

DANIEL AND THE KINGS DREAM

BIG IDEA: God watches over us.
BIBLE BASIS: Daniel 2
KEY VERSE: “The Lord himself watches over you!” Psalm 121:5a

WELCOME ACTIVITIES

Decorate the Bed
Playdough
Coloring Page

LESSON/MUSIC

Daniel and the King’s Dream

GYM/PLAYGROUND

ENDING ACTIVITIES

Night Light Covers
Knock Down the Statue
Wake Up the King

WELCOME ACTIVITY

As the children walk into the classroom, have them go directly to the sink to wash their hands with soap and water.

Opening Activities – All materials will be in the individual bag of supplies

Decorate the Bed:

Supplies: Bed Coloring Page, Glue, Sequins

Directions: Give each child a bed coloring page and have them color and decorate it.

As children decorate their beds talk with them about what it would be like to sleep in a big palace. Tell them that today's Bible story is about a king who had a bad dream.

Coloring Page: While the children are coloring, ask the following questions to help them think about the story.

- a. Have you ever had a bad dream?

Playdough: Children can play with the playdough. Have them make their favorite foods.

Children can also sit and read books if they do not want to do any of the activities in the bag.

LESSON

WELCOME

As children enter the story time area, give them a high energy welcome—smile, wave, and tell them you're glad to see them.

Help the children sit down by saying the following rhyme with them:

Topher the Gopher 1, 2, 3. *(Clap on each number.)*
Digs a hole right under me. *(Make a motion as if digging with a shovel.)*
Slowly I start sinking down. *(Twist your body back and forth, lower and lower to the ground.)*
Until I'm sitting on the ground. *(Sit down on ground or chair.)*

BIG IDEA AND BIBLE VERSE

Large Group Leader: Hello everybody! I'm so, so happy to see you today!

Today's true Bible story is going to teach us that **God watches over us**. That's our Big Idea for the day. Let's say it together. *(Repeat Big Idea with children.)* **God watches over us**. It's true: **God watches over us**. In fact, that's what our memory verse from the Bible tells us. Let me teach it to you.

"The Lord himself *(point up to the ceiling)* watches *(put hand on head like you are looking for something)* over you! *(point to others in the room.)* Psalm 121:5a *(extend hands like you're holding a book)*.

Let's do that together. *(Repeat Memory Verse with children 2 or 3 times.)*

STORY TIME RULES

Wow—nice job! I think you kids are ready for the Bible story. Before we get started, though, I think we should go over our three story time rules.

Video: play "Topher the Gopher Story Time Rules" video

OPENING

(Hold up a pinwheel, and let the children look at it.) I'm going to hid the pinwheel and you have to find it. *(Have all the children cover their eyes and look away as you hid the pinwheel. Make sure you hide it in a place where children will be able to find it.)* One, two three – please find the pinwheel for me. *(Let the children look for the pinwheel. When they find it, hide it again. Play the game one more time. Then announce that this will be the last time. Hide the pinwheel so the children won't find it, such as in a high cupboard under the computer. Allow no more than 30 seconds for the children to look.*

We can't find the pinwheel can we? But we know hit has to be in the room. Where do you think it is? *(Allow children to make guesses.)* Bring out the pinwheel out for everyone to see.) Even when we couldn't see the pinwheel, we knew it was here. We can't see god either, but we know he's here. Sometimes when we're scared, we feel sad and alone. But welre not alone because God is with us. We can be sure that **God watches over us**.

If you're ready to hear today's Bible story, let me see you wiggle your fingers in the air like this. *(Wiggle fingers with children.)*

Slide: show the “Daniel and the King’s Dream” slide

BIG BIBLE STORY—DANIEL AND THE KING’S DREAM

In the Bible, in the Book of Daniel, there was a king in Babylon who had a bad dream. You can help me tell this story by doing some special motions. Each time I say “king” make a crown with your hands. Let’s try that. *Let the children practice making crowns and then continue.* Each time I say “dream” lay your head on your hands as if you’re sleeping. Let’s try that. *Let the children practice.*

One night when the palace was dark and everyone was asleep, the **king** woke up. He’d had a bad **dream** and he was scared. So the **king** called for his helpers. He called for all of the smartest people in the palace. “Help!” he called. All the helpers in the palace came running to see what was wrong with the **king**.

“What’s wrong, your majesty?” they all wanted to know. So the **king** told them about his bad **dream**. The helpers didn’t know what to say. The **king** was still scared – he wanted to know what his **dream** meant! But the helpers just shook their heads. How could they know what the **dream** meant?

Daniel heard about the **king’s dream**. He went straight to the palace and told the **king** he would help him. God helped Daniel know just what to say to make the **king** feel better. When the **king** went back to bed that night, he wasn’t scared anymore because he knew God was watching over him. Daniel thanked God for helping him.

CLOSING

In our story for today, God showed Daniel how to help the king feel better.

God sent his Son, Jesus to us. Jesus lived on the earth just like us and he knows what it’s like to feel scared. What things might have scared Jesus? (Being alone, the dark) God sent Jesus to help us because God loves us.

Let’s all tell God thank you for watching over us. Thank you, God, for watching over us!

TOPHER’S BIG IDEA

Hey—that’s our Big Idea for today! I think we should tell it to our parents when we see them. Maybe we should practice first. (*Appear to be thinking.*) Hmm...who could we practice telling? I know! We could tell our friend, Topher the Gopher. Let’s see if we can find him.

Video: play “Topher’s Big Idea Video 1”

(*Whisper.*) Uh-oh. It looks like Topher is asleep. I think we should wake him up. When he wakes up, we can all tell him that **God watches over us**. On the count of 3, let’s all yell, “Topher the Gopher, wake up, wake up!” (*Count to 3 and yell with kids.*)

Video: play “Topher’s Big Idea Video 2”

Topher: Hey, what’s the Big Idea?

Children and Large Group Leader: **God watches over us.** *Repeat the Big Idea several times.*)

Video: play “Topher’s Big Idea Video 3”

Topher: Wow! That is a Big Idea! Thanks for telling me! Goodbye kids. (*Encourage kids to wave goodbye to Topher as he disappears back into his hole.*)

Large Group Leader: Let's say a prayer together and thank God for preparing a place for us. (*Encourage kids to repeat the following prayer after you.*)

Dear God,
Thank you for
Loving us and
Watching over us.

Amen

ENDING ACTIVITIES

All supplies for the ending activities will be in the child's supply bag.

NIGHT-LIGHT COVERS

Supplies: Heart cut out; hole punches

Directions: Give each child a heart cut out and have them color it. Tell them they will be punching holes around the edge, so decorate it in the middle.

Say: What are some things that scare you at night? It's easy to be scared at night. Take these hearts home and tape them over a lampshade in your room. When you look at it, remember that **God is watching over you!** I am so glad that even though I can't see God, I know that he is with me. Even at night!

Prayer: Begin by asking if any of the children would like to pray. Allow any children who want to pray the opportunity to do so. When they're finished, ask God to help the children remember that He is always with them and watching over them.

KNOCK DOWN THE STATUE

Say: In our story today, the king had a bad dream about a statue. In the dream, a big rock knocked down a really big statue. Let's stack these blocks and make the statue. (Each child will have their own blocks and ball)

Directions: After the kids have made the statue out of the blocks, they can roll the ball to knock down the statue.

Say: The statue was all the land the king had. The king thought he was very powerful. The rock represents God, and His power. The rock smashed the statue, and it broke apart. God is way more powerful than any king!! That's amazing!!

WAKE UP THE KING

Directions: Choose one child to be the king, and have that child lie down on the floor with his/her eyes closed. Ask the rest of the class to form a circle around the king. (As good as you can, keeping the children as distanced as possible). Choose one child from the circle to step forward and say, "Wake up king! It's a bad dream!" Then that child steps back while the king sits up. Lead the children in saying three times, "God is watching over us!" After the third time, the King must guess who woke him/her up. Whether the king guesses correctly or not, choose a new king each time.



