

Things to take:

- Question box with pens & paper.
- Door welcome sign, register & rules.
- Memory Verse Sign.
- Fun file inserts and pens.
- Print outs of the dream matching game from the CD, cut up.
- Foil, celotape, card etc to make mini statues.
- Pictures for telling Daniel 2 from CD.
- Three pans for final game.
- Every Move I Make* by Christ Music Kids (Available on Amazon for £0.79)

Session Aim:

If you know God and walk with Him; God will speak to you and help you understand things, even things other people want to know.

“Praise the name of God forever and ever, for he has all wisdom and power.”

Daniel 2:20

2. Perception: God gave Daniel the ability to interpret the King's dream

Game as they arrive and register: Ball through the legs game

Get children to stand in a circle with their legs split and feet touching person next to them. The aim is to roll the ball through someone's legs to get them out, everyone uses their hands to try prevent this. Legs must be kept still and straight!

Dream matching game (using the resource on CD):

You can either do this as a whole group, leading it from the front, or put the kids into smaller groups. The aim is to match up the common dreams that people have with the interpretation that doctors have given to the dreams! If you are leading this from the front you can get them to guess what they might mean first. If they are doing it in smaller groups then print out and cut up the pictures and meanings, the first team to match them all up wins! Explain that these meanings are not always true for everyone, but today we are going to be looking at how God helped Daniel discover the real meaning of a dream.

Pray: for today's session

Rules - recap the Kids Rock rules

Answer question box from last week

Ask if anyone can remember memory verse from last week:

“Help me understand your law, I promise to obey it with all my heart.” Psalm 119:34

Game: Making a statue

Get the kids into small groups and give each group some materials to make a statue. The aim is to make the best statue possible in 5 minutes. Get a leader to pick the best one! Explain that the dream which Daniel was able to explain was all about a statue which we will hear about now.

Bible bit: Daniel 2

Talk:

Ask children: Who can remember what we learned about last week?

Yes, great! Last week we learnt about making choices and that God has the best plan for us.

This week we are looking at how God can give us wisdom or *perception*. Does anyone know what that is?

I am going to tell you about what happened to Daniel in chapter 2 of the book in the Bible.

(Using the pictures, tell the story of Daniel 2)

Isn't it amazing that God told Daniel what the dream meant!
Does God always speak to us in our sleep? What other ways can God speak to us?

When He talks to us He can help us understand things we didn't know before, things that might be happening in our lives or someone else's.

The Bible calls this understanding from God; Wisdom. Another word is Perception.

It's a special type of knowledge which God gave Daniel to help him to interpret the king's dream. He can give us it too if we ask Him for it.

Memory Verse: Praise the name of God forever and ever, for he has all wisdom and power. Daniel 2:20
Split the children into groups and see who can think of the best actions for the verse...

Testimony:

If any leaders have ever received an interpretation they believe was from God about a dream or a vision, share it with the group.

Group Prayer: Thank you God that you give us wisdom when we ask you for it. Please help us to listen to you.

Response:

Give out the fun files and inserts for this week. Get them to fill in their name, the date and complete the memory verse.

Song & Actions: *Every Move I Make by Christ Music Kids*

Game: Shoes in pan

Equipment: 3 pans

Divide the group into 3 teams. Each team has a corner of the room. Each member takes off their shoes and puts them in the centre of the room. The aim of the game is to bring back as many shoes as possible to your team, using a pan, not your hands. When the game starts, one member of each team runs to the centre of the room with their pan and brings a shoe back. Only one member is allowed out at once, like a relay. They take it in turns until there are no more shoes in the middle. The team then gets points for each shoe they have. They get 2 points if the shoe belongs to someone in their team, and 1 point if the shoe belongs to a member of another team. This adds an extra challenge, to try and find their own shoes in the pile. The team with the most points wins.

Pray: Kids Rock prayer before they leave.