



Date: _____
Series: Discovery Digs
Summer Year 4, Lesson 6

Murder for a Vineyard

Take Home Point: *Don't let greed carry you away.
*Repeat this phrase throughout the lesson.

Bible Event: I Kings 21

Key Verse: Philippians 4:11b & 13, "I've learned to be content in whatever situation I am in... I can do everything through Christ who strengthens me."

We will help kids know:

- The event of Ahab's theft and murder of Naboth for his vineyard.
- We should be cautious so that envy and greed do not carry us away and lead us to disobey God's commands.
- We can be content with our spiritual blessings in Christ and all the other blessings we have.

We will help kids feel:

- What it is like to be envious or be tempted to steal something.
- Contentment, in reflecting on what God has given them, especially the gift of Jesus.

We will help kids do:

- Play a Warm-Up exercise with grapes as they discuss times when they "sneaked" something.
- Place grapes of contentment on a vine while turning over examples of greed or envy to the power of Christ.

THIS LESSON'S ROADMAP

DESTINATION	PAGE #	DISCOVERIES ON YOUR JOURNEY	SUPPLIES NEEDED
Small Group Warm-Up 	3	Kids eat grapes as they discuss times they were “green with envy” or “sneaked” something.	<ul style="list-style-type: none"> • bowl • two or three green grapes per child
Large Group 	4 7 10 13	<p>Overview</p> <p>Puppet Presentation: “Jerry Dude gets Carried Away”—Dr. Goofagain and Dr. Turner Round discover some interesting warnings in the Sands of Time concerning greed and envy.</p> <p>Interactive Drama: “Murder for a Vineyard”—The Bible event shows how far things can go when someone is greedy or envious.</p> <p>Puppet Presentation Conclusion: “Jerry Dude gets Carried Away”—Jerry Dude learns from the Bible event that contentment is the secret to keep from becoming “green with envy.”</p>	<ul style="list-style-type: none"> • Jerry puppet • tub of sand • key with discovery point: “Don’t let greed carry you away.” • green grapes with sand on them—yuck! • pouting pillow • rock • royal robe • royal crown • simple headpiece
Small Group Application 	4	Kids place “grapes of contentment” on a vine to signify turning our selfishness to Christ.	<ul style="list-style-type: none"> • vine design and grape cutouts for each child (<i>p. 15, 16</i>) • glue or glue sticks • scissors • pens or markers

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.

Supplies needed: a bowl with enough grapes for every child to have two or three

Hold one grape in your hand and begin a discourse that, hopefully, will cause the other kids to want to have a grape. Say:

In this bowl, I have some of the most exceptional tasting grapes ever. I am going to peel back some of the skin and let you see the special design inside.

Peel back the grape skin.

Did you know this is the mark of some of the best tasting grapes in the world? Most people do not peel them open to find that out, but it is true. Let me taste to find out. Eat grape. Wow, this is good!

You know, I have to go get something. I will be right back.

Leave the area, pretending to get another supply you have forgotten. When you return, ask the kids:

Did any of you want a grape so badly that you wanted to take one while I was gone? Let kids answer.

Have you ever heard the phrase, “green with envy”? That is why we are having green grapes today. Envy means you want something you cannot have or that belongs to someone else. You might want it so badly that you could even do something like steal or “sneak” it.

Let kids enjoy eating some grapes as they share envy stories. You might ask them:

Share a time you wanted something so badly you sneaked it. I remember a time when...

Share a personal story so the kids will be more open to share theirs. After discussing, ask:

Do you know what greed is? Greed is when you want something or lots of things for yourself. Greed and envy are very similar, but envy is when you want something only for yourself or something you should not have because it belongs to someone else.

Today, we will learn a very important truth. **Don't let greed carry you away. In other words, do not let yourself desire something so badly you might actually steal it or hurt someone to get it.*

Large Group Overview: 20-30 minutes



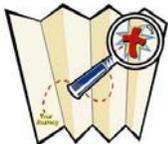
Purpose: *Help kids observe what the Bible says. Present the Bible event in creative fashion. Help kids begin to interpret what it means.*

Puppet Presentation: “Jerry Dude gets Carried Away”—Dr. Goofagain and Dr. Turner Round discover some interesting warnings in the Sands of Time concerning greed and envy.

Interactive Drama: “Murder for a Vineyard”—The Bible event shows how far things can go when someone is greedy or envious.

Puppet Presentation Conclusion: “Jerry Dude gets Carried Away”—Jerry Dude learns from the Bible event that contentment is the secret to keep from becoming “green with envy.”

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.

Observation Questions: What happened?

Have kids refer to 1 Kings 21 in their Bibles.

What did Ahab do when he found out he could not have the vineyard? (1 Kings 21:4. *Pouted, cried, whined.*)

What did Jezebel do to get the vineyard for Ahab? (1 Kings 21:8-14. *She lied and had Naboth hurt and killed.*)

Interpretation Questions: What does this mean?

Do you think Ahab really needed the vineyard? Why or Why not? (*No, he was the king and had lots of gardens and things already.*)

How do you think God felt about King Ahab wanting Naboth's vineyard, even though he already had so much? (*Sad, disappointed.*)

Application Questions: What does this mean to me?

How do you react sometimes when you can't have something you want? (*Let children share examples.*) Do you ever pout? Let's see your best pouting face.

Our key verse, Philippians 4:11b & 13 says: *"I've learned to be content in whatever situation I am in...I can do everything through Christ who strengthens me."* According to these verses, where does the power of contentment come from? (*Christ.*)

How do we get Jesus' power in the times we feel greedy? (*Ask God. Pray.*)

Ahab's greed went so far that it hurt others. What about times we wanted something so badly that we might have hurt someone (physically or emotionally) to get it? What can we do about those times? (*Ask God for forgiveness and the other person, too!*)

Today, we are going to do an activity that allows us to take the things we are greedy or envious about to Christ, who helps us be content.

Application Activity:

Supplies needed: vine design and grape cutouts for each child, glue or glue sticks, scissors, pens or markers

Hand each child a copy of the vine design and paper with grape pattern. Give kids a few minutes to cut out the grapes. Then have them write about a time they have been greedy, envious, or selfish on each paper grape.

Once they have done that, have them glue the grapes with the examples face down on the vine. After all the grapes are glued on the vine with the blank side up, write things on the grapes that they are thankful for or content about.

We can learn to turn our selfishness and envy over to Christ so that we will **not let our greed carry us away*. Let's pray together today and ask God to help us be content in the future:

Closing Prayer:

Dear God, We are sorry for the times we have been greedy and let our selfishness carry us away. Please help us to be content and thankful for the things you have given us when tempted to want something we cannot have. Thank you for giving us Christ to help us. In Jesus' name, Amen.

Safety and Security: Safety and security procedures are important for each church to carefully define and implement according to their unique needs. The security, safety, illness and accident procedures described in this curriculum are provided for example purposes only and may not be appropriate, applicable or adequate for every situation. Each church is responsible for determining whether any security, safety, illness and accident procedures contained in the curriculum are appropriate, applicable or adequate for its unique situation. The activities described in this curriculum require adult supervision and may not be suitable for each child and each situation. Each church is responsible for ensuring that adequate adult supervision is provided for all activities and for determining whether an activity is appropriate for each child and each situation. Kids Kount Publishing disclaims all liability for the implementation of any procedures or the performance of any activities described in this curriculum.

Large Group Presentation

Don't let Greed Carry you Away!

Discovery Digs Continued

The theme for this series is "Discovery Digs." Two presenters play the role of explorers searching through the sands of time for lessons from God's story in the Bible. The characters' or story tellers' are Dr. C. M. Goofagain and Dr. Turner Round (Dr. G and Dr. T, for short). We suggest that both characters develop their own personality, accent and costume. Both are archeologists and historians. Both know the Bible events enough to tell them well. Since they are presenting to kids, it's helpful to note that "overacting" works well with kids! Exaggerate expressions of surprise, exhortation or puzzlement.

Dr. C. M. Goofagain and Dr. Turner Round search through the "Sands of Time" and through the pages of the Bible for a special discovery each week. These are Bible truths that students not only discover, but truths that they put into practice. The Bible events are not told as exact readings of the Bible but are paraphrased. Still, it is a good idea to have a Bible in hand so that students can see the source. They might use a clipboard to hold their script, though it looks like archeologist's notes.

Each week a student is brought forward to pull a special key out of the "Sands of Time"—a key that has a clue to the discovery of the day. It is helpful for the characters to use a dry paint brush to brush off the sand from objects pulled from the sand. There is special humor as the archeologists first put their hands in the sand to pull out a rather surprising or intimidating object. This creates just a bit more suspense for the student who then goes searching for the key. Then the characters tell their story in creative fashion using the student volunteer or perhaps the entire audience.

The puppet for this series is Gordy's cousin, Jerry, the surfer dude. He speaks in surfer dude language. He came in to town for summer vacation and likes to come to Kingdom Quest, especially since they play in the sand a bit. He serves as the one to start and close the large group presentation. He interacts with Dr. Goofagain and Dr. Turner, whom he calls Dr. G and Dr. T. The presenter's lines are labeled: Dr._____. (Both characters can be used in all presentations, but in the case of unavailable volunteers or a smaller congregation, one individual would be sufficient, as well. Fill in with whichever character is available this week.)

Props:

- green grapes covered in sand...yuck!
- pouting pillow
- rock
- key that says "Don't let greed carry you away"

Jerry Dude gets Carried Away

Puppet Presentation

- Jerry: Yo, dudes and dudettes. Like, are you ready for a totally bodacious Discovery Dig today? Where is that super I.Q. dude? Dr. T? Dr. G?
- Dr. ____:** **Oh, hello, Jerry. Nice to be here with you, today.**
- Jerry: Chyaa-a, because today is actually grape day. I mean like green grape day...not orange day like we had last week. Way awesome.
- Dr. ____:** **What are you talking about, Jerry? What is green grape day?**
- Jerry: Well, Dr.____, I had a whole batch of green grapes today.
- Dr. ____:** **When did that happen?**
- Jerry: Well, as soon as my Shepherd boogied out, I chowed down a whole bowl of scrumcious grapes.
- Dr. ____:** **Did you have permission to eat all those grapes? And... did you share any of them?**
- Jerry: Duh no, man. You snooze, you lose. I see it, I want it, and I claim it.
- Dr. ____:** **Oh, you are talking about envy that can lead to greed and taking other things.**
- Jerry: But they're just grapes, Dr. ____.
- Dr. ____:** **I know but it is still envy and there can be bad consequences.**
- Jerry: Oh, yeah, like I heard. Like it turns you green. I'd much rather be yellow.
- Dr. ____:** **No, not really. "Green with envy" is just an expression. But it can lead to other things like, **letting your greed carry you away.***
- Jerry: Chyaa, greed carried me to the next group, where I scoped out their grape stash and I chowed them down.
- Dr. ____:** **Jerry, you really have got to listen today. Let's examine a Bible event that teaches us very clearly **don't let your greed carry you away.***
- Jerry: Sweet! Do we get to play in the sand, man? Because I am totally stoked and ready to go.

Dr.____: **Well, let's take a look in the sand and see what we come up with. First thing is, oh, these grapes...***(Looks surprised and a little disgusted as he pulls out a bunch of grapes covered in sand.)*

Jerry: Eewww, barfarama, dude. There's sand all over them.

Dr.____: **Well, that is a good reminder that sometimes we can get so green with envy wanting something, but by the time we get it, it usually is not good for us. That is exactly what happened to King Ahab.**

Jerry: I remember him. So what's the key?

Dr. ____: **Well, let me bring a volunteer up to find it.**

Select a volunteer to come forward and pull the key from the Sands of Time. The key says, *"Don't let greed carry you away."*

Let volunteer be seated.

Jerry: What other stuff is in there?

Dr.____ pulls out the pouting pillow.

Jerry: Is that the pillow for "if you snooze, you lose?"

Dr.____: **No, Jerry. This is the pouting pillow.**

Jerry: Yo, dude. I'm an expert there. What else can you find?

Dr.____ pulls out the rock.

Jerry: Whoa, what is that for? Rock and Roll?

Dr.____: **No, this rock is to remind us of the Bible event, "Murder for a Vineyard."**

Jerry: Dude, I'm like totally creeped out man. Like, do we get to watch a video?

Dr.____: **Not today. We need some actors for a live drama.**

Jerry: Radical, dude. I'm going to get my popcorn.

Jerry exits.

Murder for a Vineyard

Interactive Drama

For this presentation, select three volunteers to play the parts of Ahab, Jezebel and Naboth. Select kids with a one-line tryout. If the child freezes upon repeating the tryout line, it is probably best to go to another volunteer for that part. Upon coming to the stage, give the children simple costumes:

- a royal crown for Jezebel
- a royal robe for Ahab
- a simple headpiece for Naboth

A narrator will tell the event as the volunteers are prompted to repeat lines or do actions according to the event. It is essential that the presenter exaggerate the inflections as he gives the child his/her line.

Narrator: For this presentation, I will select actors from the audience. Before you raise your hands to volunteer, listen to the description and think if you can do the part.

The first volunteer I need must be a boy. Boys, who can do an excellent job of whining and pouting? I am going to call on one person and we will see.

Identify one child and ask the child to stand where they are.

I would like to hear your best whine as you say, “I want some candy.” Then give me your best pouting look with it.

Choose a child that can repeat the line without freezing. Have him play Ahab, the evil king. Upon coming to the stage, have an assistant volunteer put a royal robe on the volunteer.

Narrator: Okay, the next part requires a girl. She must be someone that can give me a bossy voice. Okay, girls, who thinks they can show a great bossy voice?

Have the girl stand and say, “Get out of bed you lazy bones! It’s almost noon!” Assign her the part of Jezebel, the wicked queen of Israel. Prompt the audience to say, “Boooo” as she comes forward to be costumed with a crown for the part.

Narrator: The final actor I need is a boy that has a very pleasant voice and can be very content. Who wants to try out for that?

Select a boy to stand and say, “No, thank you, I like just what I have.” If he can do so effectively, have him come forward and have an assistant costume him with a simple headpiece. Say:

This is Naboth, the owner of a very nice vineyard. Now let's tell the event that happened many years ago in the time of Elijah, the prophet, when there was "Murder for a Vineyard."

Place children off center stage until it is time to speak their line.

Narrator: King Ahab had a beautiful palace in Jezreel. One day Ahab was walking in his garden and spotted a lovely vineyard next to the palace. Only problem was, it belonged to a man named Naboth.

King Ahab thought it would be simple to get the vineyard. He would just ask Naboth to sell it to him. But Naboth did not want to sell it. It belonged to his family for many years. He told the king, "No thank you, I like just what I've got."

Prompt the actor to repeat the phrase. *Naboth: No thank you, I like just what I've got.*

Narrator: King Ahab went to his palace with a pouting look on his face and began to cry out loud, "I want it, I want it, I want it!"

Prompt actor. *Ahab: I want it, I want it, I want it!*

Narrator: This went on for a long time in his room until Jezebel, the wicked queen, came to see what was wrong. When she spotted Ahab pouting on his bed she cried out, "Get out of bed! You're the king for crying out loud!"

Prompt actor. *Jezebel: Get out of bed! You're the king for crying out loud!*

Narrator: When Jezebel saw how upset Ahab was, she devised a plan to have Naboth brought to the palace. She then had some men lie, saying that Naboth had done something wrong. If the people thought he did something wrong, they would throw stones at him! And so it was done, and Naboth said, "Ouch!"

Prompt actor. *Naboth: Ouch!*

Narrator: In fact the people threw so many stones that they killed Naboth! "Ouch! Ouch! Ouch! Ouch! Ouch!"

Prompt actor. *Naboth: Ouch! Ouch! Ouch! Ouch! Ouch!*

Narrator: So Naboth died. Let's see your best dying act.

Tell Naboth he may be seated and move Jezebel to center stage.

Narrator: When Jezebel found out Naboth was dead, she went and told King Ahab, “Okay, you lunkhead, go and take your vineyard!”

Prompt actor to point finger and repeat line. *Jezebel: Okay, you lunkhead, go and take your vineyard!*

Narrator: And so Ahab went to the vineyard.

Move Ahab to center stage.

God sent Elijah, the prophet, to speak with him. Assume the part of Elijah. Elijah told Ahab, “You killed Naboth! It was just because you wanted his vineyard! You are *really* a lunkhead! Because of your envy and your murder, God will bring disaster on you and your whole family.”

He also told Ahab that Jezebel would...now this is really gross...(For you kids that gross out easily, put your hands over your ears.)...Elijah said that dogs at the very place of this vineyard would lick Ahab’s blood up. Ewwww! And as for Jezebel, dogs would eat her! Double Ewwwwww!

Prompt audience to say, “Ewwww!”

And so it was done.

Have Jezebel be seated.

And what became of Ahab? Well, he cried out to God, “I’m sorry for what I have done!”

Prompt actor. *Ahab: I’m sorry for what I’ve done!*

Narrator: And so, God realized Ahab was really sorry. God lessened his punishment and Ahab did not see the disaster that God brought to his children. So this is the point: Ahab let greed carry him away. What about you? **Don’t let greed carry you away.*

Jerry Dude gets Carried Away Puppet Conclusion

Jerry: Dude, that story was tripindicular man!

Dr.____: **Well, what did you learn from it?**

Jerry: Man, I totally don't wanna hook up with a sheila like Jezebel!

Dr.____: **That's a good point.**

Jerry: Bad news, man!

Dr.____: **What else did you learn?**

Jerry: It's like Ahab. He let his green greed carry him away. A major bummer for him.

Dr.____: **That's right, Jerry. Do you ever let your envy or your greed carry you away?**

Jerry: No way, man! Like never!

Dr.____: **What about those grapes?**

Jerry: Uh-oh, dude. Busted! I guess sometimes.

Dr.____: **Well, we need to be careful so that we don't get carried away. But there is a special power that gives us the secret to contentment so that we don't have to envy others or be greedy for more.**

Jerry: Like, how do you do that, man? I mean like if it's a secret power, like, give it to me, man. (*Whiney voice*) I want it. I want it.

Dr. ____: **The secret power is Jesus. Paul says when we trust and follow Jesus; we have the power of Jesus' forgiveness that helps us become more like him in every way. And then when we think about Jesus and all he has done for us, we realize we have all that we need and we can be content.**

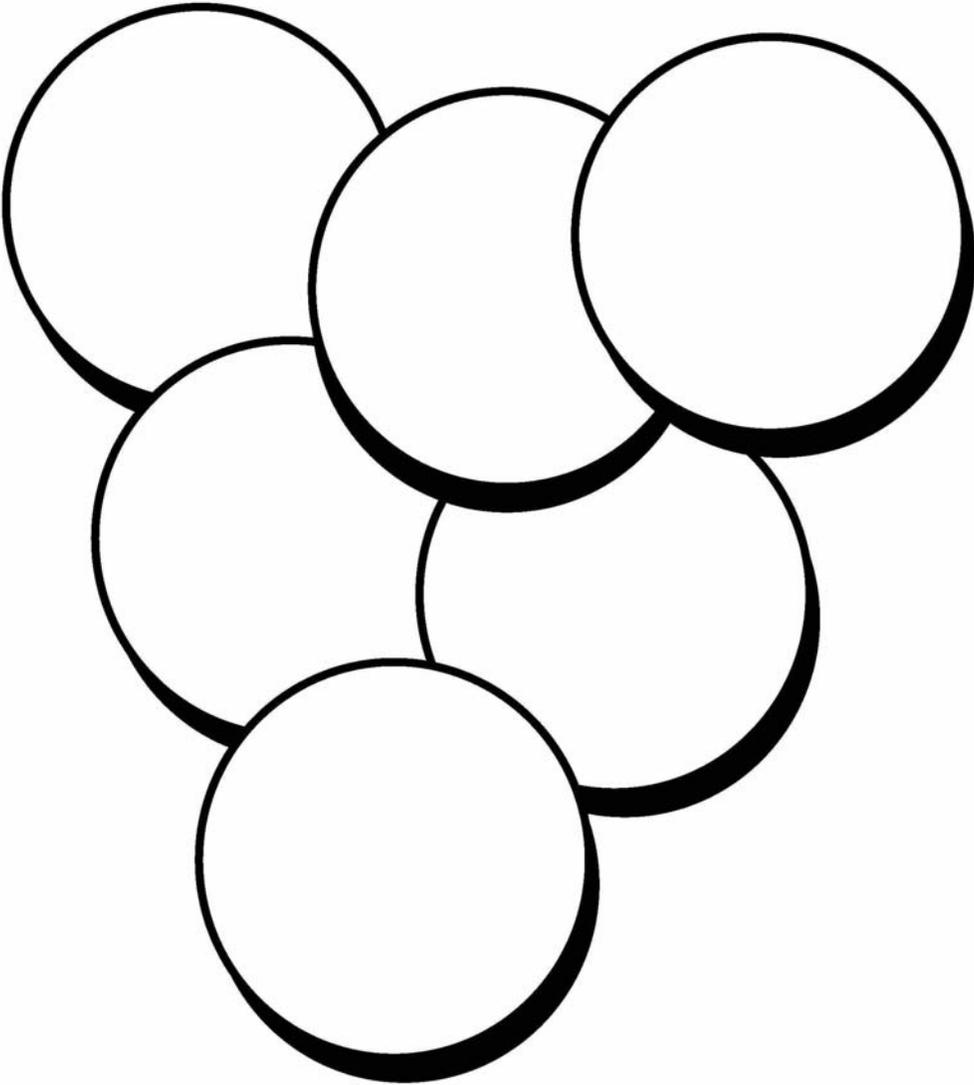
Jerry: Like, what do you mean?

Dr.____: **Well, Paul says it this way: "*I've learned to be content in whatever situation I'm in.*"**

Jerry: Whoa! Totally awesome, dude!

Dr.____: So let's pray for that today. Jerry, will you lead us in a closing prayer?

Jerry: Radical! Dear God, we're sorry for the times we envy and turn greedy. Like, it's a bummer, but we need your help to change. Thank you for Jesus who gives us forgiveness. Now would you, like, send Jesus to work in our hearts so that we can be content and not be, like, all stressed out and turn green with envy. In Jesus' name, Amen.



Lesson 6 – Vine – Small Group Application

