

Wise Choices

For teens ages **12–14** · about **45–60 minutes** · Moral Issues for Teens · Personal Integrity & Character · game **Crossroads** · built on **Deuteronomy 30:15–20** and **Psalm 119:105**

Your students make dozens of choices before lunch — who to sit with, whether to cheat on a quiz, what to watch tonight, how to answer a parent, whether to follow the crowd. Most of those decisions feel small. Scripture treats them as anything but small. This session isn't a lecture on behavior management — it's an invitation to see every day as a crossroads where God sets life and death, blessing and curse, and calls them to choose wisely with His Word as their lamp.

Before you teach anything, pray.

Some students are already tangled in patterns they regret; some feel paralyzed by pressure; some think "wise choices" is just adult nagging. Ask the Spirit for clarity and compassion. You are handing them a decision framework they can use at 13 and at 30 — not performing a morality talk.

The heart of the lesson

God created us with free will — the power to choose. The most important choice is whether we will serve God or someone else (Ecclesiastes 12:1; Matthew 6:24; Romans 6:16). There is no middle ground (Matthew 12:30). Each day God sets life and death before us and calls us to choose life (Deuteronomy 30:15–20).

There's no middle ground — you're on a road.

Many people rely on their own opinions, follow the crowd (Exodus 23:2), or do what merely feels right — and Proverbs 14:12 warns that a path can seem right while its end is death. Christians make wise choices by letting God's Word guide them (Psalm 119:9, 11, 105). God reveals His will through Scripture and the Spirit to those willing to do His will (James 1:22) — one step at a time, like a scroll unrolling line by line (Psalm 32:8).

Your word is a lamp — not the crowd, not the feeling, not the easy road.

DEUTERONOMY 30:19

"I have set before you life and death, blessing and curse. Therefore **choose life**, that you and your offspring may live."

PSALM 119:105

"Your word is a lamp to my feet and a **light to my path.**"

How the session flows

- 1 Crossroads hook.** Two paths + read Deuteronomy 30. ~7 min
- 2 Who's driving?** Teach choice, crowd vs. Word, decision filters. ~12 min
- 3 Play the game.** "Crossroads" two-team showdown. ~12–15 min
- 4 Quiet honesty.** Reference card, private reflection. ~5 min
- 5 Worksheet.** In class or take-home practice. ~15 min
- 6 Close with prayer.** "Lord, help me choose right today." ~8 min

Screen for the game, two tape lines or cones for "crossroads" hook (optional), printed reference cards and worksheets, pens, and a leader ready to pray with students who want help breaking a foolish pattern.

Leading it, part by part

Crossroads hook

Mark two paths on the floor or point to two directions. Ask: when have you felt torn between an easy road and a right road this week? Read Deuteronomy 30:15–20 aloud. Land the stakes: God is not vague — life, death, blessing, curse. Then read Matthew 12:30: no neutral zone. Even "I'll decide later" is a decision.

Who's driving?

Walk through three wrong guides: **my own opinion** (Proverbs 14:12; Jeremiah 10:23), **the crowd** (Exodus 23:2; 1 Corinthians 15:33), **what feels good now** (Hebrews 11:25 contrast — Moses refused fleeting pleasure). Then the right guide: **Scripture** (Psalm 119:105; 2 Timothy 3:16–17).

Teach these decision filters — questions a wise teen asks before choosing: Is it right or wrong in itself? (Galatians 5:19–21) Does my conscience approve? (Romans 14:22–23) Will it help or hurt my body and soul? (1 Corinthians 6:19–20) Will it glorify God? (1 Corinthians 10:31) Could it cause someone to stumble? (1 Corinthians 10:32–33) Would godly people counsel this? (Proverbs 12:15; 19:20)

Hold up Joshua (Joshua 24:15) and Moses (Hebrews 11:24–25) as wise choosers; Lot (Genesis 13:11) as the warning. When wrong choices happen, the prodigal shows the way home (Luke 15:11–20; 1 John 1:9).

Play the game

Run "Crossroads" on screen — twelve to fifteen minutes. Rounds sort wise vs. foolish choices, name Scripture decision-makers, and work real scenarios (cheating, lying, peer pressure, repentance). Bridge afterward: every card was the same question — whose voice is driving you?

Quiet honesty

Hand out the reference card. Promise plainly that nobody is collecting it. Give five quiet minutes for students to circle where their choices are coming from right now — crowd, impulse, or God's Word. Protect the silence.

Worksheet

Structured reinforcement — verse fill-in, T/F, lookup, one real scenario, one "this week" action. Good for pairs or homework. The reference card addressed the heart; the worksheet reinforces

Scripture.

Close with prayer

Lead them in the prayer from Psalm 25:12 — "Lord, help me make right choices this day." Invite students to name one crossroads coming this week and ask the Spirit for wisdom (James 1:5). Offer leaders for follow-up. Don't pressure public confession; do make repentance and wise counsel feel safe.

Take it further

Discussion questions for small groups or a follow-up week:

- What is the most important choice we must make? (Ecclesiastes 12:1; Matthew 6:24; Romans 6:16)
- What choices does God set before us each day? (Deuteronomy 30:15–20)
- What do people often rely on instead of God's Word? (Proverbs 14:12; Jeremiah 10:23; Exodus 23:2)
- What do Christians use to make wise choices? (Psalm 119:9, 11, 105)
- What were Joshua and Moses known for? What was Lot known for? (Joshua 24:15; Hebrews 11:24–25; Genesis 13:11)
- Walk through the decision filters — give a real teen example for each filter question.
- What must one do after a wrong choice? (Luke 15:11–20; 1 John 1:9)
- How does James 1:22 connect hearing God's Word to actually doing it?

A final word

Wise choices are not about becoming perfect decision-makers overnight. They are about learning to stop at the crossroads, open the lamp of Scripture, and choose life one step at a time. Your students will face a specific test soon — a text, a friend, a shortcut, a secret. Give them the filters, give them the game, give them the card, and trust the Spirit to make "choose life" sound like the road that actually leads somewhere.