Crafts

Hands-on Craft: Rehoboam’s Decision Makers

Materials List:

- Paper plates (1 per student)
- Crayons or markers
- Scissors
- Brad fasteners (2 per student)
- Construction paper (various colors)
- Glue sticks
- Pens or pencils

Step-by-Step Instructions:

1. Create the Decision Plate Base:
- Give each student a paper plate.
- Students decorate the edge of the paper plate with crayons or markers with cheerful or wise words to symbolize guidance and decisions.

2. Prepare the Decision Spinner:
- Cut a 5-inch arrow from a piece of construction paper for each student.
- Punch a hole at the base of the arrow.

3. Cut Out Scenarios:
- Using construction paper, cut out several 2-inch squares or circles (6 per student).
- On each piece, students write or draw different advice or choices related to decision-making, influenced by Rehoboam’s story (e.g., "Listen to elders," "Ask for more advice," "Make a quick decision," etc.).

4. Attach the Spinner to the Plate:
- Place the arrow into the center of the paper plate with a brad fastener, so it can spin around.
- Spin the arrow to see where it lands—similar in concept to how Rehoboam was faced with choices.

5. Create a Cover:
- Cut a circle from construction paper that only partially covers the plate and attach it to the backside using the second brad fastener. It should cover about a third of the plate.
- The cover serves to obscure some choices, representing decisions and unseen consequences.

Activity Explanation:

This craft helps reinforce the lesson from 1 Kings 12 by tangibly illustrating Rehoboam's dilemma of seeking and interpreting advice. By decorating their decision-making wheels, students can personally connect with the concept of listening to wise counsel, considering consequences, and contemplating choices. The spinner represents the decision-making process, adding an interactive component to the story's moral lesson about the importance of wise counsel and the impact of our choices.