

Elijah; 1 Kings 18:25-41

ELIJAH, GOD'S ALTAR BUILDER

Key Thought: God has power over all things.

Elijah was God's prophet. He gave people God's message. Sometimes he warned people of God's punishment. Elijah wanted God's people of Israel to love God.

Israel had a bad king. Ahab was a very bad king. He led God's people away from God. He worshiped an idol god named Baal.

One day Elijah met King Ahab. He told the king to gather all the people on the top of a mountain. They would have a contest. They would decide who the true God was.

The big day came. The people of Israel came. Bad King Ahab brought all the false prophets who worshiped Baal.

"How long will you go back and forth in what you believe?" Elijah asked the people. "If the Lord is God, follow Him. If Baal, then follow him."

The people did not say a word. They were quiet. Elijah told them about the contest.

Baal's false prophets would prepare an altar. They would put a sacrifice on it but no fire. Then

they would call on Baal to prove himself by sending fire to burn the sacrifice.

Elijah would prepare an altar to the true God. He would put a sacrifice on it but no fire. He would pray to God to prove himself by sending fire to burn the sacrifice.

The rule of the contest was that the God who answered by sending fire to the sacrifice would be the One they worshiped.

The people agreed. That would be a good contest. Nothing happened when the false prophets prayed to Baal. He was an idol. He could not see, hear or do anything.

Elijah prayed to the Lord. Immediately, the Lord God sent fire to burn the sacrifice on Elijah's altar.

The people knew the truth. God in Heaven is the only true God. They began to worship the Lord again. The false prophets all died.

Elijah was a hero. He was God's altar builder. He proved God has power over all things.

GREEN LIGHT-RED LIGHT

Component: Books of the Bible

Set up: Choose one student to be the captain. The captain will stand on one side of the classroom and face the rest of the players who are lined up facing him on the other side of the classroom.

Play: The captain begins naming the books of the Bible. As long as the captain continues naming the books of the Bible in order, all the other players must stand still. If the captain does not name the books of the Bible in the correct order and makes a mistake, the first player to hear the mistake gets to take one step toward the captain. The first player to reach the captain has an opportunity to become the next captain.

If the game is too easy, have the captain recite the books of the Bible faster and faster until a mistake is made.