

# BUILDING FAMILY TRADITIONS

# 0-12 MONTHS



You are demonstrating GOD'S LOVE to your child in what you do. As they learn and grow, your child will base their understanding of what God's love is like, because of how you have demonstrated it to them.

#### **PRAYER**

Begin prayer time habits now

- 1. Pray over your baby
- 2. Pray before bed or nap
- 3. Pray before meals



#### WORSHIP

Lay the foundation for a lifetime of worship by singing songs and playing praise music for your baby.



#### NURSERY -

The best time to have your child begin going to the nursery is between 6-12 weeks of age, but we will welcome infants younger.

When you bring your child to the nursery, you are setting a foundation for them to become accustomed to a consistent routine and helping them feel comfortable in the nursery environment.

#### **EMBRACE**

Hugs, kisses, cuddle time...take lots of opportunities to make sure your baby gets plenty of physical touch!



#### **GROWTH**

So much physical growth and change happens during the first 12 months after birth. From rolling over, to sitting up, standing, crawling and walking, your child is like a "learning machine" during this phase. Make sure they are also learning about God's love as you demonstrate that to them every day.

## SPIRITUAL TRADITIONS

0-12 1 2 3 4 5 6 7 8 9 10 11



To learn more about spiritual traditions, visit church-redeemer.org/traditions



Praying with and over your child is an excellent tradition to start now. Pray over them while they sleep, or even as they fall asleep. Let that be a habit they become accustomed to even though they don't understand what prayer is yet.

## This Year...

Once per month, Church of the Redeemer offers Baby Dedication Resources. Learn what it means to dedicate your child to the Lord. Check online for information.

church-redeemer.org/babydedication

#### **RESOURCES**

Register your newborn before dropping them off in the nursery. You can find the link for our new family form at church-redeemer.org/familyregistration.