#### Story Time - Read the story to the children Lesson 144: PEACE ON EARTH ISAIAH 11:1-9

A Rod will come from the stem of Jesse, and a branch will grow out of his roots. (Jesse was King David's father. Imagine a tree branch with a new branch growing out of it like a tree!) The LORD'S Spirit will always be with that new king to give him wisdom, understanding, guidance, and power. The Spirit will help Him know and respect the LORD. He will find joy in obeying the LORD. This king will not judge people by the way things look. He will not judge by what He hears with His ears. He will judge the poor fairly and honestly. He will be fair when He decides what to do for the meek people of the land. The poor and the needy people will be treated with fairness and with justice. His word will be law everywhere in the land, and criminals will be put to death. Goodness and fairness will be like a belt He wears around his waist. Then wolves will live at peace with lambs, and leopards will lie down in peace with young goats. Calves, lions, and bulls will all live together in peace, and a little child will lead them. Bears and cattle will eat together in peace, and all their young babies will lie down together and will not hurt each other. Lions will eat hay like cattle. Even snakes will not hurt people. Babies will be able to play near a cobra's hole and put their hands into the nest of a poisonous snake. People will stop hurting each other. People on my holy mountain will not want to destroy things because they will be filled with the knowledge of the LORD, like the sea is filled with water.



Then wolves will live at peace with lambs, and leopards will lie down in peace with young goats. Calves, lions, and bulls will all live together in peace, and a little child will lead them. **ISAIAH 11:6** 

## 144. PEACE ON EARTH ISAIAH 11:1-9

#### MEMORY VERSE:

"A Rod will come from the stem of Jesse, and a branch will grow out of his roots." ISAIAH 11:1

#### TRUE OR FALSE

- **1.** The LORD's Spirit will always be with that new king. TRUE or FALSE
- 2. He will find joy in disobeying the LORD. TRUE or FALSE
- 3. He will not judge by the way things look, or by what He hears. TRUE or FALSE
- 4. He will treat the poor people fairly. TRUE or FALSE
- 5. His word will be forbidden in the land TRUE or FALSE

#### **ANSWER THE QUESTIONS**

- 1. What does it say will be with this new king that will give him wisdom, understanding, power and guidance? Is it the Spirit of the LORD?
- 2. Will He find joy in obeying the LORD?
- 3. Will He judge things by the way they look? How about with what He hears with His ears?
- 4. Will He be fair to poor people?
- 5. Can you remember some of the animals that will be friends when Jesus' time comes? (Wolves with lambs, leopards with young goats, calves, lions and bulls together, bears and cows)
- 6. Who will lead them all? (A little Child!) Who is this little Child? Jesus!!!

# Lesson 144 Activity

### If You Love Jesus, Please Smile!

You'll have a class full of giggles with this game. Have your children sit in a circle. Choose a volunteer to be "It." It must go around the circle and say to each child, "If you love Jesus, please smile." "It" can do anything to get a child to smile as long as it is appropriate and he or she doesn't touch the child (no tickling).

The players must resist smiling and say, "I really love Jesus, but I just can't smile." If a smile is cracked, the smiling player becomes "It." You can be the judge for the game.

In today's lesson, we learned about the time when Jesus will come to rule and reign on this earth. No one will be able to resist smiling when that day comes!

If time permits, have the children share some of the things they believe will happen when Jesus comes back. Remind them about today's lesson when even the animals will live together, and snakes won't bite children or anything!

PRAYER Lead the children in a prayer of thanksgiving that one day Jesus will rule and reign. If there are any children who have not yet responded to the Gospel, give them opportunity to do so.