

O King, May I?

Materials

- ☐ Pre-made scepter (see instructions below)
- ☐ Masking tape

Instructions

Before class, make a simple scepter from an empty paper towel roll or wrapping paper roll. Cover in foil or attach and wrap ribbon around the roll. Or use the instructions from the Scepter Pencil Craft.

This game is played like “Mother, May I?” Use masking tape to make a starting line at one end of the room or hallway. Have students line up behind the line. Choose a student to be the king. Have him stand on the opposite end of the room and give him the scepter you made before class. The king tells students (one or more at a time) how many and what kind of steps they may use to approach the king. For example, “[Name(s)] take three marching steps.” (Other types of steps could include baby, giant, regular, hops, etc.)

Before each student moves toward the king, he must say, “O king, may I?” If he forgets to say it, he must go back to the line. If he says it correctly, the king extends his scepter toward the person and says, “Yes, you may.” The king continues to give directions to the students. The first person who gets close enough to touch the end of the king’s scepter wins and gets to be king next. Continue playing as time allows.

Suggested Discussion

The king in this game had a lot of control over who was able to get to him first, didn’t he? In the account of Esther, the king had lots of control, too. Before anyone could come to him, he had to give his permission. If he had not held his scepter out to Esther, she could have been killed! But the king welcomed Esther and listened to her.

The king had lots of power. But he wasn’t the one in control—God was. Everything that happened to Esther was part of God’s plan to save his people, the Jews, from Haman’s evil plan to destroy them. God is always in control; he is sovereign!