



# The Lost Sheep

Lesson Aim: To know Jesus will search for the lost and find them.

## THE WORSHIP

Who God is: The King Who Teaches

## THE WORD

Bible Story: Luke 15:4-7

What He has done: Jesus taught that God finds those who are lost.

## THE WAY

Whisper Verse: "Search for the lost."

## 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 Hebrews 4:16. Please join us in praying, "Thank You, Lord, for the way You draw us to You and teach us. Fill us with Your Spirit that we might teach the children. Amen."



# THE WORSHIP THE WORD & THE WAY

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	<b>Picture Schedule Cards</b>	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.
		<b>Treasure Chest</b>	Sticker of a sheep
		<b>Whisper Verse</b>	Sign language for "Search for the lost."
THE WORSHIP	Up to 20	<b>Worship</b> Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	<b>Unit 5 Bible Memory Verse Songs:</b> "Sing Praises" "Yahweh Every Day: Love the Lord Your God" <b>Other Bible Memory Verse Song Suggestions:</b> "He Is Mighty to Save" "How Wide" "I Am with You" "Let Everything That Has Breath" <b>Additional Hymn Suggestions:</b> "Amazing Grace" "He's Got the Whole World in His Hands"
		<b>Offering</b>	Baskets
		<b>Worship Illustration</b>	Kings & Kingdoms Lesson 23 Delbert & Lello or Kingdom Adventures script or storybook
THE WORD	Up to 10	<b>Watch the Word:</b> Luke 15:4-7	Teacher's Bible with bookmark at Luke 15:5-6a Visual: "Lost and Found Sheep" craft sample Flannel board/figures: Shepherd, sheep
THE WAY	Up to 25	<b>Craft:</b> Lost and Found Sheep	Sturdy white paper (or felt), large craft stick, cotton balls, glue or tape, crayons or markers, optional: pink pompom or button
		<b>Circle of Prayer or Lord's Prayer</b>	Lord's Prayer word and picture book
		<b>Snack:</b> Sheep cookies	Sheep-shaped sugar cookies with white icing, optional: raisins or chocolate chips for eyes
		<b>Unit 5 Games:</b> "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
		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	<b>Final Five</b>	Access Daily Way: Unit 5, Lesson 23 Color This Story: "The Lost Sheep"	

**RESOURCES:** Supplemental materials are available at ResourceWell.org.



## Search for the lost

# 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 sticker of a sheep. **Good shepherds search for lost sheep. Let this sheep sticker help you remember Jesus searches for the lost, too. Today's Whisper Verse is "Search for the lost."** 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: "Search for the lost."**

(For visual demonstrations, see [www.signingsavvy.com](http://www.signingsavvy.com).)

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

- "Search (for)"** Cup the right hand to create the letter "C" hand shape. Make circular motions with the "C" hand shape around the face while moving hand across the face from right to left.
- "(the) lost."** Using the right hand, make a closed fist with the middle and pointer finger up to create the letter "V" hand shape. Move the letter "V" hand shape down diagonally across the body starting at the right shoulder and ending with the "V" hand shape striking the flat palm of the left hand.

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:** "Search for the lost," Ezekiel 34:16. 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 who teaches us all about His kingdom. Do you like to hear stories? (Children respond.) I do, too! Did you know Jesus was the best storyteller of all? His stories are the best stories of all because they help us understand the kingdom of God. Today, we will hear the story Jesus told about the lost sheep. We know a good shepherd will always search for his lost sheep. That reminds me of our Whisper Verse. Let's try it together.**

Review Whisper Verse: "Search for the lost." Include sign language.



**Just as the shepherd finds the lost sheep, Jesus always finds us when we are lost. He promises to watch over us wherever we go.** Sing: "I Am with You" and "He Is Mighty to Save." **Jesus is watching over us right now. Let's thank Him by giving our money offering to the church.** Play: "Amazing Grace" as background music while collecting the offering.



**I heard we have a new friend here today. He likes stories, too. Let's see who he might be!** Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Kings & Kingdoms Unit 5, Lesson 23.\*



**Wasn't it great to hear there is a celebration in heaven whenever someone chooses to follow Jesus? When we choose to follow Jesus, we are just like the lost sheep who was found. Let's sing our new Bible Memory Verse Song and praise King Jesus for His goodness in helping us choose to follow Him.** Sing: "Sing Praises."

\* May substitute Lesson 23 Critter Kingdom script or storybook.



The lost sheep

## 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 heard how Jesus was taken up to heaven. Today, we will hear a story Jesus once told about a lost sheep.** Handle Bible as a special treasure, leaving it open to Luke 15:5-6a.

### WATCH THE WORD: LUKE 15:4-7

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 "Lost and Found Sheep" craft sample. Have children assist by placing Bible Story figures on a flannel board. Other visual options include Color This Story or a related picture.

- **Jesus told of one lost sheep,**
- **That far away did roam.**
- **The shepherd left his flock to seek,**
- **And bring his lost sheep home.**
  
- **When his lost sheep was found,**
- **The shepherd called his friends.**
- **He gathered everyone around,**
- **To celebrate there and then!**

**What will the shepherd do if he loses a sheep?** (Search for the lost.) **Our Whisper Verse tells us the answer. Let's say it together: "Search for the lost."** Include sign language or hand motions.



**What does the shepherd do when he finds his lost sheep?** (He takes it home and celebrates.) **Let's find our answer in the Bible.** Read Luke 15:5-6a from teacher's Bible.



Jesus finds the lost

## 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: LOST AND FOUND SHEEP

**Purpose:** To remind the children of the story of the lost sheep.

**Supplies:** Sturdy white paper (or felt), large craft stick, cotton balls, glue or tape, crayons or markers, optional: pink pompom or button for the nose

**Prepare:** Cut a 3-inch oval for the front of the sheep and a 1½-inch circle for the back of the sheep.

#### **Directions for children:**

1. Draw eyes and a nose on the oval as the sheep's face. Optional: Glue on a pink pompom or a button for the nose.
2. Glue a cotton ball to the back of the sheep for a tail.
3. Glue front and back of the sheep to opposite sides of a craft stick.

#### **Craft Discussion:**

- **What will a good shepherd do if he loses one of his sheep?** (Search for the lost.)
- **That's our Whisper Verse! Let's say it with the motions right now!** Say Whisper Verse together with hand motions.
- **The shepherd does not want to lose any of his sheep. He will leave the other sheep safe in their pen to search for the lost one.**
- **Let's pretend we are shepherds and search for the lost sheep.** Children shield their eyes with their hands and look around the room.

# 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: SHEEP COOKIES

**Purpose:** Children will enjoy cookies that remind them of the story of the Lost Sheep.

**Snack Suggestion:** Sugar cookies decorated with white icing in the shape of a sheep's face. Use raisins or chocolate chips for the eyes.

#### **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.
  - **What will the shepherd do if he loses his sheep?** (Search for the lost.)
  - **That's our Whisper Verse!** Choose a child to demonstrate motions to Whisper Verse: "Search for the lost."
  - **The sheep was lost. Do you think the lost sheep was afraid?** (Yes.)
  - **How do you think the lost sheep felt when it was found by the shepherd?** (Children respond.)
  - **Do you think the shepherd was happy when he found his lost sheep?** (Yes.)

# 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 your "Lost and Found Sheep" craft and put it in your Kingdom Stories Treasure Box when you get home. Tell your family how the shepherd searches for his lost sheep. Remember to put your sheep 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. Talk about how the shepherd finds his lost sheep.

**COLOR THIS STORY:** "The Lost Sheep." 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 23: The Lost Sheep

**PONDER!** Read Luke 15:4-7 with your family. Show your family your "Lost and Found Sheep" craft. Tell them how the shepherd searches for his lost sheep. The shepherd is happy when he finds his sheep. In the same way, Jesus is very happy when He finds and saves someone who was lost.

**PRAY!** Pray this prayer each day this week: "Lord, thank You for finding us when we are lost. Thank You for being such a good shepherd to us. Amen."

**PLAY!** Find and decorate a box to be your Kingdom Stories Treasure Box. Put today's craft inside your Treasure Box. Put your Kingdom Stories Treasure Box Sticker on the outside of your Treasure Box. 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."