Journal Page

List a few friends you can pray for this week. How can you show them you love them and that God loves them too?

FAMILY DISCUSSION STARTERS

- What might have been hard for Jonathan to accept about David?
- What are some things Jonathan had to give up to help David?
- Who else gave up His place next to a throne to help us?



David and Jonathan Became Friends 1 Samuel 18:1-12; 19:1-10; 20:1-42

MAIN POINT: GOD USED JONATHAN TO SAVE DAVID'S LIFE.

David lived at the king's palace. King Saul's son Jonathan became best friends with David. Jonathan gave gifts to David: his robe, military tunic, sword, bow, and belt.

Saul was jealous of David's success, and he wanted to kill David.

Jonathan asked Saul, "Why would you want to kill David? He has done nothing but help you." Saul promised not to kill David.

But King Saul did not keep His promise long. One day when David was playing the harp for Saul, Saul threw a spear at David. David escaped and told Jonathan what had happened.

"How can I help?" Jonathan asked.

David came up with a plan. Jonathan went to the special meal with his father. When Saul sat down to eat, he asked, "Where's David?"

"David is in Bethlehem. I gave him permission to go," Jonathan said.

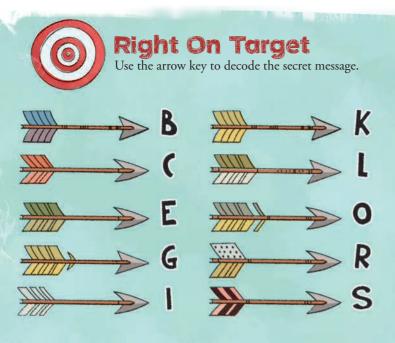
Saul became angry. "David deserves to die!" he yelled.

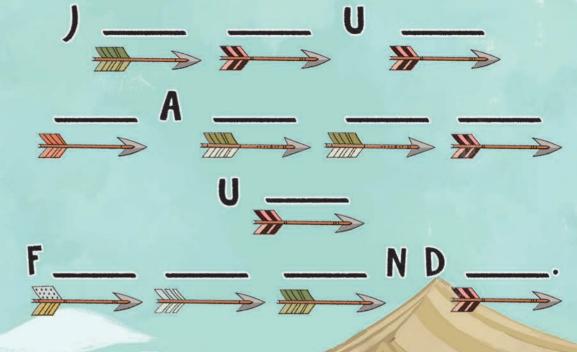
Jonathan went to the field where David was hiding. He shot three arrows and sent his servant to retrieve them.

"The arrow is beyond you!" Jonathan shouted. That was Jonathan's sign to David that Saul wanted to kill him. David came out of hiding. David and Jonathan cried and said their goodbyes.

"Take care of yourself," Jonathan said. The two men parted ways knowing that no matter what, they would always be friends.

Christ Connection: David and Jonathan were true friends. Their friendship points to an even greater friendship—our friendship with Jesus. Jesus calls us friends (John 15:15), and He showed His love by dying to save us from sin.





Partner Games

Find a partner. Play a game of tic-tac-toe. Then play connect-the-dots. Take turns drawing a line between two dots. When you complete a square, write your initials in the square. The player with the most squares wins.

