



# Authorised Mess — 2 CHRONICLES

## Your details

Name: Beth Barnett

Church: Baptist Union of Victoria, Australia

<b>Bible book</b>	<b>2 Chronicles</b>
<b>Theme of session</b>	<b>Great advice, good influences or going off the rails?</b>
<b>Notes</b>	<p>This session explores the second part of 2 Chronicles, in which a long litany of evaluations of the various kings of Israel and Judah is given. Kings are honoured or dishonoured in relation to the extent to which they were faithful to the ways of God as influencers of the people, and with reference to those who advised and influenced them.</p> <p>The first part of 2 Chronicles elaborates on Solomon's building of the temple, which also appears in the last part of 1 Chronicles. For this reason, this session doesn't focus a great deal on the temple building. However, if you particularly want to emphasise this in 2 Chronicles, see the activities from 1 Chronicles to supplement this session.</p>

## Session details

<b>Categories of activities to get a mix</b>	<b>Activity name</b>	<b>Instructions</b>	<b>Resources needed</b>	<b>Reason for doing this activity</b>
Younger participants	Making crowns	Make simple crowns from white card. Decorate with pieces of either gold or black paper. These two types of crown are for the two types of king in 2 Chronicles.	White card, gold paper, black paper, glue, staplers, scissors.	2 Chronicles recounts the kings of Israel and Judah, a few of which were shining examples of godly leadership, but most of whom were corrupt and led their people in dark days.



# Authorised Mess — 2 CHRONICLES

Categories of activities to get a mix	Activity name	Instructions	Resources needed	Reason for doing this activity
Younger participants	Treasure	Paint objects with gold paint to create treasure. Embellish with sequins.	Gold paint, sequins, glue/Blu-Tack, wooden offcuts in various block shapes, junk craft, bottles, lids and so on.	Solomon had abundant treasure and wealth of every kind. He was also generous with it.
Younger participants	Who's the king of the castle?	Make a 'safe' castle from the furniture and play the game.	Tables, chairs and other bits of furniture.	The attitude of many of the kings in 2 Chronicles was not wise and mature, but impudent and self-centred.
Older participants	Good advice, great influence	Ask your older community members to record some 'sound bytes' of great advice, as well as some examples of good influences. You could edit these into a stream and play back in the celebration, or you could post them on your church's website, but make sure you get members' permission before doing this.	mp3 player or laptop with simple recording capacity.	2 Chronicles tells of the godliness and ungodliness of the kings as influencers of the people, but it also tells of the people who influenced the kings—for better and for worse.



# Authorised Mess — 2 CHRONICLES

Categories of activities to get a mix	Activity name	Instructions	Resources needed	Reason for doing this activity
Older participants	Chronicle paper	Make the chronicle paper and invite everyone to record 'walking in the ways of God' stories.	Tea bags, water, cups, good quality white paper, line and pegs (or hair dryer) for drying. See this website for details: <a href="http://scrapbooking-paper-crafts.helium.com/how-to/9846-how-to-age-paper-for-school-projects">http://scrapbooking-paper-crafts.helium.com/how-to/9846-how-to-age-paper-for-school-projects</a> .	The people of Israel kept their 'chronicles' to serve as good advice for future generations. Our lives can be chronicled too, to encourage each other.
Older participants	Stats & graphs	Using the stats (as provided here or by collecting it yourself), draw some graphs to illustrate the proportions of Solomon's fortune.	Paper, coloured paper, rulers, scissors, markers, glue, Bibles (2 Chronicles 2–9) or stats (see Appendix A).	Solomon's reign is shown in 2 Chronicles to be the pinnacle of the history of the kings. After his reign, the kingdom was divided, and the kings that followed were mostly corrupt. The huge proportions of Solomon's wealth are documented to emphasise the blessing of God through his wisdom.



# Authorised Mess — 2 CHRONICLES

Categories of activities to get a mix	Activity name	Instructions	Resources needed	Reason for doing this activity
Older participants	Lord let you glory fall	Work on a slide show presentation for this song.	Song from: <a href="http://www.youtube.com/watch?v=hExtQFcUjpQ">http://www.youtube.com/watch?v=hExtQFcUjpQ</a> . Pens and paper or laptop.	This song follows the text of 2 Chronicles 5–7, reflecting on the culmination of the building of the temple, and its celebration and consecration.
Older participants	Chess	Organise a chess challenge.	Chess sets.	2 Chronicles demonstrates that the role of the king doesn't work in isolation. Even though it is a significant position, the actions and influences of the people around—the knights, bishops, priests, prophets, advisers and other people—contribute to the success and safety of the king.
All age	Jehoshaphat	Use this song (which is not meant to be taken too seriously) as the basis of a bit of theatre.	Song from: <a href="http://www.youtube.com/watch?v=4sv3i_ffCPw">http://www.youtube.com/watch?v=4sv3i_ffCPw</a> . Props and costumes (optional).	Jehoshaphat is one of the few good kings written about in 2 Chronicles. This song closely follows the text of 2 Chronicles 20.



# Authorised Mess — 2 CHRONICLES

Categories of activities to get a mix	Activity name	Instructions	Resources needed	Reason for doing this activity
All age	Find Freddo	Play the game as outlined in Appendix B. Then play the game again but using a string of kings from 2 Chronicles.	None needed.	To become familiar with the names of the kings in 2 Chronicles.
Word-based	The Chronicle Newspaper	Using the printout from 2 Chronicles, chop up the text into individual stories and then format these into columns with large headlines to make a newspaper that reports on the kings of Israel and Judah. You could also add some relevant advertisements and illustrations, as well as some 'dummy' articles, reporting on side issues, or the weather, or sport.	Print outs of 2 Chronicles (for example, from <a href="http://www.biblegateway.com/">www.biblegateway.com/</a> ), glue, scissors, paper, pens.	To give a sense of the journalistic process of reporting that occurs as a people tell their history. In the midst of this, we affirm the sovereignty of God to speak to us through the Chronicles, as they have been affirmed as scripture.
Food-based	Nibble mix	Make a 'nibble mix' adding various snack items to a large bowl, mixing and then serving into small bowls for sharing.	Sultanas, chopped dried apricots/apple, raisins, Nutri-grain, Froot loops, Cheerios, popped corn, choc bits.	The kings of Israel and Judah were a mixed bunch.



# Authorised Mess — 2 CHRONICLES

Categories of activities to get a mix	Activity name	Instructions	Resources needed	Reason for doing this activity
Explores global aspect of faith	King Oyo of Uganda	Uganda has the youngest king in the world. King Oyo was only 3 when he became king in 1995. Although Uganda is a mostly Christian nation, it still faces many issues as a country. In many pictures of King Oyo, he is often seen wearing a leopard skin crown. Write your prayers for good influences and advice for King Oyo on a piece of leopard skin paper.	Information/pictures on Uganda and King Oyo; leopard skin patterned paper.	2 Chronicles features two quite young kings. King Joash (chapter 24) was 7 when he became king and he did alright while Jehoida the priest was alive and influencing him, but he lost the plot after Jehoida's death. King Josiah (chapter 34) was 8 when he began his reign and was one of the few good kings; even as a child he began to seek God.
Opens up great art	Illuminations	Look at the pictures and ask for observations. Then, use gold pens and coloured pencils to create illuminations or illustrative borders on the copied pages of 2 Chronicles.	Good quality prints of illuminations and margin art around the texts of 2 Chronicles - for example, <a href="http://www.getty.edu/art/gettyguide/artObjectDetails?artobj=2925">http://www.getty.edu/art/gettyguide/artObjectDetails?artobj=2925</a> ; <a href="http://www.amazon.co.uk/Framed-picture-Solomons-Illumination-Markant/dp/B004RC6WD6">http://www.amazon.co.uk/Framed-picture-Solomons-Illumination-Markant/dp/B004RC6WD6</a> . Photocopied pages from 2 Chronicles, pens and pencils.	



# Authorised Mess — 2 CHRONICLES

Categories of activities to get a mix	Activity name	Instructions	Resources needed	Reason for doing this activity
Really messy	Influence the way they walk	Play a game in which a person must choose to follow the advice and influence of two other people as they walk through an obstacle course blindfolded.	Blindfolds; items for an obstacle course (for example, chairs, buckets, spilt cornflakes on the floor, and so on).	The Kings of Israel and Judah are evaluated in 2 Chronicles, often with a comment about who influenced or advised them, and whether it was good advice or not.

## Celebration suggestion

### Song ideas

- ✿ 'My king' by Johnny Burns. For free download, see <http://www.johnnyburns.com.au/images/stories/freebies/how%20cool%20is%20that%20songbook.pdf>.
- ✿ 'King of wonders' by Matt Redman/Compassion Art. See <http://www.youtube.com/watch?v=06J5dfIRQpU&feature=related>.

The following worship session is based around 2 Chronicles 34:8–33. It starts with a little comedy sketch: several people arrive, from different angles, obviously a bit agitated and looking for something. They pass by each other as they speak and keep searching (see below for further props and actions):

**A:** Hi, have you seen the...?

**B:** Nup.

**C:** Hey, I can't find the thing that...

**B:** Yeah, but don't ask me, I've got no clues.

**A:** I'm sure it was...

**B:** Do you mean that...

**C:** ... that tells us what we're meant to be doing.

**A:** And how we're meant to do it.

**B:** Oh, the plan... the plan... you've lost the plan!



# Authorised Mess — 2 CHRONICLES

**A:** Calm down will you... it's been lost for ages.

**C:** Yeah, but we've only just realised it's missing.

**B:** Well keep looking...

**A:** Yeah, keep looking...

Actions during this sketch—use plenty of visual humour:

- ✿ Look in all your many pockets several times.
- ✿ Take a person's hat off and look inside it and put it back on their head.
- ✿ Check inside your shoe.
- ✿ While one person is speaking the other two back into each other and jump in fright.
- ✿ One person gets out a 20 cm magnifying glass and uses it to search; the next person gets out a 70 cm magnifying glass and searches; the third person brings out a 1.5 m magnifying glass to search.
- ✿ Arrange the end of a toilet roll so that one sheet is just visible over the top of a back drop. One person finds this and begins to pull... and eventually unravels the entire roll.

Explain that the people of Israel and Judah—God's people—lost the law; they lost the plan, and they lost the plot. How embarrassing! They lost the law that had been given to them through Moses: it was meant to be precious and to help them live in God's good ways, but they lost it.

Place a collection of random objects in a central pile: blocks, dishes, cups are ideal as they can represent what was in the temple. Each item should have one word from the text (2 Chronicles 34:8-33, CEV) attached to it—stickers can be a good way to do this. Use the words that begin with the letter L and the letter S but don't worry about 'Shaphan' or small words like 'she'. (Highlighting the S and L words will give everyone a good summary of the main content of the passage. Also, as the participants need to look for a particular letter in what follows, this encourages them to follow along with the text.)

Invite the participants to come and collect an item, or two if there are enough. As they go back to their places, get them to sort themselves into two groups: those that picked up an S card and those that picked up an L card. Now ask the groups to divide again, allocating half of the cards of a particular letter to one group and half to the other. Finally, give the four groups some practise time to get to learn their words.

Explain to the group that you are going to read a part of 2 Chronicles from the Bible. In this extract, the kings had been very bad and had ignored God's law—they had even forgotten where they put the scrolls of the law. In fact, they seem to have forgotten that the scrolls even existed. The kings had been careless, as well as disorganised.





# Authorised Mess — 2 CHRONICLES

But Josiah was a good king, who worshipped God, and he got some teams cleaning up the temple so that the people could also worship God again.

Josiah had teams, and today at Messy Church we have got some teams. As we read the Bible, you need to listen out in your teams for the words you have on your items. When you hear one of your words, call it out together as a team (loudly!). (The effect will create a kind of theatrical reading—like a Greek chorus and solo orator.) One person from your team then needs to return the piece to the central place from which it came—but this time gradually assemble a 'temple' structure, replacing the ruin that was there before.

If you have a data projector, you could display the reading on the screen for people to follow—a few relevant images of scrolls, kings and temples will add impact for your visual learners.

Finish by highlighting that Josiah is remembered as a good king, not because everything was neat and tidy in his time, but because he encouraged his people to get back to following the ways of God. He took good advice and he was a great influence on his people.

Josiah isn't in Chronicles because he was a mighty warrior like King David, or because he had amazing wealth like King Solomon. His great claim to fame was that he rediscovered how good God's words and ways are.

## Prayer (with actions in italics)

Great God,

Kings come and go

But you are always with us

Kings are good and evil

But you are always holy

Kings are violent and peaceful

But you are always loving

Kings are harsh or tolerant

But you are always forgiving

Kings make the laws they like and break the rules they don't

But your words and ways are always good, and last forever.

*Point one way then the other*

*Thumbs up then thumbs down*

*Fist into palm, then palms together*

*Arms folded over chest, then shoulder shrug*

*Hands like a book, then like breaking a stick*



# Authorised Mess — 2 CHRONICLES

You are better than a king, more than a king:  
Please help us to trust in you  
and to live by your true words and good ways  
of love and justice. Amen.

*Point in the air then extend arms wide*

## Meal suggestion

- ✿ A 'mixed bunch' of snack items and tastes—for example, a ploughman's type buffet.
- ✿ Nibble mix (made in the activity) with ice cream.

## Faith in Homes suggestion

Keep a 'Good advice and great influence' journal or pin board for your household. Start collecting pieces of good advice, or ideas of what things are a good influence in your lives as a family. Keep track of these in a scrapbook journal. Write up little stories from your lives, cut out quotes from the newspaper, stick in brochures or information that you think is relevant. Build up this 'chronicle', keeping it creative and fun, full of colour with pictures or stickers. If you are reading the Bible together, jot down what you are reading too.

## Appendix A: Some numbers for the 'Stats & graphics' activity

**Labourers - 70,000**

**Stone cutters - 80,000**

**Temple - 60 x 20 cubits**

**Pillar - 35 cubits high**

**Capital - 5 cubits + 100 pomegranates**

**Bronze altar - 20 x 20 x 10 cubits**

**Bronze oxen - 12**

**Basins - 10**

**Golden lampstands - 10**

**Tables - 10**

**Golden basins - 100**

**Oxen sacrificed - 22,000**

**Sheep sacrificed - 120,000**



# **Authorised Mess — 2 CHRONICLES**

## **Appendix B: Instructions for the Find Freddo game**

Before the game, secretly designate four people as Caramello Koala, Milky Bar Kid, Bertie Beetle and Freddo Frog. Instruct them to reveal their 'identity' only if the person shaking their hand can identify the name of the character that has sent them to them.

In this large group game, people are given the task of shaking hands with as many people as possible and asking (initially) 'Are you Caramello Koala?' When a person finds Caramello Koala, Caramello says 'Find the Milky Bar Kid'. This person now begins asking people they meet if they are the Milky Bar Kid. When they find Milky, Milky then sends them on to find Bertie Beetle, who in turn sends them to find Freddo Frog.