



The Wise Builder: Part 1

Lesson Aim: To know we grow wise by hearing and following God's directions.

THE WORSHIP

Who God is: The King Who Teaches

THE WORD

Bible Story: Matthew 7:24-27

What He has done: Jesus taught that the wise man builds his house on a rock.

THE WAY

Whisper Verse: "God made it grow."

BIBLE MEMORY VERSE

"Sing praises to God, sing praises; sing praises to our King, sing praises.
 For God is the King of all the earth." Psalm 47:6-7a

Challenge Verse for older children:

"Love the Lord your God with all your heart and with all your soul and with all your mind...
 Love your neighbor as yourself." Matthew 22:37-39

Unit 5: The King Who Teaches—Parables 1			
	Bible Story	What He Has Done	Lesson Aim
23	The Lost Sheep, Luke 15:4-7	Jesus taught that God finds those who are lost.	To know Jesus will search for the lost and find them.
24	The Wise Builder: Part 1, Matthew 7:24-27	Jesus taught that the wise man builds his house on a rock.	To know we grow wise by hearing and following God's directions.
25	The Wise Builder: Part 2, Matthew 7:24-27	Jesus taught that the wise man builds his house on a rock.	To make wise choices based on God's Word.
26	The Good Shepherd, John 10:14-16	Jesus taught that He is the Good Shepherd.	To know we belong to Jesus.
27	The Lost Coin, Luke 15:8-10	Jesus taught that the woman rejoiced when she found her lost coin.	To know heaven rejoices over each of us.

TEACHER'S ENCOURAGEMENT

This week, read Matthew 13:10-17. Please join us in praying, "Thank You, Lord for the children You will bring to us for this lesson. Make us like the good soil, that we might nourish their faith and help them grow to be fruitful. Amen."



THE WORSHIP THE WORD & THE WAY

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Picture Schedule Cards	Cards with picture illustrating the activities: WELCOME, WORSHIP, BIBLE, CRAFT, PRAYER, SNACK, GAMES, COLORING, GOING HOME. Envelope labeled FINISHED. Optional: To display schedule, use Velcro to attach laminated Picture Schedule cards to a felt board.
		Treasure Chest	Sticker of a house
		Whisper Verse	Sign language for "God made it grow."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Unit 5 Bible Memory Verse Songs: "Sing Praises" "Yahweh Every Day: Love the Lord Your God" Other Bible Memory Verse Song Suggestions: "He Is Mighty to Save" "How Wide" "I Am with You" "Let Everything That Has Breath" Additional Hymn Suggestions: "Amazing Grace" "He's Got the Whole World in His Hands"
		Offering	Baskets
		Worship Illustration	Kings & Kingdoms Lesson 25 Delbert & Lello or Kingdom Adventures script or storybook
THE WORD	Up to 10	Watch the Word: Matthew 7:24-27	Teacher's Bible with bookmark at Matthew 7:25 Visual: "Obeying Jesus" craft sample Flannel board/figures: House, storm cloud
THE WAY	Up to 25	Craft: Obeying Jesus	Paper plate, yarn, paper fastener, paper arrow, glue, crayons or markers, pictures of children obeying Jesus
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Sandy Snacks	Pudding served in a bowl with wafer cookies
		Unit 5 Games: "Jesus' Stories" Sand Search	Bin of clean sand, toy sheep, smooth rock, coin
		Thumbs Up or Thumbs Down	None
		Dance Freeze	Unit 5 Bible Memory Verse Song "Sing Praises" or "Yahweh Every Day: Love the Lord Your God," CD player
		Musical Chairs	Unit 5 Bible Memory Verse Song "Sing Praises" or "Yahweh Every Day: Love the Lord Your God," CD player, chairs
		Search and Find	Toy sheep or "Lost and Found Sheep" craft sample from Lesson 23
		Scenes from Critter Kingdom (older children only)	Critter Kingdom scripts for Lessons 23, 25, 26, 27; optional: safari hat, camp ranger hat
	Act it Out	Bible Times clothing or stick puppets of a shepherd, sheep, house, two men, woman, woman sweeping, neighbors	
Final 5	Final Five	Access Daily Way: Unit 5, Lesson 24 Color This Story: "The Wise Builder"	

RESOURCES: Supplemental materials are available at ResourceWell.org.



God makes us grow wiser

THE WELCOME

PICTURE SCHEDULE: WELCOME TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Welcome each child as they arrive. Hello _____. I'm glad you are here! Come and see what we are going to do today. Point to each card on the Picture Schedule board. Today, we will WELCOME everyone. We will read the BIBLE story and make a CRAFT. We will have PRAYER time and eat a SNACK. We will play GAMES and enjoy COLORING a picture about today's story.

Teacher Tip: For lessons 23-32, use stickers in the Treasure Chest for children to add to their Kingdom Stories Treasure Box. See the craft page for further instructions.

Open the Treasure Chest to find today's treasure. Child unlocks Treasure Chest to receive a seed or plant sticker. **Let this sticker remind you that God makes the plants grow. Just as plants grow taller, God makes us grow taller and wiser, too. Today's Whisper Verse is "God made it grow."** Teach the Whisper Verse in spoken language and in sign language below. **We call it the Whisper Verse so you can whisper it to others.***

SIGN LANGUAGE: "God made it grow."

(For visual demonstrations, see www.signingsavvy.com.)

Each time we say today's Whisper Verse, let's say it with two hand motions:

- | | |
|--------------------------|-----------------------------------------------------------------------------------------------------------------|
| "God" | The right hand is lowered and then slightly raised in front of face with palm facing left and fingers together. |
| "(made it) grow." | Both hands move upward to show that someone is getting taller. |

Allow children to enjoy free play until everyone has arrived. **Let's sing the "Clean Up Song" as we put toys away before Praise Time.** Praise any child who helps. Allow several minutes for clean up.

"Clean Up Song:" Clean up! Clean up! Everybody, everywhere!
Clean up! Clean up! Everybody do your share!

Gather and seat children in Praise Time area.

***Today's Whisper Verse:** "God made it grow," 1 Corinthians 3:6. The Whisper Verse is a tool to help the children learn a major point in the lesson. It is coupled with sign language or hand motions as a memory aid. The verse is not necessarily chosen from today's Bible story.



Jesus as the King who teaches

THE WORSHIP

PICTURE SCHEDULE: WORSHIP TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WELCOME picture card and place it in the FINISHED envelope. **We have finished our Welcome Time. Now, we will have our Worship Time.**

Children may worship in a large group setting with other classes or in a quiet room with a worship CD or DVD.

Teacher Tip: To help children identify time set aside for worship, play "It's Praise Time!" as children move to a designated place for praise songs, offering, and worship illustration. Children who are nonverbal may enjoy participating in songs by playing children's percussion instruments such as maracas, jingle bells, wood blocks, or small tambourines. Children who are sensitive to sound may prefer to wear noise reduction headphones.

It's Praise Time—our time to sing praise to King Jesus. He tells us stories about His kingdom. Have you ever had a teacher tell you a story? (Children respond.) Jesus told stories, too! His stories are very special because they help us understand the kingdom of God. Today, we will learn God makes us grow wiser. That reminds me of today's Whisper Verse. Let's try it together. Review Whisper Verse together: "God made it grow." Include sign language.



In today's story, we will learn the wise person is the one who hears the teachings of Jesus and then does what He says. Jesus teaches us to give to others. One way we can do that is to bring our offerings to the church. Let's give Him our money offerings now. Play: "Amazing Grace" as background music while collecting the offering.



Now, it's time to hear from our new friend, Ranger Ryan the Lion. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Kings & Kingdoms Unit 5, Lesson 25.



Our God is mighty. He made everything and He makes us all grow wiser! Sing: "He Is Mighty to Save." **Let's sing praises to Him now for making us grow wiser.** Sing: "Sing Praises" or "Let Everything That Has Breath."



The wise builder

THE WORD

Additional supplies: Classroom Kingdom Stories Treasure Box, Lost and Found Sheep craft sample from Lesson 23

PICTURE SCHEDULE: BIBLE TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WORSHIP picture card and place it in the FINISHED envelope. **We have finished our Worship Time. Now, we will have our Bible Time.**

Last time, we heard a story Jesus once told about a lost sheep. Who would like to tell the story of the lost sheep we learned last week? Let one or two children take a turn telling the story while they hold the craft sample.

Today, we will hear the story Jesus told about the wise builder. Handle Bible as a special treasure, leaving it open to Matthew 7:25.

WATCH THE WORD: MATTHEW 7:24-27

Read the points below or retell the passage in your own words using the points below as a general guide. To illustrate the story, hold a picture of a house. Have children assist by placing Bible Story figures on a flannel board. Other visual options include a craft sample, Color This Story, or a related picture.

- **Jesus said, “All who hear what I say,**
- **And try to do everything God’s way,**
- **Are like the wise builder who built his house,**
- **On top of a rock—on solid ground.**

- **“The wind blows hard; the rain comes down.**
- **But the house on the rock does not fall down!**
- **But some will choose to disobey,**
- **And only do things their own way.**

- **“They are like the foolish man;**
- **He built his house upon the sand.**
- **The wind blows hard; the rain comes down.**
- **That house falls down with a crashing sound!”**



One builder made a wise choice. What did he build his house on? (A rock.) Let’s find our answer in the Bible. Read Matthew 7:25 from teacher’s Bible. **He made a wise choice to build his house on a rock! Who makes you grow wiser? (God.)**



Making wise choices

THE WAY

PICTURE SCHEDULE: CRAFT TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the BIBLE picture card and place it in the FINISHED envelope. **We have finished our Bible Time. Now, it is Craft Time.**

Teacher Tip: Encourage families to use the instructions on the Daily Way to make a Kingdom Stories Treasure Box to store children's Kingdom Stories Treasures for the next ten weeks (Lessons 23-32). Children should place their Treasure Chest Sticker on the outside of the box and their parable story crafts inside. Create a Kingdom Stories Treasure Box for the classroom to review the stories each week.

CRAFT: OBEYING JESUS

Purpose: To remind the children to hear and obey as the wise builder did.

Supplies: Paper plate, yarn, paper fastener, paper arrow, glue, crayons or markers, 3-4 small pictures of children doing what Jesus has told us to do: loving others, giving to others, serving others, praying, etc.

Prepare: Punch a hole in the top edge of the paper plate. Cut a 12" piece of yarn.

Directions:

1. Color each of the pictures.
2. Glue the pictures onto the paper plate.
3. Thread the yarn into the hole and tie a knot so the plate can be hung.
4. Use a paper fastener to attach the arrow to the center of the plate.
5. Move the arrow to point at each picture.
6. Talk about each wise choice the children made to obey Jesus.

Craft Discussion:

- **What kind of choices does Jesus want you to make?** (Wise choices.)
- **In today's story, one man made a wise choice. Where did he build his house?** (On a rock.)
- **What happened when the wind blew and the rain poured on his house?** (It stayed strong.)
He was a wise builder.
- **One man made a foolish choice. Where did he build his house?** (On the sand.) **He was a foolish builder.**
- **What happened when the wind blew and the rain poured on his house?** (It fell.)
- **Jesus wants you to make wise choices just like the wise builder!**
- **Jesus showed us that it is wise to hear His teachings and to do what He says.**

THE WAY *continued...*



CIRCLE OF PRAYER/THE LORD'S PRAYER

PICTURE SCHEDULE: PRAYER TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the CRAFT picture card and place it in the FINISHED envelope. **We have finished our Craft Time. Now, it is Prayer Time.**

God made you and He cares for you. He loves to hear you pray with private words or words you say out loud. Let's fold our hands and close our eyes. As I lift up your name to God in heaven, I will lay my hand on your shoulder. Let's pray together.

Dear God, thank You for making us and loving us. We lift up to You a special prayer for ____, ____, ____ (say every name). We pray for our families and friends. Thank You for teaching us how to love one another. Amen. You may add the Lord's Prayer with the word picture book.

PICTURE SCHEDULE: SNACK TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the PRAYER picture card and place it in the FINISHED envelope. **We have finished our Prayer Time. Now, it is Snack Time.**

Teacher Tip: It is important to keep a record of all dietary restrictions and allergies accessible. Some parents may prefer to bring their child's snack. Depending on the dietary needs of your classroom, you may determine it is best to omit snack time completely.

SNACK: SANDY SNACKS

Purpose: Children enjoy a snack that reminds them of the sand in the story of the Wise Builder.

Snack Suggestion: Pudding served in a bowl with wafer cookies

Directions:

1. Serve snack and drink.
2. **Let's sing the "Blessing Song."** Sing to the tune of "Frere Jacques" or other familiar tune.
God our Father, God our Father. Once again, once again.
Thank You for our blessings. Thank You for our blessings. Amen. Amen.
3. Lead discussion below while children enjoy their snack.
 - **One man built his house on sand. Let's see why it was not wise to build on sand.** Children crush cookies over their pudding to look like sand.
 - **Could a house stand up tall on your wobbly sand?** (No.)
 - **Where did the wise man build his house?** (On a rock.) **His house stood tall and straight on the hard rock. He made a wise choice.**
 - **You can make wise choices, too. When your parent tells you to go to bed, what would be the wise choice?** (Go to bed.) **When your parent tells you to pick up your toys, what would be the wise choice?** (Pick up my toys.) **Practice making wise choices today!**

THE WAY (GAME OPTIONS) *continued...*

UNIT 5 GAME OPTIONS

Choose one or more of the activities below. Play until the final five minutes of class then proceed to Final Five.

PICTURE SCHEDULE: GAMES TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the SNACK picture card and place it in the FINISHED envelope. **We have finished our Snack Time. Now, is our time to play Games.**

GAME: "JESUS' STORIES" SAND SEARCH

Purpose: This sand sifting activity soothes children. The items in the bin can be used to introduce the Bible stories (Lessons 23, 25, 26, 27) or the Unit 5 Worship Attribute: The King Who Teaches.

Supplies: Bin or container of clean sand, toy sheep, smooth rock, coin

Prepare: Place all items beneath the surface of the sand.

Directions:

1. Children take turns reaching into the sand in search of the objects.
2. Teacher and children discuss each object as it is located.
3. When all objects have been located, display them together on a tabletop or on the surface of the sand.
4. Children feel each item as the teacher reminds them Jesus used objects like these to teach us about His kingdom.

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or Unit 5 Bible Memory Verse.

Supplies: None, optional: hand puppet or finger puppets

Directions:

1. Teacher or puppet retells today's Bible story, or Bible Memory Verse, pausing after each phrase to say "Thumbs up or thumbs down."
2. If retelling the Bible study, read it in phrases. For some phrases, state accurate story facts. For other phrases, replace story facts with silly facts. For example, say "**Jesus told a story about a lost sheep. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**Jesus told a story about a singing sheep. Thumbs up or thumbs down?**" (Children respond with thumbs down.)
3. If reviewing Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For others, replace a word with a word that makes no sense. For example, say "**Sing praises to Him. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**He is the sheep over all the earth. Thumbs up or thumbs down?**" (Children respond with thumbs down.)

THE WAY (GAME OPTIONS) *continued...*

GAME: DANCE FREEZE

Purpose: Children listen carefully as they dance to the Unit 5 Bible Memory Verse Song.

Supplies: Unit 5 Bible Memory Verse Song "Sing Praises" or "Yahweh Every Day: Love the Lord Your God," CD player

Let's listen carefully to our Bible Memory Verse Song. Dance or play along until the music stops, then stop by "freezing" in place! We will all start and stop together.

Directions:

1. Play the Unit 5 Bible Memory Verse song "Sing Praises" or "Yahweh Every Day: Love the Lord Your God" and encourage children to dance or play instruments.
2. Stop the music and remind the children to "freeze" (stop in place).
3. Play several times.

GAME: MUSICAL CHAIRS

Purpose: This version of Musical Chairs familiarizes children with the Unit 5 Bible Memory Verse Song.

Supplies: Unit 5 Bible Memory Verse Song "Sing Praises" or "Yahweh Every Day: Love the Lord Your God," CD player, chair for each child

Prepare: Set chairs back-to-back in a row. Place CD in player.

Teacher Tip: In this version of musical chairs, no chair is removed; all children remain in the game. Encourage quick listening and affirm those who are the first to hear the music stop and are seated.

To practice our Bible Memory Verse Song, let's play Musical Chairs.

Directions:

1. As the Bible Memory Verse Song plays, children march around the row of chairs while singing the song.
2. The teacher stops the music at different times during the song.
3. When the music stops, children find the nearest chair and sit immediately.

GAME: SEARCH AND FIND

Purpose: Children will search for lost sheep and celebrate like the shepherd did.

Supplies: Toy sheep or the "Lost and Found Sheep" craft sample from Lesson 23

Prepare: Hide the sheep where children can find it later.

Teacher Tip: This game can also be played by choosing one child to hide the sheep while the shepherd closes his or her eyes. Children may want to give hints to the shepherd.

Directions:

1. Choose one child to be the shepherd.
2. **Pretend you are the shepherd and a sheep is missing. Let's see if you can find it!**
3. The shepherd searches for the missing sheep.
4. When the sheep is found, all children cheer or wiggle fingers in silent praise.
5. Repeat steps 1-4 to play again.

THE WAY (GAME OPTIONS) *continued...*

GAME: SCENES FROM CRITTER KINGDOM

Purpose: To learn applications to Unit 5 Bible stories, older children act out today's Critter Kingdom script.

Supplies: Critter Kingdom scripts for Lessons 23, 25, 26, 27; optional: safari hat, camp ranger hat

Directions:

1. Choose the script that corresponds with today's Bible story.
2. Assign each child a character name and improvise with the script so all children can be their favorite character, a new character, or children may just take turns being the same character.
3. Improvise with costumes and act it out!

GAME: ACT IT OUT

Purpose: To help learn the Unit 5 stories, children act them out in costumes or with stick puppets.

Supplies: Bible Times clothing or pictures of the following characters attached to craft sticks: shepherd, sheep, house, two men, woman, woman sweeping, neighbors

Directions: With each phrase, teacher says phrase and acts it out with hand motions, then repeats same phrase and motions with children. Optional: Children can wear costumes and act it out or children can hold craft sticks with characters. You may choose one or more stories.

THE LOST SHEEP

- **Jesus told of one lost sheep,** (Raise index finger.)
- **That far away did roam.** (Walk in place.)
- **The shepherd left his flock to seek,** (Hand on forehead in searching pose.)
- **And bring his lost sheep home.** (Pretend to carry sheep in arms.)

- **When his lost sheep was found,** (Point to eyes.)
- **The shepherd called his friends.** (Cup hands around mouth as if to shout.)
- **He gathered everyone around,** (Beckoning motion.)
- **To celebrate there and then!** (Clap three times.)

THE WISE BUILDER

- **Jesus said, "All who hear what I say,** (Point to ear.)
- **And try to do everything God's way,** (Point to heaven.)
- **Are like the wise builder who built his house,** (Pretend to use a hammer.)
- **On top of a rock—on solid ground.** (Make a fist like a rock.)

- **"The wind blows hard; the rain comes down,** (Wave arms and hands like wind and rain.)
- **But the house on the rock does not fall down!** (Shake head "no.")
- **There are some who will choose to disobey,** (Wag index finger back and forth.)
- **And only do things their own way.** (Point to self.)

- **"They are just like the foolish man;** (Make a silly face.)
- **He built his house upon the sand.** (Pretend to use a hammer.)
- **The wind blows hard; the rain comes down.** (Wave arms and hands like wind and rain.)
- **That house falls down with a crashing sound!"** (Plug ears with fingers.)

THE WAY (GAME OPTIONS) *continued...*

(GAME: ACT IT OUT continued)

THE GOOD SHEPHERD

- **"I am the Good Shepherd,"** (Point to heaven.)
- **Jesus said to you and me.** (Point to self and others.)
- **He said, "I know My sheep,** (Point to others.)
- **And My sheep know Me.** (Point to self.)

- **"I lay down My life for them,** (Lay palms open as a gift.)
- **Because I love them so.** (Place hands on heart.)
- **I have sheep in other places.** (Place hand above eyes in a searching pose.)
- **I must bring them in also.** (Cradle imaginary sheep in arms.)

- **"They will listen to My voice,** (Point to ear.)
- **They will follow and obey.** (Nod head.)
- **And all the sheep will be together,** (Open arms wide.)
- **With the Good Shepherd one day."** (Point to heaven.)

THE LOST COIN

- **If a woman has ten silver coins,** (Hold up ten fingers.)
- **And loses one, there will be nine.** (Hold up nine fingers.)
- **She'll light her lamp and sweep the house.** (Pretend to sweep.)
- **She'll search until the lost coin she finds.** (Place hand above eyes as if searching.)

- **Then she'll call each neighbor and friend,** (Cup hands around mouth as if calling out.)
- **"Rejoice with me," she'll say.** (Clap for joy.)
- **Did you know when you stop doing wrong,** (Point to a friend.)
- **Angels rejoice that very same way?** (Point to heaven.)

THE WAY (GAME OPTIONS) *continued...*



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

PICTURE SCHEDULE: COLORING TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the GAMES picture card and place it in the FINISHED envelope. **We have finished our Game Time. Now, is our time for coloring the picture of today's story.**

COMPLETED CRAFT: Take home your "Obeying Jesus" craft. Tell someone God wants you to make wise choices by obeying Jesus. Put your "Obeying Jesus" craft in your Kingdom Stories Treasure Box when you get home. You can make your Treasure Box from any box you find at home. Remember to put your sticker on the outside of your Treasure Box.

ACCESS VERSION OF THE DAILY WAY: Distribute Access Ministries version of the Daily Way, if available. Show the Daily Way to your family. Tell them the story of the wise builder.

COLOR THIS STORY: "The Wise Builder." Discuss today's Bible story and play Unit 5 Bible Memory Verse song "Sing Praises" or "Yahweh Every Day: Love the Lord" as children color.

As coloring is completed or parents arrive:

PICTURE SCHEDULE: GOING HOME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the COLORING picture card and place it in the FINISHED envelope. **We have finished our Coloring Time. Now, it is time for Going Home.**

THE DAILY WAY

Unit 5, Lesson 24: The Wise Builder: Part 1

PONDER! Read Matthew 7:24-27 with your family. To be wise, we must hear the teachings of Jesus and then put them into practice. That means to obey His teachings. What kinds of choices does Jesus teach us to make?

PRAY! Pray this prayer each day this week: "Lord, thank You for telling us in the Bible how to make wise choices. Help us to grow wiser every day. Amen."

PLAY! Open your Kingdom Stories Treasure Box (any box from home decorated to be a Treasure Box). Put today's craft inside your Treasure Box. Put your Kingdom Stories Treasure Box Sticker on the outside of your Treasure Box. This week, show someone each treasure you have made. During the week, take out your craft treasures to remind your family of Jesus' stories.

Unit 5 Bible Memory Verse: Psalm 47:6-7a

"Sing praises to God, sing praises; sing praises to our King, sing praises. For God is the King of all the earth."

Unit 5 Bible Memory Challenge Verse: Matthew 22:37, 39

"Love the Lord your God with all your heart and with all your soul and with all your mind...
Love your neighbor as yourself."