



Teacher's Guide: Adaptation for Children with Disabilities
Prophets & Promises Part 1: Acts through Revelation
Unit 3, Lesson 12

Paul Visits Macedonia

Lesson Aim: To respond to calls for help.

THE WORSHIP

Who God is: The God Who Saves Us

THE WORD

Bible Story: Acts 16:9-10

What He has done: The Holy Spirit led Paul to Macedonia.

THE WAY

Whisper Verse: "Come over."

BIBLE MEMORY VERSE

"The Lord your God is with you, He is mighty to save." Zephaniah 3:17a

Challenge Verse for older children:

"Whatever is true, whatever is noble, whatever is right, whatever is pure,
 whatever is lovely, whatever is admirable—
 if anything is excellent or praiseworthy—think about such things." Philippians 4:8

Unit 3: The Promise of Salvation			
	Bible Story	What He Has Done	Lesson Aim
12	Paul Visits Macedonia, Acts 16:9-10	The Holy Spirit led Paul to Macedonia.	To respond to calls for help.
13	Paul and Silas in Prison—Part 1, Acts 16:25-26	God freed Paul and Silas from prison.	To praise God for His miracle.
14	Paul and Silas in Prison—Part 2, Acts 16:25-26	God freed Paul and Silas from prison.	To learn to praise the Lord everywhere, every day in good times and bad times.
15	The Resurrection: Jesus Lives—Part 1, John 20:1-18	Jesus died to save us and was raised from the dead.	To know Jesus died to save us and then rose to life.
16	The Resurrection: Jesus Lives—Part 2, John 20:1-18	Jesus died to save us and was raised from the dead.	To tell others Jesus died to save us and then rose to life.

TEACHER'S ENCOURAGEMENT

This week, read Philippians 4:4-9. Please join us in praying, "Thank You, Lord, for leading us with Your Holy Spirit. Help the children better understand how they can follow Your lead in their daily walk. Amen."

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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	Stamp or sticker of a hand
		Whisper Verse	Sign language for "Come over."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org. Song Collection Suggestions: Sunday School Songs by Songtime Kids, America's 25 Favorite Praise & Worship Choruses for Kids by Brentwood Kids	Unit 3 Bible Memory Verse Song: "He Is Mighty to Save" Other Bible Memory Verse Song Suggestions: "Everyone Who Calls," "It's Praise Time" "Love One Another," "We Love" "Let Everything That Has Breath" Additional Hymn Suggestions: "How Great Is Our God" "God Is So Good"
		Offering	Baskets
		Worship Illustration	Prophets & Promises Lesson 12 Delbert & Lello or Commander Cosmos script or storybook
THE WORD	Up to 10	Watch the Word: Acts 9:1-7	Teacher's Bible with bookmark at Acts 16:10 Visual: Bible Flannel board/figures: Paul, group of men in boat Clay or play-dough option: Boat
THE WAY	Up to 25	Craft: Helper Paul Puppets	Sturdy paper, craft sticks (or plastic spoons or sturdy twigs), tape or glue, crayons or markers
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Come Over and Help Serve	Individually-wrapped snacks
		Unit 3 Games: Sand Search	Bin or container of clean sand, toy boat, small chain or chain link, cross
		Blanket Ball	Blanket or sturdy tablecloth, ball or balloon
		Bean Bag Toss	Several beanbags, one rope or floor tape
		Musical Chairs	Unit 3 Bible Memory Verse Song, CD player, chairs
		Freeze Dance	Unit 3 Bible Memory Verse Song, CD player
		Thumbs Up Or Thumbs Down?	None, optional: hand puppet or finger puppets
		Scenes from Commander Cosmos (older children only)	Commander Cosmos scripts for Lessons 12, 14, 15
		Act it Out	Bible times clothing or stick puppets of: Paul, Silas, Jesus, Peter, John, Mary
	Final 5	Final Five	Daily Way (Adaptation): Unit 3, Lesson 12 Color This Story: "Paul Helped the Man from Macedonia"

RESOURCES: Supplemental materials are available at ResourceWell.org.



Come over

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.**

Open the Treasure Chest to find today's treasure. Child unlocks Treasure Chest to receive a stamp or sticker of a hand. **Let this stamp or sticker of a hand help you remember to "come over" when people wave and ask you to help. Today's Whisper Verse is "Come over."** 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: "Come over."

(For visual demonstrations, see commtechlab.msu.edu/Sites/aslweb/browser.htm)

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

"Come" Point both index fingers out and move hands toward self.

"over." Hands begin with palms down and the fingertips of the right hand gently resting on top of the left hand. Raise the right hand to chin level while the left hand remains stationary.

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:** "Come over," Acts 16:9. 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.



The God who saves us

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 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 the worship illustration. Children who are nonverbal may enjoy participating in the music 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 the God who saves us. In today’s story, the Holy Spirit showed Paul, in a dream, that people in a faraway land wanted him to come over and help them know about Jesus. That is our Whisper Verse today. Let’s try it together. Review Whisper Verse together: “Come over.” Include sign language.



In Paul’s dream, when the man from Macedonia asked for help, he helped. Let’s ask God to use this offering to help other people know about Jesus. Play: “God Is So Good” as background music while collecting the offering.

Paul went to the land called Macedonia. He told the people there about Jesus, who died on the cross to save all who believe in Him. He told them about our mighty God who raised Jesus to life. Let’s sing our new Bible Memory Verse Song and share the good news that our mighty God is with us! Sing: “He Is Mighty to Save.”



Let’s see if Delbert and Lello have heard about the man from Macedonia. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Prophets & Promises Unit 3, Lesson 12.*



When we help others know about Jesus like Paul did, even more people will know Him and sing praise to Him. Let’s sing about that now! Sing: “How Great Is Our God.”

* May substitute Lesson 12 Commander Cosmos script or storybook.



Paul dreams about the man from Macedonia

THE WORD

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 learned God sent Barnabas to help Saul. Today, we will see how God sent Paul to help the Macedonians. Handle Bible as a special treasure, leaving it open to Acts 16:10.

WATCH THE WORD: ACTS 16:9-10

Read the points below or retell the passage in your own words using the points below as a general guide. To illustrate the story, display a Bible. Have children assist by placing Bible Story figures on a flannel board. Other visual options include Color This Story or a related picture. Optional: To help children focus, have them create a boat from clay or play dough as they listen to the story.

- **God gave Paul a dream one night,**
- **Of a man from a faraway land.**
- **"Come over," said the man from Macedonia,**
- **"And help us understand."**

- **So, Paul sailed to Macedonia,**
- **To teach them about God's Son.**
- **He went to preach the good news,**
- **That their Savior Jesus had come.**

What did the man from Macedonia ask Paul to do? (Come over.) **Our Whisper Verse tells us the answer. Let's say it together: "Come over."** Include sign language or hand motions.



What did Paul do when the dream was over? (He went to Macedonia to tell the people there about Jesus.) **Let's find our answer in the Bible.** Read Acts 16:10 from the teacher's Bible. **Paul preached the gospel. That means he boldly told people about following Jesus.**



We can help others know Jesus

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.**

CRAFT: HELPER PAUL PUPPETS

Purpose: To remind the children that Paul helped the man from Macedonia.

Supplies: Sturdy paper, craft sticks (or plastic spoons or sturdy twigs), tape or glue, crayons or markers

Prepare: From sturdy paper, draw and cut out a Bible. From sturdy paper, draw and cut out two men, about 8-inches tall, dressed in Bible times robes. One man (the man from Macedonia) should have his hands folded, as if begging. The other man (Paul) should have outstretched arms. On Paul's robe, print:

Paul helped the man from Macedonia. Acts 16:9-10

Directions:

1. Color Paul and the man from Macedonia.
2. Attach the Bible onto one of Paul's hands.
3. Attach Paul to a craft stick.
4. Attach the man from Macedonia to a craft stick.

Craft Discussion:

- **Who did Paul see in his dream?** (A man.)
- **The man was from a place called Macedonia. Can you say that after me?** Children repeat each section after you: Mass—eh—doh—nee—ah. **Now, let's say it all together: Macedonia!** Children repeat.
- **What did the man from Macedonia say to Paul?** ("Come over.") **That's our Whisper Verse! Let's say it with our motions.** Say Whisper Verse together with hand motions.
- **Hold up your man from Macedonia puppet. He asked for help.**
- **Hold up your Paul puppet. God wanted Paul to help. Show what Paul did.** Children move their Paul puppets toward their man from Macedonia puppets.

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: COME OVER AND HELP SERVE

Purpose: Children will help serve the snack when asked to do so.

Snack Suggestion: Individually-wrapped snacks

To each child, say and sign "Name of child **come over.**" Give each child a task to help serve the snack and drink, such as setting out napkins, cups, or snacks for their table.

Directions:

1. Give each child a task to help serve the 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.
 - **Who remembers our Whisper Verse?** Choose a child to demonstrate motions to the Whisper Verse: "Come over."
 - **If your parents ask you to help clean up, what should you do?** (Help clean up.)
 - **If your brother or sister asks you to help them find a lost toy, what should you do?** (Help them find the lost toy.)
 - **If your teacher asks you to help hand out crayons, what should you do?** (Help hand out crayons.)
 - **If a friend asks you to tell them about Jesus, what should you do?** (Tell them about Jesus.)

THE WAY (GAME OPTIONS)

UNIT 3 GAME OPTIONS

Play one or more of the activities below until the last 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: SAND SEARCH

Purpose: This sand sifting activity soothes children. The items in the bin can be used to introduce the Bible stories or the Unit 3 Worship Attribute: The God Who Saves Us.

Supplies: Bin or container of clean sand, toy boat, small chain or chain link, cross

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

Directions:

1. Children take turns reaching into the sand to search for the objects.
2. Teacher and children discuss each object as it is located.
3. When all the objects have been located, display them on a tabletop or on the surface of the sand.
4. Children feel each item as the teacher explains their connection to the Unit 3 Bible stories. The boat reminds us that Paul sailed to Macedonia to help the people there know about Jesus. The chain (link) reminds us that the chains fell off of Paul and Silas during the earthquake. The cross reminds us that Jesus died to save us. He rose from the dead and is alive forever!

GAME: BLANKET BALL

Purpose: Children catch a ball in a blanket or parachute to remember the Unit 3 Bible Memory Verse.

Supplies: Blanket or sturdy tablecloth, ball or balloon

Bible Memory Challenge: For a more difficult game, use the Unit 3 Bible Memory Challenge Verse.

Phrases may be divided as follows: "Whatever is true/ whatever is noble/ whatever is right/ whatever is pure/ whatever is lovely/ whatever is admirable/ if anything is excellent/ or praiseworthy/ think about such things."

Let's play Blanket Ball. In this game, we will remind each other of our Bible Memory Verse (Zephaniah 3:17a): "The Lord your God is with you, He is mighty to save." Each time we toss the ball into the air and catch it in the blanket, we will say a phrase of the Bible Memory Verse.

Directions:

1. Children stand in a circle holding the edges of the blanket.
2. Place a ball or balloon in the center of the blanket.
3. Together, the children quickly raise the blanket to toss the ball or balloon into the air.
4. As the ball lands, lead children in saying a phrase of the Bible Memory Verse. Phrases can be divided as follows: "The Lord your God/ is with you./ He is mighty to save."
5. Play several times.

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

GAME: BEAN BAG TOSS

Purpose: To help children review the Unit 3 Bible Memory Verse.

Supplies: Several beanbags, one rope or floor tape

Prepare: Use rope or floor tape to create a large target area on the floor.

Directions:

1. Give a beanbag to the first child.
2. Stand with the child about 6 feet from the target.
3. Before tossing the beanbag, the child says part or all of the Bible Memory Verse. (The teacher may say it with the child as needed.)
4. Child tosses the beanbag at the target.
5. Children take turns to see who can reach the target.
6. Repeat, as time allows.

GAME: MUSICAL CHAIRS

Purpose: This version of Musical Chairs familiarizes children with the Unit 3 Bible Memory Verse Song.

Supplies: Unit 3 Bible Memory Verse Song "He Is Mighty to Save" or "Whatever Is True," CD player, chair for each child

Prepare: Set enough chairs for each child back-to-back in a row.

Teacher Tip: In this version of musical chairs, no chair is removed; all children remain in the game. Leave one or more spaces at the end of the row of chairs for any children in wheelchairs. 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 and sing.
2. The teacher stops the music at different intervals during the song.
3. When the music stops, children find the nearest chair and sit immediately.
4. Repeat, as time allows.

GAME: FREEZE DANCE

Purpose: To practice the Unit 3 Bible Memory Verse Song.

Supplies: Unit 3 Bible Memory Verse Song "He Is Mighty to Save" or "Whatever Is True," CD player

To practice our Bible Memory Verse Song, let's play Freeze Dance. Be sure to stop and freeze when you hear the music stop.

Directions:

1. Children dance as the Bible Memory Verse Song is played.
2. The teacher stops the music at different intervals during the song.
3. When the music stops, the children "freeze (stop in place and don't move).
4. When the music restarts, the children begin dancing again.
5. Play as long as you like.

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

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or the Unit 3 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, "**Paul had a dream about the man from Macedonia. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**Silas had a dream about the man from Macedonia. Thumbs up or thumbs down?**" (Children respond with thumbs down.)
3. If reviewing the Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For other phrases, replace a word with a word that makes no sense. For example, say, "**The Lord your God is with you. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**The Lord your God is far away. Thumbs up or thumbs down?**" (Children respond with thumbs down.)

GAME: SCENES FROM COMMANDER COSMOS

Purpose: To learn applications of the Unit 3 Bible stories, older children act out today's Commander Cosmos script.

Supplies: Commander Cosmos scripts for Lessons 12, 14, 15

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 the children can be their favorite character, a new character, or just take turns being the same character.
3. Act it out!

GAME: ACT IT OUT

Purpose: To help learn the Unit 3 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: Paul, Silas, Jesus, Peter, John, Mary

Directions: With each phrase, the teacher says the phrase and acts it out with hand motions, then repeats the same phrase and motions with the children.

Optional: Children can wear costumes and act out the story, or children can hold craft sticks with the story characters. You may choose one or more stories.

(Stories are on the next page.)

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

GAME: ACT IT OUT continued

PAUL VISITS MACEDONIA

- **God gave Paul a dream one night,** (Place folded hand under cheek as a pillow.)
- **Of a man from a faraway land.** (Point far away.)
- **"Come over," said the man from Macedonia,** (Beckoning motion.)
- **"And help us understand."** (Place hands on heart.)

- **So, Paul sailed to Macedonia,** (Move hand in wavy motion.)
- **To teach them about God's Son.** (Point to heaven.)
- **He went to preach the good news,** (Cup hands around mouth as if shouting.)
- **That their Savior Jesus had come.** (Raise hands over head as if cheering silently.)

PAUL AND SILAS IN PRISON

- **Paul and Silas went to prison,** (Point far away.)
- **Though they had done nothing wrong.** (Shrug shoulders.)
- **The guard put their feet in chains and stocks,** (Clasp hands around ankles.)
- **But they still sang praise songs.** (Cup hands around mouth as if shouting.)

- **The prisoners listened to Silas and Paul** (Cup hand around ear as if listening.)
- **As they praised the Lord that night.** (Raise hands in praise.)
- **Then an earthquake came, and the chains came loose,** (Shake whole body.)
- **And the prison doors opened wide!** (Put hands together, and then spread arms wide.)

THE RESURRECTION: JESUS LIVES

- **Jesus came to save the world.** (Point to heaven.)
- **He died for every boy and girl.** (Point to other children.)
- **He died on the cross for me and you.** (Spread arms.)
- **They placed His body in a tomb.** (Cup hands with palms up.)

- **They closed the tomb with a heavy stone.** (Close palms as closing an entrance.)
- **His friends were sad—they felt alone.** (Make a sad face.)
- **Mary came back on the third day.** (Raise three fingers.)
- **She saw the stone was rolled away.** (Hands on cheeks with look of surprise.)

- **Mary ran to tell Peter and John!** (Run in place.)
- **They ran and saw that Jesus was gone!** (Run in place.)
- **Peter wondered where Jesus could be.** (Shrug shoulders, palms up.)
- **John looked inside and he believed.** (Cup hands around eyes as eyeglasses.)

- **Mary saw Jesus with her own eyes!** (Point to eyes.)
- **She ran to tell others about this surprise.** (Run in place.)
- **"I've seen the Lord," Mary said.** (Point to self.)
- **"He has risen from the dead!"** (Clap joyfully.)

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 "Helper Paul Puppets" craft. Tell someone Paul helped the man from Macedonia know Jesus.

DAILY WAY (ADAPTATION FOR CHILDREN WITH DISABILITIES): Distribute this version of the Daily Way, if available. **Show the Daily Way to your family. Talk about ways you can be helpful and ways you can help others know Jesus.**

COLOR THIS STORY: "Paul Helped the Man from Macedonia." Discuss the Bible story and play the Unit 3 Bible Memory Verse Song, "He Is Mighty to Save," or "Whatever Is True" 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 3, Lesson 12: The Man from Macedonia

PONDER! Read Acts 16:9-10 with your family. Talk about the man Paul saw in his dream. Where did the man live? What did he ask Paul to do? Paul helped by telling the people in Macedonia about Jesus. What are some ways you can help people know about Jesus?

PRAY! Pray this prayer each day this week: "Lord, we want to help others. Help us listen so we hear when people ask for help. Help us tell them about Jesus. Amen."

PLAY! "Come and Help!" How many times can you help your family this week? Write the name of each person in your family on a sheet of paper. Hang the paper where you can see it. Each time someone in your family asks you to help them, be sure to help right away! Then put a check mark next to that person's name. See how many check marks you can collect this week!

Unit 3 Bible Memory Verse: Zephaniah 3:17a

"The Lord your God is with you, He is mighty to save."

Unit 3 Bible Memory Challenge Verse: Philippians 4:8

"Whatever is true, whatever is noble, whatever is right, whatever is pure, whatever is lovely, whatever is admirable—if anything is excellent or praiseworthy—think about such things." Philippians 4:8