



SESSION ELEVEN

DAVID AND JONATHAN – THEIR FRIENDSHIP PROMISE

BIG IDEA

God gives us friends we can trust, and who can trust us. He wants us to think about each other and to keep our promises to each other.

PREP *(Kids can help!)*

Set out an obstacle course with cushions, chairs etc. – one that you can go around, over and under

Write out sticky labels with these qualities of friendship written on them:

Smiles

Is happy when friend does well

Can be trusted

Sticks up for friend

Cares without being asked

Is fun to be with

Find two plastic cups and a bottle of water

Sort out a strip of soft fabric (e.g. a tea towel) to use as a tie

Find straws (one 'arrow' per person - ice block sticks would also work)

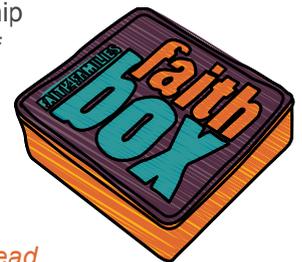
Get a kitchen timer or mobile phone alarm to use as a 'starter gun' for the games (optional)

Put everything into the Faith Box before you start

INTRO

We're going to talk about friendship today, and about being the sort of friend that can be trusted.

TAKE THE STICKY LABELS you have written on and share them around the family. Have everyone stick one on their forehead or hand.



Sometimes our friends know us so well we can have coded words or signs that say things we can't say out loud. David had a special friend named Jonathan. But because David was in danger, they had to work out a sign to communicate and 'talk' about it.

Jonathan was a good man, and he and David became trusted friends. Even though he was Saul's son, Jonathan knew God had chosen David – not him – to be king.

GAME

TAKE OUT THE STRIP OF SOFT FABRIC and tie two children together at the wrist.

Now time this pair as they race to complete the obstacle course as quickly as they can, while tied together.

Have the youngest child use the 'starter gun' or say "ready, steady, go" with a clap!

Ask the children if they think they might have been able to complete the obstacle race more quickly if they were doing it alone.

NOW ADD INTO THE OBSTACLE COURSE TWO CUPS OF WATER which must be drunk at a particular point on the course.

EXPLORE

Sometimes things come up when it is definitely easier if you have someone else helping you... like when you had to drink all that water.

Friends are those who are there beside you when things are good, and when they are tough.

Each share the name of one good friend.
What makes them a good friend?

Jonathan and David were special friends – they did heaps of things together and they loved each other. They vowed that they would always be there for each other. But there was a big problem.

READ

GIVE EVERYONE A STRAW. This is their arrow. Ask the children to hide behind a lounge chair or couch and listen to the reading.

When they hear the bit about Jonathan shooting the arrow out in the field as his secret sign, that is their signal to throw their arrows into the air.

“ King Saul was jealous of David because God helped David do many things. Saul tried several times to chase after David. He wanted Jonathan to be the next king instead of David. Jonathan loved David. He knew that God had decided that David would be the next king. He was happy for his best friend. One day, David talked to Jonathan about King Saul. David was scared of the king and had been hiding in the fields. David wanted to know if he was safe or in danger. Jonathan told David that he would always be his friend and he would promise to take care of his family if something ever happened. There was a banquet the next day at the king's house. David told Jonathan that if he did not show up for the banquet and the king became very angry, then surely he was in danger. Jonathan told David that he would shoot an arrow in the field and give a secret sign to let him know if he was safe or in danger.

Sure enough, that night at the banquet, King Saul asked about David. Jonathan told him that he was not coming. King Saul was furious!

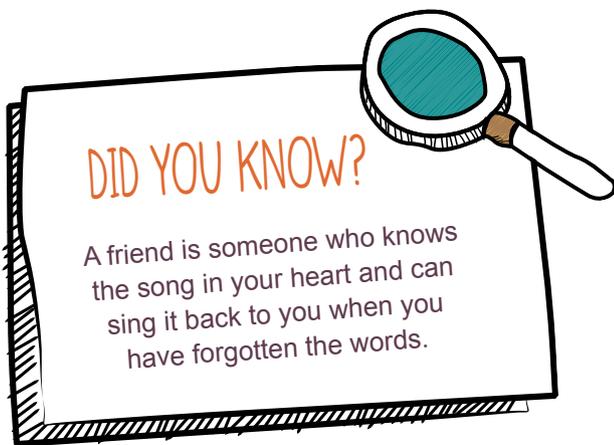
Saul yelled at Jonathan. Jonathan knew that David was in danger.

The next day, Jonathan shot the arrow in the field and gave the secret sign to let David know that he was in danger. *(The signal for the kids to throw their arrows into the air.)*

David and Jonathan were very sad. They knew that they would never see each other again. They again promised to care for each other's families and be forever friends.

God wants us to be friends like Jonathan and David were friends. He wants us to love others and care for them. ☺☺

Adapted from 1 Samuel 20



GAME

'Arrow' Toss

(Gather the straws into a pile - choose a variety of colours or you may want to number them).

CHOOSE ONE CHILD TO BE 'DAVID' who must then pick who will be his 'Jonathan'.

David covers his eyes while the others choose a straw and hide behind something in the room (e.g. a chair, a couch, a curtain - several people can be in the same hiding spot). Still with his eyes closed, David asks "Is Saul angry?" and everyone throws their 'arrows'. David opens his eyes and tries to guess which arrow was Jonathan's. If he gets it right, someone else has a turn to be David.

QUESTIONS

Have you ever had to stick up for a friend even though it was hard?

Share a time when you have done this or when someone has stood up for you.

Think about, and share together, some of the things you could do this week to be a really good friend.

PRAY

Ask God to help us be good friends to everyone this week.

LIVE

Sometimes our friends and family know us so well, we can have special words or signs that say things we can't say out loud.

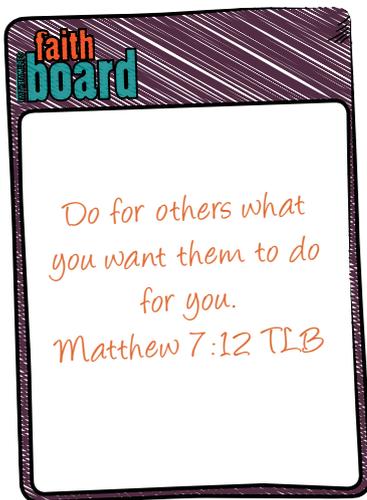
Make up a special fun sign or password for the week, for your family.

You can use a silly sign, a phrase or even a fun handshake!

Decide what it will mean for the week... it may mean "I love you" or "in our family we care for each other no matter what..."

See how often you can use it.

FAITH BOARD



OTHER IDEAS

I'm Your Friend

This game encourages children to learn to recognise their family's voices. One child is chosen to be "it."

The one who is "it" sits in front of the rest of the family, with eyes closed.

One of the others quietly walks up behind the chosen child and says, "I'm your friend," and then returns to his original seat.

The child who is "it" must then guess who it was.

BUY FOR NEXT SESSION

- Balloons (one per person)
- A treat