



We sure will miss being with your kids this Sunday. As you spend extra time at home as a family, here are activity and discipleship ideas that you can use based off of today's Sunday school lesson. Today, our chronological study of the Bible has us reading Luke 2...the Christmas story! It may seem odd to read about Jesus' birth in March, but I don't think there's ever a bad time to remind ourselves that God sent His Son out of His great love for us.

Activity Ideas for Preschoolers:

1. Read Luke 2 together as a family.
2. Just as the shepherds went to "find" baby Jesus, your little one can play hide and seek with their favorite baby or stuffed animal. Parents, take turns with them hiding and finding.
3. Find your family's nativity set. Have your preschooler retell you the story of Jesus' birth based on what they remember from your family reading time.
4. Learn your key memory verse together: John 1:1.

Activity Ideas for Elementary Kids:

1. Read Luke 2 together as a family.
2. Write (individual) key words from today's story on notecards or sticky notes. Ask your kids to sequence them and tell you the Christmas story. You can also hide them for your kids to find before assembling their story.
3. Play a few rounds of Christmas Charades by acting out your favorite Christmas movie, family memories, or anything else you associate with Christmas.
4. Learn your key memory verse together: John 1:1-2.

Discussion Questions:

1. Why did God send Jesus?
2. How do we know that Jesus is God's Son?
3. Why is Jesus' birth so incredible?
4. How do you feel knowing that Jesus was human and has felt everything you do?

And, most importantly, take some time to pray with and for your children. Thank Him for His great love and that He sent Jesus to rescue us. Thank Him that He is good, shows mercy, and is with us all the time....even while we have church at home ☺ Ask Him to quiet any fear or concerns they may have surrounding these next few days and weeks. Praise Him for always fulfilling His promises, now and forever.