



# Leader's Guide

1 Kings 18:16-39  
Elijah on Mt. Carmel  
Week 12

God's answer to Elijah was straightforward. "Here's a ball of fire. I win." But what if God's answers are different than we imagine? How do we react? How can we set ourselves aside to serve the God who is like no other?



## Exploring Supplies

- Bibles
  - Discovery Guides*
  - Eureka! DVD or CD*
  - Class Relics*
  - DVD or CD player
  - Pens and markers
- Before you explore, check out the back page for some expedition extras.**

- Kick off class and get in the exploring mood. Listen to *This Little Light of BOOM!* in *Niki Knack's Gritty Audio Journal of Adventuring*.

## 1 Remember Verse

- Play the verse video for **Ephesians 3:20**.
- Ask for volunteers to try and say the verse from memory.
  - **"God is able to do far more than we could ever ask for or imagine. He does everything by his power that is working in us." Ephesians 3:20 (NirV)**
- Got wiggly kids? Need an active option after watching the video? Check out the *Remember Verse* activities on FoundryLeader.com.

## 2 What's That Word?

- Decode the words in the *Discovery Guide (DG)* individually or as a class.
- Decoded words are **Mt. Carmel**, **sacrifice**, and **imagine**.
- Invite a kid or adult to read the definition for each word.
- Invite kids to ask questions or share anything else they know about these words.

## 3 Peaks and Pitfalls

- Invite kids to share something not so great (pitfall) and something great (peak) that happened this past week.
- Pray together.

## 4 Hear It

- Invite kids to prepare themselves to listen to the passage.
- Have an adult read the **Eureka! Bible Passage** on page 3.

## 5 Tell It **Strike-A-Pose or You Hear That?**

- As a class, choose one of these two **Tell It** methods to tell the story.
- Instructions for each are on page 4.
- The **Strike-A-Pose** words are: **Elijah, prophets, call, stones, fire.**

## 6 Embrace It

- Invite kids to quietly read and reflect on the passage on their own using the **Eureka! Bible Passage** or their own Bible.
- After 2-3 minutes of quiet reflection, invite a student or leader to read the **Eureka! Bible Passage** out loud again.

## 7 What's Happening in the Bible?

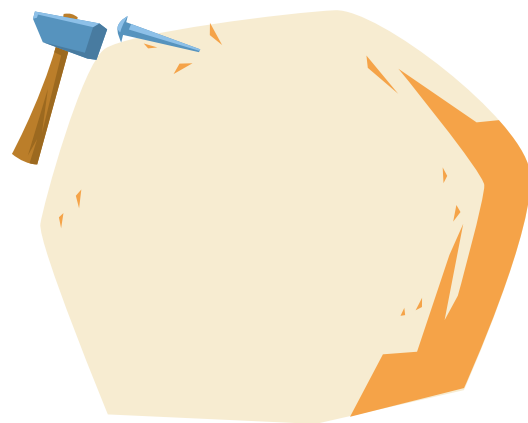
- Read Deuteronomy 4:35-37 (page 3).
  - **This message in Deuteronomy 4 is from God to Israel. How does it connect to Elijah's story?**
  - **Why do you think the people wanted to follow the false god, Baal? What inspired them to leave the false gods and follow the real God?**
  - **What other times in the Bible does God use fire to send a message or get something done? What do you think He is teaching when He uses fire?**

## 8 What's This Say about Us?

- Explore what the passage says about us.
  - **Why did Elijah have them pour water on the altar? What does this tell you about Elijah's faith?**
  - **What are some times you've seen God give an obvious answer to your prayers? When has He answered differently than you expected?**
  - **Why does God sometimes answer our prayers differently than we want? How should we react to God's answers, no matter how He answers?**

## 9 Record Your Discovery

- **Discovery Relic** (on page 4 of the **DG**)
  - Discuss faith discoveries made today.
  - Give kids time to record a faith discovery.
- **Class Relic** (in **Expedition Resources**)
  - As a class, pick a memorable faith discovery from the last two weeks.
  - Write or draw this discovery on the **Class Relic**. Attach it to the **Relic Wall Poster**.
- Close in prayer.



## What's Happening in the Bible?

### Deuteronomy 4:35-37 (NLT)

<sup>35</sup> “He showed you these things so you would know that the LORD is God and there is no other.

<sup>36</sup> He let you hear his voice from heaven so he could instruct you. He let you see his great fire here on earth so he could speak to you from it. <sup>37</sup> Because he loved your ancestors, he chose to bless their descendants, and he personally brought you out of Egypt with a great display of power.”



## 1 Kings 18:16-39

### Eureka! Bible Passage

- A.** Elijah told King Ahab, the Israelites, and the **prophets** of Baal to meet with him on Mount Carmel.
- B.** “If the Lord is God, then serve Him. If Baal is god, follow him.” **Elijah** said, “I am the only **prophet** of the Lord, there are 450 **prophets** of Baal. Get two bulls; give one to Baal’s **prophets** and one to me. We will prepare sacrifices. They will **call** on Baal; I will **call** on the Lord. The one who burns up the sacrifice is the true God.”
- C.** The people agreed. **Elijah** said to Baal’s **prophets**, “Go first, but do not light the **fire**.”
- D.** Baal’s **prophets** prepared the bull and **called** on Baal all morning. They danced and shouted for Baal to respond. At noon **Elijah** taunted them, saying, “Shout louder! Maybe he is busy! Is he asleep, or out of town?”  
Baal’s **prophets** continued to shout louder, but nothing happened.
- E.** **Elijah** then repaired the altar of the Lord with 12 **stones**, one for each tribe of Israel. He dug a trench around it and arranged the wood. He had four large jars filled with water poured over the altar. He did this three times until the trench was full.
- F.** **Elijah** prayed, “Lord, let these people know that you are God. Turn their hearts back to you.”  
Immediately **fire** burned up the sacrifice, wood, and **stones**, and licked up the water.
- G.** When the people saw this, they fell down and cried, “The Lord; He is God!”

# Before You Explore

Like using Firework Flies to light up a dig site, explorers do things a little differently. That's why we put this **Before You Explore** section on the very last page. We know you understand.

**Expedition Tips** are on the right and **Tell It** instructions are down below. Now tighten your gadget belt and explore on!



## Expedition Tips

- Class relics can be pictures, words, or symbols. They don't have to be super amazing and perfectly complete. They can be as fancy or as simple as you want them to be. Just write enough to help your class remember the faith discovery. Review the relics on the **Relic Wall Poster** every now and then to remember your discoveries.
- Each **Remember Verse** in **Eureka!** highlights the character of God and our relationship to Him. Who is He? What is He able to do in us and through us? This is because the foundation of a relationship is built on our understanding of God and embracing God himself. The connections between the expedition passage and the **Remember Verse** aren't always pointed out, but they almost always exist. Exploring those connections with your class is a great way to uncover some "bonus" faith discoveries.

## Strike-A-Pose

Create and perform fun poses to go along with the narrated story.

1. This week, use the **Eureka! Bible Passage** as your **Strike-A-Pose** script. The bolded words are listed in step 5 of the lesson.
2. As a class, discuss and decide on the pose that best represents each word. Choose one pose for each word, and take a vote if the class can't decide.
3. Quickly practice each one.
4. Read the **Eureka! Bible Passage** to the class. When a **Strike-A-Pose** word is read, the class will strike the pose for that word. Remind your class to listen carefully so they don't miss a **Strike-A-Pose** word.
5. One adult will read the passage while the other adult leads the kids in the poses.
6. It's fun to add a sound effect to the pose.
7. For a change of pace, kids can lie on the ground on their backs. When they hear a **Strike-A-Pose** word, they should all jump to their feet, strike the pose, and then quickly and quietly lie back down on the ground.

## You Hear That?

Create sound effects for each section of the passage.

1. The sections of the passage are identified by letters in the **Eureka! Bible Passage**.
2. As a class, discuss, experiment, and decide on a sound effect for each section.
3. Read the first section. Ask kids what sound they might hear during that part of the story—maybe a slight breeze, walking feet, a grumbling crowd, or crickets in the night.
4. After suggestions, choose one sound to go along with that section.
5. Proceed through the rest of the sections, choosing a different sound for each section.
6. Review all the sounds that have been chosen. Have kids test out their sounds as you read the story. Invite them to make the chosen sound during each section.
7. Make sure their sounds are not so loud that kids can't hear the story being read.
8. At the end, see if a volunteer can perform all of the sounds from memory, and in the proper order, without the story being read!