



Teacher's Guide: Adaptation for Children with Disabilities
Kings & Kingdoms Part 1: The Life of Jesus
Unit 6, Lesson 32

The Good Samaritan

Lesson Aim: To show kindness to others.

THE WORSHIP

Who God is: The King Who Teaches

THE WORD

Bible Story: Luke 10:30-37

What He has done: Jesus taught about man who was a good neighbor.

THE WAY

Whisper Verse: "Love your neighbor."

BIBLE MEMORY VERSE

"Guide me in Your truth and teach me, for You are God my Savior." Psalm 25:5

Challenge Verse for older children:

"The fruit of the Spirit is love, joy, peace, patience, kindness, goodness, faithfulness, gentleness and self-control." "Jesus said, 'Go and bear fruit - fruit that will last - then the Father will give you whatever you ask in My Name.'" Galatians 5:22-23; John 15:16b

Unit 6: The King Who Teaches—Parables 2			
	Bible Story	What He Has Done	Lesson Aim
28	Let Your Light Shine: Part 1, Matthew 5:14-16	Jesus taught we should not hide our light.	To know our light shines when we share.
29	Let Your Light Shine: Part 2, Matthew 5:14-16	Jesus taught we should not hide our light.	To be the light of the world.
30	Do Not Worry, Matthew 6:25-34	Jesus taught He takes care of the birds and the flowers.	To know God takes care of everything.
31	The Lost Son, Luke 15:11-24	Jesus taught about a father who welcomed his lost son home.	To know God welcomes us.
32	The Good Samaritan, Luke 10:30-37	Jesus taught about a man who was a good neighbor.	To show kindness to others.

TEACHER'S ENCOURAGEMENT

This week, read Isaiah 63:7-9. Please join us in praying, "Lord, open our eyes to see and respond to the needs of others. Fill the children with Your Spirit that they might sacrifice to serve their neighbors in need. 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	Adhesive bandage or a sticker of a bandage
		Whisper Verse	Sign language for "Love your neighbor."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Unit 6 Bible Memory Verse Songs: "Guide Me" or "The Fruit of the Spirit" Other Bible Memory Verse Song Suggestions: "Do Not Let Your Hearts Be Troubled," "How Wide," "It's Praise Time," "Sing Praises," "We Love" Additional Hymn Suggestions: "This Is the Day" "This Little Light of Mine"
		Offering	Baskets
		Worship Illustration	Kings & Kingdoms Lesson 32 Delbert & Lello or Kingdom Adventures script or storybook
THE WORD	Up to 10	Watch the Word: Luke 10:30-37	Teacher's Bible with bookmark at Luke 10:34 Visual: "Bandaged Man" craft sample Flannel board/figures: Three men, donkey, wounded man, innkeeper
THE WAY	Up to 25	Craft: The Bandaged Man	Sturdy flesh-colored paper, adhesive bandage or white tape, crayons or markers, optional: felt, yarn, wiggle eyes, glue
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Comfort Food	Any favorite snack
		Unit 6 Games: "Jesus' Stories" Sand Search	Bin of clean sand, penlight, toy bird, artificial flower
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		Follow the Leader	None
		Dancing in the Light	Flashlight, Unit 6 Bible Memory Verse Song "Guide Me" or "The Fruit of the Spirit," CD player, optional: musical instruments
		Scenes from Critter Kingdom (older children only)	Critter Kingdom scripts for Lessons 29-32; optional: safari hat, camp ranger hat
		Blanket Ball	Blanket or sturdy tablecloth, ball or balloon
		Musical Chairs	Unit 6 Bible Memory Verse Song "Guide Me" or "The Fruit of the Spirit," CD player, chair for each child
		Act it Out	Bible Times clothing or stick puppets of: Birds, flowers, old man, adult son, three separate men, injured man, donkey
	Final 5	Final Five	Access Daily Way: Unit 6, Lesson 32 Color This Story: "The Good Samaritan"

RESOURCES: Supplemental materials are available at ResourceWell.org.



Love your neighbor

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 an adhesive bandage or a sticker of a bandage. **Let this bandage help you remember to love and care for people who are hurt or feeling bad. Today's Whisper Verse is "Love your neighbor."** 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: "Love your neighbor."

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

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

- | | |
|---------------------------|---|
| "Love" | The hands hug something over the heart to indicate the concept of love. |
| "(your) neighbor." | Combine the signs for "near" and "person." First, the back of the left hand almost taps the inside palm of the right hand in front of the body to indicate something is near. Then, both hands create the hand shape for the letter "p" by placing the thumbs between the index and pointer finger with the rest of the hand in a fist. The word "person" is created by moving the letter "p" hand shape down both sides of the body. |

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:** "Love your neighbor," Luke 10:27. 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. In the Bible, Jesus tells us stories that help us understand God's kingdom. Last time, we learned God always welcomes us to be with Him. Just as the father welcomed back his lost son, God welcomes us when we come to Him.

Today, we will hear His story about the Samaritan man who showed love to the man who was hurt by helping him feel better. In the Bible, your neighbor is anyone who is near you. That reminds me of today's Whisper Verse. Let's whisper, "Love your neighbor." Review Whisper Verse together: "Love your neighbor." Include sign language. To love your neighbor means to love everyone near you. Turn to someone near you; he or she is your neighbor. Hug your neighbor and whisper with sign language, "Love your neighbor."



Jesus loves us and teaches us to love our neighbor. Sing: "We Love."

The church uses our offering money to show Jesus' love to our neighbors. Sing: "How Wide" while collecting the offering.

Jesus guides us and teaches us so we can follow Him all day long. Let's sing our Bible Memory Verse Song and ask Him to teach us something about Himself today. Sing: "Guide Me."



Let's see if Ranger Ryan can tell us what Jesus said about the Good Samaritan.

Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Kings & Kingdoms Unit 6, Lesson 32.*



When we love our neighbors, we are showing God's love to them. Love comes from God. Sing: "Love One Another."

* May substitute Lesson 32 Kingdom Adventures script or storybook.



The Good Samaritan

THE WORD

Additional supplies: Classroom Kingdom Stories Treasure Box, Lesson 31 “Lost Son Puppets” craft sample

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.**

Open the Classroom Kingdom Stories Treasure Box to display the Lesson 31 “Lost Son Puppets” craft sample. **Last time, we learned God always welcomes us.**

Today, we will act out the story of the Samaritan man who helped the man who was hurt. Handle Bible as a special treasure, leaving it open to Luke 10:34.

WATCH THE WORD: LUKE 10:30-37

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 “Bandaged Man” 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.

- **A hurt man lay upon the road,**
- **Robbers had left him there.**
- **The next two travelers passed on by;**
- **They saw, but did not care.**
- **Then the Samaritan came along.**
- **He saw that hurt man, too.**
- **He did not pass by. He stopped and looked,**
- **To see what he could do.**

- **He wrapped the man with bandages,**
- **And gave him a donkey ride.**
- **He paid the innkeeper two silver coins,**
- **So the man could rest inside.**
- **Jesus told this story,**
- **So everyone could see:**
- **That we must love our neighbor, too.**
- **Whoever that might be!**



Who did the Samaritan man help? (The hurt man.) Let’s find our answer in the Bible. Read Luke 10:34 from the teacher’s Bible.

When the Samaritan helped the hurt man, he did what our Whisper Verse says to do! Let’s say it together: “Love your neighbor.” Include sign language or hand motions.



Love your neighbor

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: BANDAGED MAN

Purpose: To remind the children they should show kindness to others.

Supplies: Sturdy flesh-colored paper, adhesive bandage or white tape, crayons or markers, optional: felt, yarn, wiggle eyes, glue

Prepare: Cut an outline of a person from sturdy flesh-colored paper.

Optional: Add a felt robe, yarn for hair and/or wiggle eyes.

Directions:

1. Draw a happy face on the man to show he is happy he got help.
2. Draw hair and clothes on the man.
3. **The Samaritan helped the hurt man. What did the Samaritan put on the hurt man's cuts and bruises?** (Bandages.) **Put the bandage on your hurt man to help him feel better.** Place adhesive bandage or white tape on the hurt man.

Craft Discussion:

- **Jesus says, "Love your neighbor." That's our Whisper Verse! Let's say it with our motions right now!** Say Whisper Verse together with the hand motions. **That means Jesus wants you to love everyone near you.**
- **Did the Samaritan take good care of the hurt man?** (Yes.) **The Samaritan showed love to his neighbor.**
- **We are all neighbors because we are near each other. Let's give our neighbors a big hug!** Join with the children for a group hug.

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: COMFORT FOOD

Purpose: Children will enjoy a favorite snack as they discuss loving their neighbor.

Snack Suggestion: Any favorite snack

Directions:

1. Serve drink. Wait to serve the snack.
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 is your favorite snack to eat when you are feeling hurt or bad?** (Children respond.)
Today, we are having one of our favorite snacks!
 - **Can you think of a time when you were hurt? What happened?** (Children respond.) **What did someone do to help you or make you feel better?** (Children respond.)
 - **How do you feel when someone helps you feel better?** (Children respond.) **That person is showing love to you when they help you feel better!**
 - **What have you done to help someone else who was hurt?** (Pray, make a card for them, share a book or play a game with them.)
 - **Who remembers our Whisper Verse?** Choose a child to demonstrate motions to Whisper Verse:
"Love your neighbor." When you help someone, you are loving your neighbor!

THE WAY (GAME OPTIONS)

UNIT 6 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 or the Unit 6 Worship Attribute: The King Who Teaches.

Supplies: Bin or container of clean sand, penlight, toy bird, artificial flower

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 these type things 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 6 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 son. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**Jesus told a story about a lost father. 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, "**Guide me in Your truth. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**Guide me with a map. Thumbs up or thumbs down?**" (Children respond with thumbs down.)

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

GAME: FOLLOW THE LEADER

Purpose: Children will play "Follow the Leader" to understand God is their leader who guides them in understanding His Truth.

Supplies: None

Directions:

1. **Let's play "Follow the Leader." Follow me and I will show you what to do.**
2. Line the children up behind you. Walk around the room acting out various actions for the children to imitate as they follow you. Actions may include hopping, skipping, patting your head, dancing, etc.
3. Play for a few minutes.
4. **I am your teacher. I led you in the game by showing you the way to play. I was guiding you to know where to go. God guides us and teaches us in His Word, the Bible. Let's say our Bible Memory Verse together.** Children say the Bible Memory Verse.
5. **Everything God teaches us is called His Truth. We can always find His Truth in the Bible. In the Bible, God teaches us about Himself and His world. He guides us in knowing how to love Him.**
6. If time remains, let children take turns being the leader.

GAME: DANCING IN THE LIGHT

Purpose: Children listen carefully as they dance, sing, and play to the Unit 6 Bible Memory Verse Song.

Supplies: Flashlight, Unit 6 Bible Memory Verse Song "Guide Me" or "The Fruit of the Spirit," CD player, optional: musical instruments

Let's listen carefully to our Bible Memory Verse Song. While the flashlight is shining, I want you to dance, sing, and play along. When I turn the flashlight off, then stop by "freezing" in place! I will "unfreeze" you by shining the flashlight on you and then you can dance, sing, and play again.

Directions:

1. Turn on the flashlight and play the Unit 6 Bible Memory Verse Song "Guide Me" or "The Fruit of the Spirit." Encourage children to dance, sing, or play instruments.
2. Turn off the flashlight and remind the children to "freeze" (stop in place).
3. Shine the light on each child until all have resumed dancing.

GAME: SCENES FROM CRITTER KINGDOM

Purpose: To learn applications to Unit 6 Bible stories, older children act out today's Critter Kingdom script.

Supplies: Critter Kingdom scripts for Lessons 29-32; 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!

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

GAME: BLANKET BALL

Purpose: Children catch a ball in a blanket to remember God takes care of us.

Supplies: Blanket or sturdy tablecloth, ball or balloon

In this game we will remind each other that God takes care of us. Let's lift the blanket and toss the ball in the air. When the ball lands in the blanket, together we will tell each other, "God takes care of you!"

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, "God takes care of you."
5. Play several times.

GAME: MUSICAL CHAIRS

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

Supplies: Unit 6 Bible Memory Verse Song "Guide Me" or "The Fruit of the Spirit," 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 and sing 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.

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

GAME: ACT IT OUT

Purpose: To help learn the Unit 6 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: Birds, flowers, old man, adult son, three separate men, injured man, donkey

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.

LET YOUR LIGHT SHINE

- **Jesus said, "You are the light of the world.** (Point to others.)
- **He said a city on a hill cannot hide,** (Connect fingertips in a triangle to make a hill top.)
- **No one would put a lamp under a bowl,** (Shake head "no.")
- **For that would be hiding its light.** (Cover left index finger with right hand.)

- **"They put that lamp on a stand to shine,** (Uncover left index finger.)
- **For all in the house to see.** (Raise left index finger as a bright light.)
- **So let your light shine for everyone;** (Middle finger of the right hand taps the back of the left hand. Lift right hand upward with all five fingers wiggling.)
- **They'll praise God when they see your good deeds!"** (Point to heaven.)

DO NOT WORRY

- **Jesus said, "Do not worry,** (Shake head "no.")
- **About what you will eat or drink;** (Pretend to drink.)
- **For just as God feeds the birds of the air,** (Flap arms.)
- **God will take care of your needs.** (Point to heaven.)

- **"Don't worry about what you will wear;** (Shake head "no.")
- **Flowers don't worry about clothes.** (Point to clothes.)
- **The beautiful petals God gives them to wear,** (Pretend to pick a flower.)
- **Are better than King Solomon's robes.** (Make fists with thumbs up as "Great!")

- **"Don't worry about what you will eat or wear;** (Shake head "no.")
- **For God always knows what you need.** (Point to heaven.)
- **Put God first in all you do;** (Raise index finger as a number one.)
- **And He will take care of you and me."** (Point to self and others.)

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

(GAME: ACT IT OUT continued)

THE LOST SON

- **There once was a man with two sons.** (Raise two fingers.)
- **The younger son packed up his things.** (Walk in place.)
- **He spent all his money on fun,** (Pretend to hold money.)
- **Until he had spent everything.** (Show empty hands.)

- **He worked at a job feeding pigs,** (Pretend to toss food.)
- **But was hungry and all alone.** (Pat tummy.)
- **He planned to say, "Father, I'm sorry,"** (Clasp hands.)
- **So he started to walk back home.** (Walk in place.)

- **The father came running to hug his son.** (Run in place.)
- **He kissed him and welcomed him home.** (Blow a kiss.)
- **He gave him a party. He gave him a ring.** (Point to imaginary ring.)
- **He gave him new shoes and a robe.** (Point to shoes.)

THE GOOD SAMARITAN

- **A hurt man lay upon the road,** (Point to ground.)
- **Robbers had left him there.** (Shake head sadly.)
- **The next two travelers passed on by,** (Hold up two fingers.)
- **They saw, but did not care.** (Point to eyes, shake head sadly.)

- **Then the Samaritan came along,** (Walk in place.)
- **He saw that hurt man, too.** (Point to ground.)
- **He did not pass by. He stopped and looked,** (Hold very still.)
- **To see what he could do.** (Open palms in giving gesture.)

- **He wrapped the man with bandages,** (Pretend to bandage elbow.)
- **And gave him a donkey ride.** (Pretend to hold donkey reins.)
- **He paid the innkeeper two silver coins,** (Hold up 2 fingers.)
- **So the man could rest inside.** (Rest head on folded hands.)

- **Jesus told this story,** (Point to heaven.)
- **So everyone could see,** (Point to others.)
- **That we must love our neighbor, too,** (Put hands on heart.)
- **Whoever that might be!** (Shrug shoulders with palms up as if guessing.)

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 "Bandaged Man" craft. Show someone how the Good Samaritan helped the hurt man. Put your "Bandaged Man" 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. Talk about how you can show love to your neighbors.

COLOR THIS STORY: "The Good Samaritan." Discuss today's Bible story and play Unit 6 Bible Memory Verse song "Guide Me" or "The Fruit of the Spirit" 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 6, Lesson 32: The Good Samaritan

PONDER! Read Luke 10:30-37 with your family. Talk about how the Samaritan helped the hurt man. The hurt man was his neighbor. Jesus says, "Love your neighbor." Who are your neighbors? How can your family show love to your neighbors?

PRAY! Pray this prayer each day this week: "Lord, thank You for giving us neighbors. Help us to know how to care for our neighbors so they know we love them. Amen."

PLAY! Open your Kingdom Stories Treasure Box (any box from home decorated to be a Treasure Box). Place 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. Tell them the stories Jesus told!

Unit 6 Bible Memory Verse: Psalm 25:5

"Guide me in Your truth and teach me, for You are God my Savior."

Unit 6 Bible Memory Challenge Verse: Galatians 5:22-23; John 15:16b

"The fruit of the Spirit is love, joy, peace, patience, kindness, goodness, faithfulness, gentleness and self-control." "Jesus said, 'Go and bear fruit - fruit that will last - then the Father will give you whatever you ask in My Name.'"