



God Sends Manna

Lesson Aim: To know God sends us what we need.

THE WORSHIP

Who God is: The God Who Sends

THE WORD

Bible Story: Exodus 16:2-5, 11-16, 32

What He has done: God sent manna so His people would survive in the wilderness.

THE WAY

Whisper Verse: "The Lord gives you bread."

BIBLE MEMORY VERSE

"I heard the voice of the Lord saying, 'Whom shall I send? And who will go for Us?'
And I said, 'Here am I. Send me!'" Isaiah 6:8

BIBLE MEMORY VERSE (Challenge Verse for older children)

"For God so loved the world that He gave His one and only Son,
that whoever believes in Him shall not perish but have eternal life." John 3:16

Unit 9: The God Who Sends			
	Bible Story	What He Has Done	Lesson Aim
43	God Sends Manna, Exodus 16:2-5, 11-16, 32	God sent manna so His people would survive in the wilderness.	To know God sends us what we need.
44	The Ten Commandments—Part 1, Exodus 20:1-17 - Part 1	God sent the Ten Commandments.	To honor our fathers and mothers.
45	The Ten Commandments—Part 2, Exodus 20:1-17	God sent the Ten Commandments.	To trust God will strengthen us to obey His laws.
46	Joshua and Jericho—Part 1, Joshua 6:1-20	God sent Joshua and His people to take over the city of Jericho.	To trust God to do the impossible to accomplish His plan.
47	Joshua and Jericho—Part 2, Joshua 6:1-20	God sent Joshua and His people to take over the city of Jericho.	To see we can trust God's plan.

TEACHER'S ENCOURAGEMENT

This week, read Psalm 111. Please join us in praying, "Thank You, Lord, for giving us all we need to teach the children. Give them a hunger for Your Word and for a deeper relationship with You. Amen."



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	Cracker or small piece of bread
		Whisper Verse	Sign language for "The Lord gives you bread."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Unit 9 Bible Memory Verse Song: "Here Am I" or "For God So Loved the World" Other Bible Memory Verse Song Suggestions: "It's Praise Time" "Blessed Are Those" "Children, Obey Your Parents" "Do Not Let Your Hearts Be Troubled" "Give Thanks to the Lord" "I Am with You" "I Will Always Obey Your Law" "I Will Remember" Additional Song Suggestions: "Jesus Loves Me" "Joshua Fit the Battle of Jericho"
		Offering	Baskets
		Worship Illustration	God of Wonders Lesson 43 Delbert & Lello
THE WORD	Up to 10	Watch the Word: Exodus 16:2-5, 11-16, 32	Teacher's Bible with bookmark at Exodus 16:12 Visual: Jar filled with sweet, dried cereal flakes Flannel board/figures: Moses, crowd Clay/play-dough: Piece of bread
THE WAY:	Up to 25	Craft: Jar of Manna	Sturdy white paper, tape or glue, crayons or markers, optional: substitute a real glass jar or a cup for the paper jar
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: The Sea Speaks	Seashell-shaped pasta or fish-shaped crackers
		Unit 9 Games: Sand Search	Bin or container of clean sand, bread or cracker in a sealed bag, stone, toy trumpet
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		Jericho's Musical Chairs	Unit 9 Bible Memory Verse Song, CD player, chair for each child
		What Is It?	Sweet, dried cereal flakes to represent manna, sand-colored sheet or banner paper
		Who? Who? You!	Optional: Unit 9 Bible Memory Verse Song "Here Am I," CD player
		Scenes from High Seas Adventures	The scripts for Lessons 43, 44, 47
		Act it Out	Bible times clothing or stick puppets of Moses, a crowd, Joshua
	Final 5	Final Five	Daily Way (Adaptation): Unit 9, Lesson 43 Color This Story: "God Sends Manna"

RESOURCES: Supplemental materials are available at ResourceWell.org.



The Lord gives you bread

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 the Treasure Chest to receive a cracker or small piece of bread to eat. **When we are hungry, food is a treasure from God. Today's Whisper Verse is "The Lord gives you bread."** 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: "The Lord gives you bread."

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

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

- | | |
|----------------------|--|
| "The Lord" | With the index finger and thumb make an "L" shape. Move the "L" from the left shoulder to the right hip representing the sash of the Lord. |
| "gives (you)" | Hands move forward, palms up and fingers together, as if holding something you are giving away. |
| "bread." | Hold hand out flat with the palm up, representing a slice of bread. |

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:** "The Lord gives you bread," Exodus 16:29. 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 sends

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 sends us what we need. Let’s begin by giving our offering. We can ask God to use the money to send others what they need to grow closer to Him. Sing: “Give Thanks to the Lord” while collecting the offering.

When God’s people were hungry in the wilderness, He sent them a special food called manna. Manna was like sweet flakes of bread. It was a miracle! God sends us the food we need, too. Review the Whisper Verse together: “The Lord gives you bread.” Include sign language. **Sending manna was a miracle. It’s important for us to remember the miracles God has sent us.** Sing: “I Will Remember.”



God sends us friends like Delbert and Lello. Let’s see how they are doing today. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 9, Lesson 43.*



Do you think God knows everything you need? (Yes.) God watches over us wherever we go. He sends us what we need. Sing: “I Am with You.”

God sends us to love others and to tell them about Jesus. Let’s sing a promise to God that we will go when He sends us. Sing: “Here Am I.”

* May substitute Lesson 43 High Seas Adventures script or storybook.



God sent manna for His people

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 how God saved His people at the Red Sea. Who remembers what happened when Moses raised his staff at the water's edge? (The wind rolled back the waves and the sea parted, making a way for God's people to get across.) **Today, we will learn about another miracle God did for His people. Let's open our Bible to the book of Exodus and learn more about how God sent them special food when they were hungry.** Handle the Bible as a special treasure, leaving it open to Exodus 16:12.

WATCH THE WORD: EXODUS 16:2-5, 11-16, 32

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 jar filled with sweet, dried cereal flakes. 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 piece of bread from clay or play-dough as they listen.

- **In the desert, the people grumbled.**
- **They were hungry; their tummies rumbled.**
- **Then the Lord heard them complain,**
- **So He sent them manna every day.**

- **When they woke each morning they found**
- **Thin flakes of bread right there on the ground.**
- **"What is it?" God's people said.**
- **Moses said, "God sent you bread."**

- **He said, "Take what you need each day."**
- **God watched to see if they would obey.**
- **Moses put some manna in a jar to keep.**
- **To remind us that God sends us what we need.**



How did God know the Israelites were hungry? (He heard them grumbling.) **Let's find our answer in the Bible.** Read Exodus 16:12 from the teacher's Bible.

What did God send them to eat? (Manna, which was flakes of bread.) **Let's say our Whisper Verse together, "The Lord gives you bread."** Include sign language or hand motions.



God sends us what we need

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: JAR OF MANNA

Purpose: To focus on God's plan for us to remember His miracles.

Supplies: Sturdy white paper, tape or glue, crayons or markers, optional: substitute a real glass jar or a cup for the paper jar

Prepare: Cut a 5-inch square of white paper for each child to tear into manna flakes. From sturdy white paper, cut out two of the same jar shapes. On one of the jar shapes, print:

"The Lord gives you bread." Exodus 16:29

Directions:

1. Decorate the jar cutouts with crayons or markers.
2. Around the edges, tape or glue the jar cutouts together. Leave an opening at the top.
3. Give each child a 5-inch square of white paper to tear into small pieces for manna.
4. Place the paper pieces (manna) into the jar.
5. Practice saying the Whisper Verse as children place the manna into their jars.

Craft Discussion:

- **Manna is what the people called the bread flakes God sent each morning. What is your favorite thing you remember about this miracle?** (Children respond.)
- **Who remembers another miracle Moses saw?** (The burning bush, parting of the Red Sea.)
- **Who remembers one of Jesus' miracles?** (Walking on water, feeding 5,000 people, filling the nets with fish, healing sick people.)

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: MANNA FROM GOD

Purpose: To know God sends us what we need.

Snack Suggestion: Sweet, dried cereal flakes (without milk), sweet crackers, or small pieces of bread

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 the children enjoy their snack.
 - **Who remembers the Whisper Verse?** ("The Lord gives you bread.") **Let's say it together with the hand motions.**
 - **How would you feel if you woke up to find sweet flakes of bread on the ground outside?** (Children respond.)
 - **What does the Bible call the bread flakes God sent from heaven?** (Manna.)

THE WAY (GAME OPTIONS)

UNIT 9 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 9 Worship Attribute: The God Who Sends.

Supplies: Bin or container of clean sand, bread or cracker in a sealed bag, stone, toy trumpet

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 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 9 Bible stories. **The bread (or cracker) reminds us that, in the wilderness, God gave the people bread which was called manna. The stone reminds us that God gave Moses the Ten Commandments on stone tablets. The toy trumpet reminds us that Joshua led the people to march around the city walls of Jericho and blow their trumpets. The walls tumbled down, and Joshua's army won the city of Jericho.**

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or the Unit 9 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?"
 - If retelling the Bible story, read it in phrases. For some phrases, state accurate descriptions. For other phrases, replace the truth with silly facts. For example, say, **God sent cookies from heaven. Thumbs up or thumbs down?** Children respond with thumbs down. **God sent bread from heaven. Thumbs up or thumbs down?** Children respond with thumbs up.
 - If reviewing the Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For other phrases, replace a word with another word that makes no sense. For example, say, **God so loved the world that He gave His one and only map. Thumbs up or thumbs down?** Children respond with thumbs down. **"God so loved the world that He gave His one and only Son." Thumbs up or thumbs down?** Children respond with thumbs up.

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

GAME: JERICHO'S MUSICAL CHAIRS

Purpose: This version of Musical Chairs familiarizes children with the Unit 9 Bible Memory Verse Song.

Supplies: Unit 9 Bible Memory Verse Song "Here Am I" or "For God So Loved the World," CD player, chair for each child

Prepare: Set chairs back-to-back in a row.

Teacher Tip: In this version of musical chairs, no chair is removed and all the 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 times during the song.
3. When the music stops, children find the nearest chair and sit immediately.

GAME: WHAT IS IT?

Purpose: To help children identify with the Israelites and remember God's miracle of sending manna.

Supplies: Sweet, dried cereal flakes (one small handful per child) to represent manna, sand-colored sheet or banner paper to represent the desert floor

Optional: Small, torn pieces of paper can be used instead of cereal flakes.

How do you feel when you are very hungry? (Children respond.) **How do you feel when you wake up to a great surprise?** (Children respond.) **Let's pretend we are God's people in the desert when they were hungry and had no food.**

Directions:

1. Lay the sand-colored sheet or banner paper on the floor to create the "desert floor."
2. **Teacher Tip:** Instruct the children not to walk on the sheet or banner paper.
3. Children wander around the desert (classroom) grumbling, **"I'm hungry."**
4. Children lay or sit on the floor with their heads in their hands, snoring, and pretending to sleep.
5. While the children's eyes are closed, the teacher spreads cereal flakes on the "desert floor."
6. The teacher says, **"Wake Up! Wake up! Come and see."**
7. The children sit up and ask, **"What is it? What is it?"**
8. The teacher says, **"There's manna here for you to eat!"**
9. The children collect the flakes.
10. As the children sit and eat the flakes, practice the Whisper Verse, **"The Lord gives you bread."**

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

GAME: WHO? WHO? YOU!

Purpose: Children play a version of the traditional game, "Duck, Duck, Goose!" to encourage discussion of the Bible Memory Verse.

Supplies: Optional: Unit 9 Bible Memory Verse Song "Here Am I," CD player

Teacher Tip: To create a fun atmosphere, play "Here Am I" during the game.

Our Bible Memory Verse says, "I heard the voice of the Lord saying, 'Whom shall I send? And who will go for Us?' And I said, 'Here am I. Send me!'" No matter where or when God sends us, He will provide what we need. Let's play a game where we are chosen to go.

Directions:

1. Children sit on the floor in a circle.
2. Pick a child to be "It" and begin the game by walking around the outside of the circle, gently tapping each child once on the head and saying, "**Who?**" with each tap.
3. After walking around the circle once or twice, "It" taps a child's head and says "**You!**" that child jumps up and runs around the circle chasing "It."
 - If "It" runs all the way around the circle and sits in the place where the new child was sitting, the new child becomes "It."
 - If the new child tags "It," the new child returns to their place in the circle and "It" plays again. If this is the second time "It" has been tagged, he or she chooses another child in the circle to be "It."
4. Play as long as you like or until everyone has had a turn as "It."

GAME: SCENES FROM HIGH SEAS ADVENTURES

Purpose: To learn applications of the Unit 9 Bible stories, older children act out the High Seas Adventures scripts.

Supplies: High Seas Adventures scripts for Lessons 43, 44, 47

Directions:

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

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

GAME: ACT IT OUT

Purpose: To help learn the Unit 9 stories, children act them out in costumes or with stick puppets.

Supplies: Bible times clothing or stick puppets of Moses, a crowd, Joshua

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

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

GOD SENDS MANNA

- **In the desert, the people grumbled.** (Make a grumpy face.)
- **They were hungry; their tummies rumbled.** (Rub tummy.)
- **Then the Lord heard them complain,** (Point to ear.)
- **So He sent them manna every day.** (Wiggle fingers downward, like falling rain.)

- **When they woke each morning they found** (Rub eyes, as if waking.)
- **Thin flakes of bread right there on the ground!** (Point to ground.)
- **"What is this?" God's people said.** (Shrug shoulders.)
- **Moses said, "God sent you bread."** (Wiggle fingers downward, like falling rain.)

- **He said, "Take what you need each day."** (Pretend to gather and eat flakes.)
- **God watched to see if they would obey.** (Point to heaven.)
- **Moses put some manna in a jar to keep.** (Pretend to hold a jar.)
- **To remind us that God sends us what we need.** (Point to heaven and to heart.)

THE TEN COMMANDMENTS

- **God called from the mountaintop.** (Hands around the mouth, as if calling.)
- **Moses heard and came right up.** (Climb in place.)
- **God sent commandments one through ten.** (Hold up ten fingers.)
- **Moses told us each of them.** (Point the index finger up, as if teaching.)

- **1: God must be your only god.** (Hold up 1 finger.)
- **2: To idols, do not bow down.** (Hold up 2 fingers.)
- **3: Do not misuse God's name.** (Hold up 3 fingers.)
- **4: Remember our day of rest now.** (Hold up 4 fingers.)

- **5: Honor your father** (Hold up 5 fingers.)
- **And your mother, too.** (Salute.)
- **6: Do not kill.** (Hold up 6 fingers.)
- **7: In marriage, be true.** (Hold up 7 fingers.)

- **8: Do not steal.** (Hold up 8 fingers.)
- **9: Do not lie about one another.** (Hold up 9 fingers.)
- **10: Do not want things** (Hold up 10 fingers.)
- **That belong to others.** (Point to others.)

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

JOSHUA AND JERICHO

- **The gates of Jericho were shut tight.** (Clap hands together and close tightly.)
- **The wall was guarded day and night.** (Fold arms as a guard.)
- **The Lord said, "Joshua, march to Jericho.** (March in place.)
- **Do what I say and down the wall will go!"** (Reach high, lower hands to the ground.)

- **They marched around the city wall for seven days,** (March in place.)
- **But not a single word did they say.** (Place index finger over mouth.)
- **They marched and listened to the trumpets play.** (Play the imaginary trumpet.)
- **They carried the golden ark as they marched each day.** (Carry the imaginary box.)

- **The seventh day, they marched seven times around the wall,** (March in place.)
- **And then they heard a long trumpet call.** (Play the imaginary trumpet.)
- **Joshua said, "Shout! The Lord has given you this town!"** (Cup hands around mouth.)
- **They all gave a shout and the wall fell down.** (Reach up high, then bend down low.)

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 "Jar of Manna" craft. Use it to tell someone how God sent the manna to His people.

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 God sends us what we need.**

COLOR THIS STORY: "God Sends Manna." Discuss the Bible story and play the Unit 9 Bible Memory Verse Song "Here Am I" or "For God So Loved the World" as the 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 9, Lesson 43: God Sends Manna

PONDER! Read Exodus 16:2-5, 11-16, 32 with your family. God told Moses to save some manna in a jar to keep forever so today we would know about that miracle. Talk about your favorite Bible miracles and the miracles God has done in the lives of your family.

PRAY! Pray this prayer each day this week: "Thank You, Lord, for sending Your people the bread they needed to live. Thank You for sending us what we need each day. Amen."

PLAY! Use a glass jar of any size to create a Miracle Manna Jar for your family. Cut out white flake-shaped pieces of paper as manna. Put a piece of manna in the jar for every miracle you remember from the Bible. Add a piece of manna for every miracle God has done in your family.

Unit 9 Bible Memory Verse:

"I heard the voice of the Lord saying, 'Whom shall I send? And who will go for Us?'
And I said, 'Here am I. Send me!'" Isaiah 6:8

Unit 9 Bible Memory Challenge Verse:

"For God so loved the world that He gave His one and only Son,
that whoever believes in Him shall not perish but have eternal life." John 3:16