



Queen Esther Helps God's People

Lesson Aim: To know God gives us courage.

THE WORSHIP

Who God is: The King Who Builds His Kingdom

THE WORD

Bible Story: Esther 2:7, 9; 4:14-16; 5:1-2; 7:1-3

What He has done: God gave Queen Esther courage to help His people.

THE WAY

Whisper Verse: "Be strong and brave."

BIBLE MEMORY VERSE

"Blessed are those who hear the Word of God and obey it." Luke 11:28

Challenge Verse for older children:

"With what shall I come before the Lord and bow down before the exalted God?"

"He has shown you, O man, what is good. And what does the Lord require of you?"

To act justly and to love mercy and to walk humbly with your God." Micah 6:6a, 8

Unit 9: The King Who Builds His Kingdom			
	Bible Story	What He Has Done	Lesson Aim
43	King Solomon Asks to Be Wise: Part 1, 1 Kings 3:5-14	God gave King Solomon wisdom.	To know we should ask God for wisdom.
44	King Solomon Asks to Be Wise: Part 2, 1 Kings 3:5-14	God gave King Solomon wisdom.	To know it is wise to obey God.
45	Nehemiah Rebuilds the Wall: Part 1, Nehemiah 1:3b; 2:3-5; 4:3, 6-9, 15-18; 6:15	God helped Nehemiah rebuild the city wall.	To learn how we can work together.
46	Nehemiah Rebuilds the Wall: Part 2, Nehemiah 1:3b; 2:3-5; 4:3, 6-9, 15-18; 6:15	God helped Nehemiah rebuild the city wall.	To know we should work hard together.
47	Queen Esther Helps God's People, Esther 2:7, 9; 4:14-16; 5:1-2; 7:1-3	God gave Queen Esther courage to help His people.	To know God gives us courage.

TEACHER'S ENCOURAGEMENT

This week, read Proverbs 31:8-9. Please join us in praying, "Thank You, Lord, for the courage You give us to speak up in defense of others and in defense of Your Word. Fill us with Your Spirit that we might be boldly teach Your truth. 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 crown
		Whisper Verse	Sign language for "Be strong and brave."
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: "Blessed Are Those" or "Do Justly" Other Bible Memory Verse Song Suggestions: "Guide Me," "I Can Do Everything," "I Will Listen" "I Will Always Obey Your Law," "It's Praise Time" Additional Hymn Suggestions: "God Is So Good," "This Is the Day," "Trust and Obey"
		Offering	Baskets
		Worship Illustration	Kings & Kingdoms Lesson 47 Delbert & Lello or King City Chronicles script or storybook
THE WORD	Up to 10	Watch the Word: Esther 2:7, 9; 4:14-16; 5:1-2; 7:1-3	Teacher's Bible with bookmark at Esther 5:2 Visual: Toy scepter or a picture of a scepter Flannel board/figures: Queen Esther, King Xerxes Clay or play-dough option: Scepter
THE WAY	Up to 25	Craft: Be Brave Mirror	Paper plate, sturdy yellow paper, tin foil or reflective paper, craft stick, tape, crayons or markers, craft supplies (beads, buttons, felt, yarn, glitter, etc.)
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Sweet & Salty Scepters	Pretzel sticks, optional: white chocolate or frosting, colorful sprinkles
		Unit 9 Games: Sand Search	Bin of clean sand, craft jewels, small building blocks or Legos, jeweled scepter
		Blanket Ball	Blanket or sturdy tablecloth, ball or balloon
		Follow King Solomon	None
		Bible Memory Verse Bubbles	Bubbles, bubble wand, Unit 9 Bible Memory Verse Song "Blessed Are Those" or "Do Justly," CD player
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		Freeze Dance	Unit 9 Bible Memory Verse Song "Blessed Are Those" or "Do Justly," CD player
		Scenes from King City Chronicles (older children only)	King City Chronicles scripts for Lessons 43, 46, 47 optional: capes, eye masks or sunglasses
		Act it Out	Bible Times clothing or stick puppets of: King Solomon, Nehemiah, group of people (building wall or standing), Queen Esther, King Xerxes
	Final 5	Final Five	Access Daily Way: Unit 9, Lesson 47 Color This Story: "Queen Esther Talks to the King."

RESOURCES: Supplemental materials are available at ResourceWell.org.



Be strong and brave

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 crown. Let this crown sticker help you remember to be strong and brave, just like Queen Esther. Today's Whisper Verse is "Be strong and brave." 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: "Be strong and brave."

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

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

- "(Be) strong" Create fists with both hands. Firmly pull both fists away from the chest in a manner to show that a person is strong.
- "(and) brave." Both hands start with the finger tips resting on the front of the shoulder: left fingertips on left shoulder, right fingertips on right shoulder. Fingertips pull away from the shoulder and make a fist to indicate grabbing strength from the body and holding it forth in a gesture of bravery.

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: "Be strong and brave," 2 Samuel 2:7. 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 King who builds His kingdom

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—that means it's time to praise God together. He is the King who builds His kingdom. Let's thank Him for who He is and what He has done. This is a great day to do that! Sing: "This Is the Day."

Today's Bible story is about a beautiful young lady named Esther. As queen, Esther had to be strong and brave. That's our Whisper Verse for today: "Be strong and brave." Let's whisper that together. Review Whisper Verse together: "Be strong and brave." Include sign language.



I wonder if our friends Delbert and Lello know about Queen Esther. Let's call them both to come out for a visit. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Kings & Kingdoms Unit 9, Lesson 47.*



God's people were thankful to God for Queen Esther. Queen Esther must have been thankful that God helped her be strong and brave. As we give our offering now, think about reasons why you are thankful. Let's sing a song about how good He is to us. Sing: "God Is So Good." Collect the offering.

God blessed Queen Esther when he made her brave and beautiful. He blesses all of us when we listen and obey His Word in the Bible. Sing: "Blessed Are Those."

Who made Queen Esther strong and brave? (God.) Who makes you strong and brave like Queen Esther? (God.) Let's sing a song about that! Sing: "I Can Do Everything."

* May substitute Lesson 47 King City Chronicles script or storybook.



Esther goes to the king

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 helped Nehemiah rebuild the city wall. Today, we will hear how God helped Queen Esther be strong and brave so she could help save her people. Handle Bible as a special treasure, leaving it open to Esther 5:2.

WATCH THE WORD: ESTHER 2:7, 9; 4:14-16; 5:1-2; 7:1-3

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 toy scepter or a picture of a scepter. Have children assist by placing Bible Story figures on a flannel board. Other visual options include the crafts sample, Color This Story, or a related picture. Optional: To help children focus, have them create a crown from clay or play dough as they listen to the story.

- **There once was a girl named Esther.**
- **She was beautiful, they say.**
- **She married the King of Persia.**
- **She became Queen Esther that day.**

- **God's people were in danger.**
- **She knew the king could help.**
- **But she needed permission to see him,**
- **So she prayed and went all by herself.**

- **The king held out his scepter.**
- **Esther had to be strong and brave.**
- **She touched his scepter and said to him,**
- **"My people you must save."**

Who was strong and brave when she went to see the king? (Queen Esther.) Our Whisper Verse tells us we can be like Queen Esther! Let's say it together. Include sign language or hand motions.



What did the king do with his scepter to show Queen Esther had permission to ask him for something? (He held it out for her to touch.) Let's find our answer in the Bible. Read Esther 5:2 from the teacher's Bible.



You can be strong and brave

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: BE BRAVE MIRROR

Purpose: To remind the children of the story of Queen Esther saving God's people.

Supplies: Paper plate, sturdy yellow paper, tin foil or reflective paper, craft stick, tape, crayons or markers, assorted craft supplies (beads, buttons, felt pieces, yarn, glitter, etc.)

Prepare: From sturdy yellow paper, cut a crown large enough to fit at the top of the plate. From tin foil, cut a circle the size of the center of the paper plate. On the rim of the plate, print: **"Queen Esther Helps God's People" Esther 2:7, 9; 4:14-16; 5:1-2; 7:1-3.**

Teacher's Tip: If the tin foil edges are sharp, tape the tin foil to the plate before class, covering the edges.

Optional: Instead of using tin foil, children may draw their faces on the plate or attach their photos.

Directions for children:

1. Tape the tin foil to the center of the plate.
2. Tape the stick as a handle onto the back of your paper plate mirror.
3. Color the crown and decorate it with assorted craft supplies.
4. Look in your "Be Brave Mirror." Tape the crown over where you see your head in the mirror.

Craft Discussion:

- **Who did the king choose to be the queen?** (Esther.)
- **Queen Esther had to ask the king for something important.**
- **Everyone was afraid to go to the king without an invitation. Queen Esther was afraid, too. Was Queen Esther strong and brave to go see the king?** (Yes.)
- **That sounds like our Whisper Verse! Let's say it with our motions right now!** Say the Whisper Verse together with the hand motions.
- **Look in your mirror. God can help you be strong and brave to speak the truth as Queen Esther did.**

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: SWEET & SALTY SCEPTERS

Purpose: Children enjoy a snack to remind them of the king's scepter that Queen Esther touched.

Snack Suggestion: Pretzel sticks, optional: white chocolate or frosting, colorful sprinkles (Create edible scepters by rolling the ends of pretzel sticks in white chocolate or frosting. Before it dries, roll the chocolate or frosting in colorful sprinkles as jewels.)

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.
 - **Who remembers our Whisper Verse?** Choose a child to demonstrate motions to Whisper Verse: "Be strong and brave."
 - **When have you been brave?** (Children respond.)
 - **God helped Queen Esther be strong and brave. She went to see the king. She asked him to save her people.** (Children respond.)
 - **When you are afraid, who can help you be brave? (God.) You can pray and ask God to help you be brave.**

THE WAY (GAME OPTIONS)

UNIT 9 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: 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 King Who Builds His Kingdom.

Supplies: Bin or container of clean sand, craft jewels, small building blocks or Legos, jeweled scepter

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. Children feel each item as the teacher explains their connection to the Unit 9 Bible stories. The jewels remind us of the riches of wise King Solomon. The building blocks remind us that Nehemiah led the people in working together to rebuild the city wall. The scepter reminds us that Queen Esther's husband, the king, welcomed her with his golden scepter.

GAME: BLANKET BALL

Purpose: Children catch a ball in a blanket or parachute to remember to hear and obey God's Word.

Supplies: Blanket or sturdy tablecloth, ball or balloon

Teacher Tip: Older children may prefer saying the final segment of the Bible Memory Challenge Verse: "To act justly and to love mercy and to walk humbly with your God."

In this game, we will remind each other of our Bible Memory Verse: "Blessed are those who hear the word of God and obey it." As we hold the blanket, we'll all say, "Blessed are those who hear the Word of God." Then let's lift the blanket to toss the ball into the air. When the ball lands in the blanket, together we will say, "and obey it."

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 say, "Blessed are those who hear the Word of God," and then quickly raise the blanket to toss the ball or balloon into the air.
4. As the ball lands, lead children in saying, "and obey it."
5. Play several times.

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

GAME: FOLLOW KING SOLOMON

Purpose: Children will play this version of "Follow the Leader" to remember the leadership of King Solomon, Nehemiah, and Queen Esther.

Supplies: None

Teacher Tip: Change the title of this game to connect with today's Bible story or to match the gender of the boy or girl leader: "Follow King Solomon," "Follow Nehemiah," or "Follow Queen Esther."

Directions:

1. **King Solomon was a very wise king. Nehemiah led God's people in working together to build the city wall. Queen Esther was very brave. Let's follow our leader by doing exactly what our leader does. 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. If time remains, let children take turns being the leader.

GAME: BIBLE MEMORY VERSE BUBBLES

Purpose: Children blow bubbles as they listen and sing the Unit 9 Bible Memory Verse Song.

Supplies: Container of bubbles, bubble wand, Unit 9 Bible Memory Verse Song "Blessed Are Those" or "Do Justly," CD player

As we sing our Bible Memory Verse Song, let's take turns blowing bubbles. If you are seated, you may pop or blow the bubbles that float toward you.

Directions:

1. Seat children on the floor in a circle.
2. As the Bible Memory Verse Song plays, children sing along.
3. Teacher dips the wand in the bubbles and offers each child a turn at blowing on the wand.

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or 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."
2. If retelling the Bible story, read it in phrases. For some phrases, state accurate story facts. For other phrases, replace story facts with silly facts. For example, say, "**King Solomon asked God for wisdom. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**King Solomon asked God for riches. 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, "**Blessed are those who hear the Word of God and obey it. Thumbs up or thumbs down?**" (Children respond with thumbs up.) "**Blessed are those who hear the Word of God and then say it. Thumbs up or thumbs down?**" (Children respond with thumbs down.)

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

GAME: FREEZE DANCE

Purpose: To practice the Unit 9 Bible Memory Verse Song.

Supplies: Unit 9 Bible Memory Verse Song "Blessed Are Those" or "Do Justly," 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: Children dance as the Bible Memory Verse Song is played. Have a helper periodically pause the music. When the music stops, everyone "freezes" (stops in place and doesn't move). Play as long as you like.

GAME: SCENES FROM KING CITY CHRONICLES

Purpose: To learn applications to the Unit 9 Bible stories, older children act out today's King City Chronicles script.

Supplies: King City Chronicles scripts for Lessons 43, 46, 47 optional: capes, eye masks or sunglasses

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. Improvise with costumes and act it out!

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 pictures of the following characters attached to craft sticks: King Solomon, Nehemiah, group of people (building wall or standing), Queen Esther, King Xerxes

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.

KING SOLOMON ASKS TO BE WISE

- **In a dream God told King Solomon,** (Point to heaven.)
- **"Ask me for anything."** (Fold hands in prayer.)
- **King Solomon prayed, "Let my heart be wise,** (Fold hands in prayer.)
- **So I can be a good king."** (Put hands on head like a crown.)

- **He did not ask for riches** (Shake head "no.")
- **Or other selfish things.** (Place palms out flat as if refusing something.)
- **So God gave Solomon the wisest heart** (Point to heart.)
- **And more riches than the other kings.** (Spread arms wide.)

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

GAME: ACT IT OUT continued)

NEHEMIAH REBUILDS THE WALL

- **Nehemiah asked the king,** (Put hands on head as a crown.)
- **"May I go to my city now?"** (Point to self.)
- **My city's gates are ruined.** (Shake head sadly.)
- **The wall is broken down."** (Hands reach high and then point to the floor.)

- **The king let Nehemiah go** (Wave goodbye.)
- **To rebuild Jerusalem's wall.** (Use an imaginary hammer.)
- **Nehemiah had a plan,** (Point to head.)
- **But he needed help from all.** (Point to everyone.)

- **The enemies tried to stop Nehemiah,** (Hold palm out as a signal to stop.)
- **But God's people worked together.** (Hold hands.)
- **With tools in one hand and spears in the other;** (Palms face upward at waist level.)
- **God helped them make the best wall ever!** (Clap hands to celebrate.)

QUEEN ESTHER HELPS GOD'S PEOPLE

- **There once was a girl named Esther.** (Raise index finger.)
- **She was beautiful they say.** (Clasp hands at heart.)
- **She married the King of Persia.** (Hold out ring finger.)
- **She became Queen Esther that day.** (Place hands on head as crown.)

- **God's people were in danger.** (Palms on cheeks to show fear.)
- **She knew the king could help.** (Point to brain.)
- **But she needed permission to see him,** (Hold palms together as if begging.)
- **So she prayed and went all by herself.** (Fold hands in prayer.)

- **The king held out his scepter.** (Hold out imaginary scepter.)
- **Esther had to be strong and brave.** (Place fist over heart.)
- **She touched his scepter and said to him,** (Pretend to touch an imaginary scepter.)
- **"My people you must save."** (Kneel and clasp palms as if begging.)

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 "Be Brave Mirror." Tell someone how God made Queen Esther brave so she could talk to the king.

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 God will help you be brave.**

COLOR THIS STORY: "Queen Esther Talks to the King." Discuss today's Bible story and play Unit 9 Bible Memory Verse song "Blessed Are Those" or "Do Justly" 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 9, Lesson 47: Queen Esther Helps God's People

PONDER! Read Esther 2:7, 9; 4:14-16; 5:1-2; 7:1-3 with your family. Queen Esther could only talk to the king if he invited her. He had not invited her, but she needed to ask him to save God's people. What brave thing did Esther do? What is the bravest thing someone in your family has ever done?

PRAY! Pray this prayer each day this week: "Lord, sometimes we are afraid. Please help us be brave like Queen Esther. Amen."

PLAY! Bravery in the Mirror! Each family member takes a turn holding the "Be Brave Mirror" or any mirror from home and sharing something he or she may be afraid of or worried about. Teach your family the words and motions to the Whisper Verse: "Be strong and brave." Pray together and ask God to help everyone in your family to be strong and brave.

Unit 9 Bible Memory Verse: Luke 11:28

"Blessed are those who hear the Word of God and obey it."

Unit 9 Bible Memory Challenge Verse: Micah 6:6a, 8

"With what shall I come before the Lord and bow down before the exalted God?"

"He has shown you, O man, what is good. And what does the Lord require of you?

To act justly and to love mercy and to walk humbly with your God."