JUNE WEEK ONE

Preschool



JUNE WEEK ONE

Preschool



Jesus wants to be my friend forever.



MEMORY VERSE

"Jesus said, 'Come

follow me."

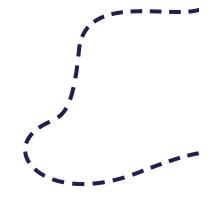
Matthew 4:19, NCV

Bible Story

Paul Becomes a Believer

Acts 9:1-9

Paul meets Jesus on his way to Damascus, and his life is changed forever.



Weekly Cues

Jesus wants to be my friend forever.



Bible Story

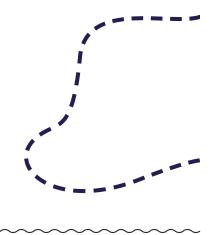
Paul Becomes a Believer

Acts 9:1-9

Paul meets Jesus on his way to Damascus, and his life is changed forever.



"Jesus said, 'Come follow me." Matthew 4:19, NCV



Weekly Cues

Preschool

ENGAGE IN EVERYDAY MOMENTS TOGETHER



Morning Time

When you go into your child's room, say: "Good morning, [child's name]! Jesus loves you so much, and He wants to be your friend forever."



Cuddle Time

Cuddle with your child and pray: "God, thank You for sending Jesus to be our friend forever."



Drive Time

While on the go, look for lights. Talk about how Jesus used a very bright light to make Paul stop and listen to Him. Jesus wanted Paul to be His friend forever.



Bath Time

As you bathe your child, sing the following words to the tune of "The Wheels on the Bus": "Jesus wants to be my friend forever, friend forever, friend forever. Jesus wants to be my friend forever. For ever and ever!"

Preschool

ENGAGE IN EVERYDAY MOMENTS TOGETHER



Morning Time

When you go into your child's room, say: "Good morning, [child's name]! Jesus loves you so much, and He wants to be your friend forever."



Cuddle Time

Cuddle with your child and pray: "God, thank You for sending Jesus to be our friend forever."



Drive Time

While on the go, look for lights. Talk about how Jesus used a very bright light to make Paul stop and listen to Him. Jesus wanted Paul to be His friend forever.



Bath Time

As you bathe your child, sing the following words to the tune of "The Wheels on the Bus": "Jesus wants to be my friend forever, friend forever, friend forever. Jesus wants to be my friend forever. For ever and ever!"

Download the free Parent Cue app