# Wednesday Bible Study—Live Out Loud

***Scripture References:*** Esther 2:2–18; 4:5–17; 5:1–8: 7:1–10; 8:3–17

**Memory Verse:** “Do everything you say or do in the name of the Lord Jesus. Always give thanks to God the Father through Christ” (Colossians 3:17 NIrV).

# Learning Outcome

Campers will learn that Esther stood up for God and for what was right. They will be challenged to live for Christ in all they do.

**Background**

When Judah was conquered by Babylon in 586 b.c., many Jews were forced to go to various places in Babylon to live and work. This scattering of the people was intended to prevent them from regrouping to rebel against their conquerors. Fifty years later, Babylon was conquered by the kingdom of Persia. It was in the Persian capitol city of Susa that the remarkable story of Esther took place.

Esther was a Jewish orphan who was raised by her cousin, Mordecai (MOHR-deh-kigh). She was one of the participants in a contest that sounds very much like a television reality show where a single man chooses a bride from among a large group of beautiful women!

Although God’s name is not mentioned in the book of Esther, it is clear that He was at work. Through the pagan king’s “beauty contest” to choose a new queen, God brought Esther to a place of influence at the exact time when the Jews were in danger. At great personal risk, she intervened on behalf of her people, standing up against evil and injustice. Esther trusted God and lived her faith out loud.

**Preparation**

1. Obtain an object to use as a *scepter*. Try a long-handled wooden spoon covered with aluminum foil or a foil-covered ruler with a ball of foil at one end.
2. Make copies of “Esther Study Assignment 1–3” (Activity Sheets 10–12). Cut them apart. Familiarize yourself with the story of Esther.
3. Make a copy of “Location Cards” (Activity Sheet 13). Cut the cards apart and place them in a small container.
4. Use a marker to write each word of the memory verse (plus the reference) in large letters on separate index cards.

**Introductory Activity**

Play a variation of the game “Red Light, Green Light.” Clear furniture from the middle of the room or play outside. A camper stands at one end of the play area holding the scepter. The other campers line up in a row at the other end. The object of the game is to be the first person to reach the “king.”

When the king turns their back and holds the scepter high, the others move forward as quickly as possible. If playing indoors, specify that campers should walk, not run. (If space is limited, ask campers to tiptoe or take baby steps.) When the king lowers the scepter and turns around, all racers stop. If the king sees anyone still moving, that player must return to the starting point. The king turns around, raises the scepter, and play continues. The first person to tag the king becomes the next king.

After a few minutes of play, seat the group in the Bible study area. Say: *In the game, if you were caught approaching the king, you were sent back to the start. But in today’s Bible story, someone who approached the king without permission could be put to death!*

**Bible Study Activity**

Divide campers into six groups. Give each group a paragraph from “Esther Study Assignment 1–3” (Activity Sheets 10–12) to complete; refer them to the indicated passages in their Bibles. (If your group is small, divide into three groups. Let each group complete two paragraphs.) Monitor groups as they work, providing assistance as needed. When all campers have finished, invite a volunteer from each group to read their paragraph aloud, in numbered order.

Ask each camper to tell their group a brief summary of the story they have heard. Let partners take turns retelling the story to each other. When everyone has finished, ask: *What do you think you would have done if you were Queen Esther?* Allow campers to share their answers.

State that Queen Esther acted on her faith even when it put her life in danger. She could have tried to hide that she was a Jew, but she did what was right and spoke out to save her people. Esther lived her faith out loud!

**Bible Learning Application Activity**

Seat the campers in a circle. Place the scepter on the floor in the center and place the container of “Location Cards” (Activity Sheet 13) nearby. Spin the scepter. The camper its pointing at when it stops, draws a strip, reads it aloud, and tells one thing they could do to live out loud in that situation. Ask if anyone has another suggestion for that situation. Affirm their answers. Let another camper spin the scepter for the next round of play. Continue until all the cards have been used.

**Memory Verse Activity**

Guide campers to find Colossians 3:17 in their Bibles. Ask a volunteer to read the verse. Scatter the memory verse index cards on the floor in the middle of the group. Challenge them to arrange the cards in order and lead the group to read it aloud together. Comment that this verse summarizes what it means to live out loud—to make sure everything we say or do is what Jesus would want us to do.

Explain that you will give the scepter to a camper. (Choose one who did not have a turn in the spinning game.) That child will choose a word card to remove from the verse. The group must say the verse, filling in the missing word. The camper passes the scepter to someone else, who removes another card. Continue until all cards are removed and the group is quoting the verse from memory.

**Prayer Activity**

Explain that you will lead the group in a responsive prayer. You will name a situation or place, and the campers will respond together with *Lord, help me live my faith out loud*.

Lead a responsive prayer like this:

Around my friends and family,

*Lord, help me live my faith out loud.*

At school or on the practice field,

*Lord, help me live my faith out loud.*

When others need to know Your love,

*Lord, help me live my faith out loud.*

When I’m discouraged or upset,

*Lord, help me live my faith out loud.*

Because You’ll always give me strength,

*Lord, help me live my faith out loud.*

Amen.