## **Giving Good Things to Those Who Ask**

Matthew 7:7-11

### Introduction

The Lord went up on a mountain and taught His disciples many things. We can read the Word to find out what the Lord told them. Here is one of the teachings that He gave on the mountain.

# Reading from the Word

"Ask, and it will be given to you; seek, and you will find; knock, and it will be opened to you. For everyone who asks receives, and he who seeks finds, and to him who knocks it will be opened" (Matthew 7:7-8).

"What man is there among you who, if his son asks for bread, will he give him a stone? Or if he asks for a fish, will he give him a serpent?" (Matthew 7:9-10).

"If you then, being evil, know how to give good gifts to your children, how much more will your Father who is in heaven give good things to those who ask Him!" (Matthew 7:11)

#### **DRAMATIZATION**

# Suggested Props

bread

a stone

a fish (picture or a toy)

a snake (toy or picture is fine)

### Procedure

#### **Read aloud Matthew 7:7-8 from the Word** (see above).

1. What is the Lord telling us when He says, "Ask, and it will be given to you.... Everyone who asks receives...." Does this mean that the Lord will give us whatever we ask for?

## Read aloud Matthew 7:9-10 (see above).

- 2. Dramatize this part as you read it aloud again.
- 3. Have a child ask for bread, but be given a stone.
- 4. Will a stone satisfy a child's hunger? Will it fill his (or her) stomach with something nourishing?
- 5. Have the child give back the stone and receive the bread instead.
- 6. Now let another child ask for fish and be given a serpent. Instruct the child to look startled at being given a snake instead of a fish.
- 7. Would she (or he) want to eat a snake? No.
- 8. Have the child exchange the fish for the serpent.

#### **Read aloud Matthew 7:11** (see above).

- 9. How does the Lord reassure us that He will give good things to those who ask Him?
- 10. Does this mean that the Lord will give us whatever we ask for or that He will give us what will benefit us most?