them to do.
- Inspired that God would use them to be successful representatives of him.

**We will help kids do:**

- Identify choices they make and ask God, "What do you want me to do?"
- Worship more effectively.

# THIS LESSON'S ROADMAP

DESTINATION	PAGE #	DISCOVERIES ON YOUR JOURNEY	SUPPLIES NEEDED
<b>Small Group Warm-Up</b> 	3	Play a game called "Choices," in which kids talk about everyday choices they make. How did a successful leader like David make his choices? By saying, "Whatever you want, Lord!"	<ul style="list-style-type: none"> <li>one game card per group (page 7)</li> <li>16 tokens (eight of two different colors)</li> </ul>
<b>Large Group</b> 	4  8  12  16	<b>Overview</b>  <b>Carnival Game with Puppet Presentation:</b> "Gordy Chooses a Winner"  <b>Dramatic Presentation of Bible Event:</b> "Interview with a Successful Winner"  <b>Puppet Conclusion:</b> "Gordy Chooses a Winner"	<ul style="list-style-type: none"> <li>spinning wheel</li> <li>eight or so inverted buckets or bags that can be placed in a circle around the spinner. These are more effective if they conceal their content. All will be empty but the one winner.</li> <li>large candy bar</li> <li>box of tissues</li> <li>white robe (or priestly symbol)</li> <li>plastic sword</li> <li>cut out key with the words "Whatever you want, Lord" written on it</li> <li>suitcase</li> <li>actor dressed in nice business clothes</li> <li>Gordy</li> </ul>
<b>Small Group Application</b> 	4	Though David was a successful king and the key to his success was seeking whatever the Lord wanted, he had failures. David sought forgiveness for these failures. Who of us can say that we have completely obeyed "whatever you want, Lord?" Share your own faith journey, and then let the kids share their faith.	<ul style="list-style-type: none"> <li>cut out keys from template (printed on Avery 5164 labels or name tag labels) for each child (page 16)</li> <li>markers for decorating</li> </ul>

## Small Group Warm-Up: 15 minutes



**Purpose:** *Get pointed in the right direction! Build relationships and help guests feel at ease. Do the learning readiness activity that will point your group in the right direction for the lesson.*

### “Choices”

*The object of the game is for one team to get as many three-in-a-row combinations of tokens as possible. There are 16 squares on the grid and three in a row can be vertical, horizontal, or diagonal. Teams alternate in placing a token on the squares. As the children take turns, each child must answer the question in the box where he places a token. There are no right or wrong answers. If the game card is completely filled, the combinations are tallied for each team and the game is repeated.*

*Needed: a game card (see page 7), and two sets of eight tokens*

This game's purpose is to get kids talking and listening to one another on the topic of everyday choices. This is especially important now at the beginning of the school year as new groups are formed. Conversation of this type helps the kids get to know each other as well as giving you insight to each child.

Explain the rules for the game and divide kids into two teams.

When game is over or it is time for large group, introduce the Bible event with:

**In Kingdom Quest, we have been “Lookin’ for a Leader.” Today, we continue to learn about King David. Here are some questions to think about when in large group.**

- **How did successful leaders like David make their choices?**
- **Do you think God could make you a successful leader like David if you made your choices the same way?**

**Today, we will learn to *\*tell God, “Whatever you want, Lord!”***

# Large Group Overview: 20-30 minutes



**Purpose:** *Help kids observe what the Bible says. Present the Bible event in creative fashion. Help kids begin to interpret what it means.*

**Carnival Game with Puppet Presentation:** “Gordy Chooses a Winner”—While contestants spin to find the key to David’s success as king, Mr. King and Gordy discuss what possibilities were attributed to David’s success.

**Dramatic Presentation of Bible Event:** “Interview with a Successful Winner”—A summary about the key events found in 2 Samuel 1-6 is told in an interview. These events cover the death of Saul and Jonathan and how David became king.

**Puppet Conclusion:** “Gordy Chooses a Winner”—Gordy learns to replace his “Whatever” comment with *\*whatever you want, Lord.*

# Small Group Application: 20-25 minutes



**Purpose:** *Help kids map out the meaning of the Bible event in their lives. Use the questions to stimulate discussion but don't feel tied to them. Allow the Holy Spirit to guide you. Include personal examples from your own faith journey. The example of Christ at work in your life will leave lasting impressions of how Christ can work in the children's lives.*

*Use your Bibles! Children need to learn how to look up references and follow along when scripture is read aloud. Allow for quality time of prayer at the close of the lesson.*

A quick review will help reinforce the Bible event. The following questions are optional depending on the time available. Move through these quickly.

## Observation Questions: What happened?

**Who told David about King Saul and Jonathan dying in battle?** (2 Samuel 1:1. A messenger.)

**What was David’s response to Saul’s death?**  
(2 Samuel 1:11-12 He was very sad.)

**Did he reward or punish the man who claimed to have killed Saul?**  
(2 Samuel 1:14-16. Punish.)

**David decided to go to Hebron. Who told him to go there?**  
(2 Samuel 2:1. God.)

**David fought the Philistines. Who did he ask if he should go into battle against them? (2 Samuel 5:18,19. God.)**

**When did David know it was time to attack? (2 Samuel 5:24. When he heard the sound of God's army of angels in the tops of the trees going to fight for them.)**

### **Interpretation Questions: What does this mean?**

**David's key was saying to God, \**"Whatever you want, Lord."* Something David did really well helped him always remember to do this. What was this thing? (Worship.)**

**The Bible says in Deuteronomy 10:12 *"...what does the Lord your God want you to do? He wants you to fear him, follow all his directions, love him, and worship him with all your heart and with all your soul."***

**David is a good example of how to live our lives like this.**

### **Application Questions: What does this mean to me?**

*Although David was a successful king and the key to his success was seeking whatever the Lord wanted, he had failures. David sought forgiveness for these failures. This will especially be emphasized in the next two lessons.*

*Today kids need the assurance of forgiveness. Who of us can say that we have completely obeyed \* *"Whatever you want, Lord?"**

Share your own faith journey. Your testimony can be a powerful witness to the kids. Give an example of doing the opposite of whatever the Lord wanted and you had to confess and ask God for forgiveness. Explain to the kids that, at such times, it is important not to be discouraged or run away from God. Instead, we can turn to him and ask for forgiveness. His forgiveness is given to us because of Jesus.

**Jesus was the perfect King. King David was not perfect. Jesus was the only man on earth who truly did "whatever God wanted." Though he was perfect, Jesus died on the cross for our sins to take our punishment upon himself. When we trust in Jesus, we know we can have forgiveness. Jesus then takes residence in our hearts and he gives us the power to *\*tell God, "Whatever you want, Lord!"***

You can ask the children if they know Jesus as their Savior and Lord. Let children share their faith.

Application Activity:

Conclude with the following activities to help children make personal applications of *“whatever you want, Lord.”*

Pass out the key stickers and have kids color and decorate them. The children can put these stickers on their notebooks at school to remind them that this how they should make their choices. Say:

**Today, we learned to *\*tell God, “Whatever you want, Lord!” Here is the promise the Bible gives us when we do this: Proverbs 16:3, “Entrust your efforts to the Lord, and your plans will succeed.”***

Then continue playing the game started in Warm-Up. The only difference this time is to rephrase the question “What would I choose to do?” to focus on “whatever God would want me to do.”

Closing Prayer:

Close with prayer, especially thanking God for Jesus and the power of his forgiveness so we can do whatever he wants.

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# Game Card

## “CHOICES”

What is your favorite thought to think about when you have nothing better to do?	If you found a ten-dollar bill on the floor at the movie theater, what would you do?	If you could change something that happened this week, what would you choose to change?	If you could choose a new name for yourself, what would it be?
If you were a teacher, what subject or grade would you choose to teach?	If you could make one wish in the world for yourself, what would it be?	If you had a million dollars to spend on one thing, what would you choose to buy with it?	If you were to choose a favorite place to go to be by yourself, where would you go?
If you could choose to be any age other than your own, what age would you be and why?	What would you choose to do for a family vacation?	If your house was on fire and you could only rescue one thing from your bedroom, what would you choose?	What would you choose to do if someone tried to touch you where you didn't want to be touched?
What would you choose to do for fun this afternoon?	What is something you like to share with others?	What would you choose to do if someone pushed you down on purpose during recess at school?	If you could bring Jesus' love to anyone in the world, whom would you choose?

# Large Group Presentation

## Gordy Chooses a Winner

### Puppet Presentation

*Today's large group continues with the carnival games theme. Today's game is a spinning wheel with one winning stop (though it is a mystery as to which stop that is). The winning stop will have a large candy bar prize and the key to David's success. That key will literally be a piece of paper cut out in the shape of a key (today's take home point) with the words "Whatever you want, Lord!" This phrase is the key to David's success as king. Use a Twister game spinner or something similar for your spinning wheel.*



Eight bags or inverted buckets should be placed in a circle around the spinner to conceal their contents. Each bucket should be painted or marked with a coordinating color from the spinning wheel.

The puppet script is designed to help facilitate the carnival game. It cannot be determined when one of the contestants will finally win the prize and the key that reads,

"Whatever you want, Lord." Therefore, use this puppet script with flexibility.

If the prize is won right away, the script can be completed as one unit. However, if it takes several spins to win the prize, the script can be divided into smaller sections between the turn of each contestant. If there are more than three contestants before someone wins the prize, Gordy and Mr. King can ad-lib. The dialogue follows a simple pattern.

**Mr. King:** Hello, kids. Welcome to Kingdom Quest Carnival. I'm Mr. King.

**Gordy:** And I'm Gordy!

**Mr. King:** And today we are lookin' for a leader, and I think we might have found one.

**Gordy:** You bet! It's me.

**Mr. King:** I think not, Gordy. The leader is King David.

**Gordy:** Whatever!



**Mr. King:** Gordy, today we will discover that the key to King David's success as a leader is the same for each one of us to find success in our own lives.

Gordy: Well, I'm already a successful leader.

**Mr. King:** You are?

Gordy: Sure, watch this. All these boys and girls will follow my lead. Boys and girls, if you want candy, stand up and yell, "Gordy is great!" One, two, three . . .

*(All kids yell, "Gordy is great!")*

**Mr. King:** Gordy, where are you going to get enough candy for all of those kids?

Gordy: That's your problem, Mr. King! You're the carnival host.

**Mr. King:** But I didn't make that promise. Making promises you cannot keep is not the key to being a good leader.

Gordy: Whatever!

**Mr. King:** Let's discover what it took for King David to be a successful leader. To do that I would like to have four contestants play the game, "Wheel of Choices."

Select four volunteers to come forward.

Gordy: "Wheel of Choices?" Whatever is that about?

**Mr. King:** You can see we have this carnival game with a spinner and eight mystery bags. In one of the bags is the key to David's success and a prize for the contestant who lands on it. Each contestant gets only one spin. Each time someone gets an empty bag, I will remove it so we will certainly get the prize by the time we get to the eighth spin. Of course, I would have to get four new contestants if we do not get it by the fourth spin. Do you understand, kids? Do you understand, Gordy?

Gordy: Whatever.

**Mr. King:** Okay, the first spinner can step up and take a spin.

*(After each spin, the following dialogue may be interspersed. If the winning spin has uncovered the prize, this dialogue needs to be completed before the key to David's success is read.)*

**Mr. King:** Gordy, what do you think will be the key to David's leadership and the key to his success?

Gordy: Well, my daddy always said to go to college because that's the key to success. I think David had a college education.

**Mr. King:** Boys and girls, do you think that is it?

*(The kids respond, "No.")*

Gordy: No college education? Well, whatever.

**Mr. King:** Gordy, would you like to take another guess what might be the key to David's success?

Gordy: One thing that has brought me great success is my handsome looks. David was probably good-looking just like me.

**Mr. King:** Good-looking just like you, huh? And you consider yourself good-looking?

Gordy: Usually, unless I'm standing next to you.

**Mr. King:** So, you mean that, compared to me, you probably don't feel as good-looking.

Gordy: Right. I feel great-looking!

**Mr. King:** Oh, Gordy, you're silly. I don't think that is the key to success. Boys and girls, what do you think? Do you think the key to David's success was good looks?

*(The children echo, "No.")*

Gordy: Well, whatever.

**Mr. King:** Gordy, we are still trying to guess what the key to David's success is. Do you have any other guesses?

Gordy: Well, I noticed that successful people today drive big cars.

**Mr. King:** But they didn't have cars back in David's time.

Gordy: Yeah, but they had big chariots. So I'm going to say that David's key to success was driving a big chariot.

**Mr. King:** Boys and girls, what do you think?

*(Children respond, “No.”)*

**Mr. King:** Well, it seems they don’t think a big chariot has anything to do with David’s key to success.

Gordy: Well, whatever.

*(This final section of dialogue is completed when a contestant finally hits the prize. Before reading David’s key to success, continue with this dialogue.)*

**Mr. King:** Gordy, it looks like we finally have a winner.

Gordy: That’s me!

**Mr. King:** In a way it could be, because David’s key to success and to successful leadership is something all of us can do.

Gordy: Even you, Mr. King?

**Mr. King:** Even me, Gordy.

Gordy: Whatever!

**Mr. King:** That’s the answer.

Gordy: What’s the answer?

**Mr. King:** What you just said.

Gordy: Whatever?

**Mr. King:** Yes, whatever. But not whatever in the tone you said it.

Gordy: Yeah, you mean like this . . . *(Sarcastically.)* Whatever!

**Mr. King:** Yes, but that’s not the tone of voice to use with this answer. The answer is, “Whatever *you* want, Lord.”

Gordy: That’s the key to David’s success?

**Mr. King:** That’s the key. You see, when David made choices, he didn’t just think of what *he* wanted. He thought first, “What would God want me to do?”

Gordy: And God wanted him to do whatever?

**Mr. King:** That's right. Whatever God wanted David to do, he did. That was the key to David's success as a leader. He followed God's way. Let me introduce a special guest who will tell us more about how David said, *\*"Whatever you want, Lord."* First, let's give a round of applause for our contestants as we dismiss them now.

## **Interview with a Successful Leader**

### **Dramatic Characterization**

*In this presentation, the presenter interviews a research consultant who has researched the successful leader King David. He recounts the key to David's success.*

The presenter introduces a person studying the components of successful leaders. This person can be dressed in nice business clothes.

*A box of tissues, a white robe (or other article of clothing to depict a priest), a plastic sword, and a cutout key with the words, "Whatever you want, Lord" will help retell the story of David's early kingship and make the lesson point. The props can be carried onstage in a suitcase and exhibited one at a time.*

**Mr. King:** Boys and girls, today I have a special guest. He is president of a company that studies what it takes to become a successful leader and he has been studying King David. His name is Noland Tation. Is that correct, Mr. Tation?

Mr. Tation: Well, I usually go by N. Tation.

**Mr. King:** And you are president of a company that studies what it takes to be a successful leader?

Mr. Tation: Yes. People just call me Pres.

**Mr. King:** So that means you are Pres. N. Tation.

Mr. Tation: Yes, I am Pres. N. Tation.

**Mr. King:** So we have a presentation here on David as a leader. What did you find out about David?

Mr. Tation: I read the Bible and found out that David's key to successful leadership is to *\*Tell God, "Whatever you want, Lord."* As long as he did that, he did well.

**Mr. King:** Let's find out some of the events that happened. In our last lesson just before Labor Day weekend, we learned that King Saul, who had been trying to kill David, had a great battle with the Philistines. He died and his son Jonathan was killed with him. What was David's response to that?

**Mr. Tation:** *(Producing tissue from his suitcase.)* David found out about Saul's death in a troublesome way. It seems a messenger came running into David's camp. He had come from the battlefield where Saul and Jonathan had been fighting and were killed. He thought David would be happy Saul was dead. The messenger had taken the crown off Saul's head and the bracelet from his arm and brought them to David. The messenger made up a story of how Saul was injured and almost ready to die when Saul asked the messenger to kill him before his enemies could get to him. The messenger said he killed Saul. He thought David would be happy to hear this.

**Mr. King:** What happened?

**Mr. Tation:** *(Showing the tissue.)* David wept and mourned. He wrote a sad song about Saul and Jonathan. David respected Saul because he had been anointed king according to God's plan. The messenger who claimed to have killed Saul was punished instead of being rewarded. David was a leader who was sad Saul died because the Lord's anointed had died. He was sad even though Saul was the one trying to kill David.

**Mr. King:** What did David decide to do then?

**Mr. Tation:** *(Pulls out white robe.)* David's key to success was that he told God, *\*"Whatever you want, Lord."* He probably did this by talking to Priest Abiathar. Abiathar gave him God's message in 2 Samuel 2:1. David asked what he should do and God told him it was time to move. "Where shall I move?" asked David. "Go up to Hebron," God told him. There all the people of the tribe of Judah anointed David king. David ruled for 40 years. He was a successful king as long as he remembered the key...

*(Produces the key from the suitcase)* David said, *\*"Whatever you want, Lord."*

**Mr. King:** Are there any other examples of that?

**Mr. Tation:** *(Pulls out the sword.)* Oh, sure. In 2 Samuel 5:18, David's enemies, the Philistines, came to him in battle. Before David went out to fight them, he first *\*told God, "Whatever you want, Lord, I will do."* God told him to attack the Philistines. David did and won.

The battle was not over, though. Again the Philistines came against him and David went to the Lord. The Lord told him that as soon as David

heard the sound of marching in the tops of the balsam trees, he should go quickly to the battle. The Lord promised to be in front of David to strike down the Philistine armies. David did that and you guessed it—David won.

**Mr. King:** I think we have the key to being a successful leader.

Mr. Tation: You have the key all right. The key is to *\*tell God, “Whatever you want, Lord.”*

**Mr. King:** Is there anything else we can do to be like David?

Mr. Tation: There sure is. One thing David loved to do was worship. I think he worshiped because it was a way for him to give thanks to God and say, *\*“Whatever you want, Lord.”* When we worship, it is like saying, *\*“Whatever you want, Lord,”* just like David did. The Bible says in Deuteronomy 10:12 *“...what does the Lord your God want you to do? He wants you to fear him, follow all his directions, love him, and worship him with all your heart and with all your soul.”*

There was one time David worshiped all the way into town as he brought the Ark of the Covenant into his capital, Jerusalem. He worshiped and danced the whole way. We may not be worshiping and dancing the whole way to Jerusalem, but we can worship right here.

**Mr. King:** Great idea, Mr. Tation! Thank you for sharing David’s secret to being a leader for God. Now it’s time to wrap this up. Let’s see what Gordy has to say.

## **Gordy Chooses a Winner**

### **Puppet Conclusion**

**Mr. King:** Gordy, what did you learn today?

Gordy: Whatever—that is, *\*tell God, “Whatever you want, Lord.”* That’s a pretty important thing to say.

**Mr. King:** Do you think you can do it?

Gordy: Sometimes. I might not be too good at doing whatever God wants because it’s pretty easy for me to think only about whatever Gordy wants.

**Mr. King:** But, you have the power of Jesus. You know that Jesus said, *\*“Whatever you want”* to his heavenly Father. He perfectly obeyed and went all the way to the cross to die for our sins and failures.

Gordy: So I can be forgiven when I forget to do whatever God wants?

**Mr. King:** Yes, and more than that. Jesus will help you have power to do better next time. He gives us this promise found in Proverbs 16:3, *“Entrust your efforts to the Lord, and your plans will succeed.”*

**Just make sure you *\*tell God, “Whatever you want, Lord.”* Why don’t you do that now as you close our time with a prayer.**

Gordy: Okay, Mr. King. Dear God, thanks for sending Jesus who did whatever you wanted and gave his life for us. Give us your forgiveness and your power. We want to *\*tell God, “whatever you want, Lord,”* just like David did. In Jesus' name. Amen.

