



## April 26<sup>th</sup> Elementary Family Lesson



**Bible Story:** Daniel Chooses the Right Thing (Daniel 6:1-23)

**Today's Takeaway:** I should want to do the right thing every single day.

**Series Verse:** "Consider it pure joy, my brothers and sisters, whenever you face trials of many kinds, because you know that the testing of your faith produces perseverance." (James 1:2-3 NIV)

**Weekly Verse:** "God blesses those who hunger and thirst for justice, for they will be satisfied." (Matthew 5:6 NLT)

### Discussion Questions:

1. What does it mean to be blessed?  
*(If you have a personal relationship with Jesus, you are forgiven of your sins and God's divine favor and protection cover you. You have hope no matter what happens because God will always be with you, and one day you will live with Him forever where no more bad or sad things will impact you.)*
2. Who did Jesus say would be blessed in His fourth Beatitude and how would they be blessed?  
*(Those who hunger and thirst for justice. / They will be satisfied.)*
3. What different ways do you see that Daniel hungered and thirsted for justice (that he chose to do what was right in God's eyes) throughout his life? *(He was honest, hard-working, prayerful, consistent, he helped others, he put God above everything else, he acted in faith, he trusted God, etc.)*
4. Why is it sometimes hard to do what is right? Is it still worth it even when it is hard? Why or why not?
5. Have kids look up these verses and discuss them as a group.  
Galatians 6:9, Colossians 3:17, James 4:17

**Activity Ideas on the Next Page...**

## 1. Find the Path

### What You Need:

- Sidewalk chalk or tape or paper

### What You Do:

- Make a 5 by 5 grid.
- Have 3-5 paths already marked out (no participants should see these prepared paths...there are prepared paths on page 5 of this document)
- Have all participants line up on one side of the grid.
- The object of the game is for the participants to find the correct path by stepping on the correct squares one at a time.
- Only one participant can go at time.
- Make sure everyone knows that every square on the path must be directly touching the square before it vertically, horizontally or diagonally.
- Have the first participant step in one of the squares in the row closest to them. If it is on the path, let them try to step into the next correct square. If it is incorrect, buzz them and have them go to the back of the line.
- Then let the next participant try. As long as they step on the next square on the path, have them continue. Whenever they step off, buzz them and have them go to the back of the line.
- Make sure all participants are paying attention to learn which squares are correct or incorrect, but do not let them tell each other which square to go to while they are on the grid.
- After they figure out the first path, play again with another path if time and interest allow 😊.
- Talk about how reading God's word, paying attention for His Spirit to speak to us, talking to Him in prayer, and talking to other growing Christians helps us know what choices to make. God promises to guide us, and as we learned today, He promises to bless those that seek to know Him and live justly/ righteously.

## 2. Captain & Sailors

### What You Need:

- No supplies needed

### What You Do:

- This game is a fun variation of Simon Says.
- Choose someone to be the captain, and then have the rest of the participants be the sailors.
- The captain will give the following commands and sailors will have to do the following actions:
  - Captain's coming – stand and salute and do NOT move at all until the Captain says, "At ease."
  - Hit the deck – fall to the floor
  - Ships – walk to the right
  - Sailors – walk to the left
  - Sea sick – run to the back of area and pretend to throw up and then run back
  - Captain's son – grunt loudly and flex your arm muscles in front of you

- Captain's daughter - put one hand on your hip and with the other twirl your hair and say, "hello" in a high voice
- Participants get out or lose the game when they do the wrong motions or when the captain has called, "Captain's coming" and has not yet said "at ease," but rather calls out another command to trick the participants into moving...remember when they are saluting, they cannot move at all until the captain says, "at ease."
- Play several rounds.
- Talk about how we have to keep our eyes fixed on Jesus and listen closely to Him in order to know when to move, how to move and when to stay still. When we listen to Jesus, we live righteously which satisfies our souls. When we live righteously, we are blessed!

### **Family Prayer:**

Take a few minutes to pray as a family to wrap up your time together.

***\*\* If you have a printer, the next page is for your kids to take notes while watching the online service... \*\****

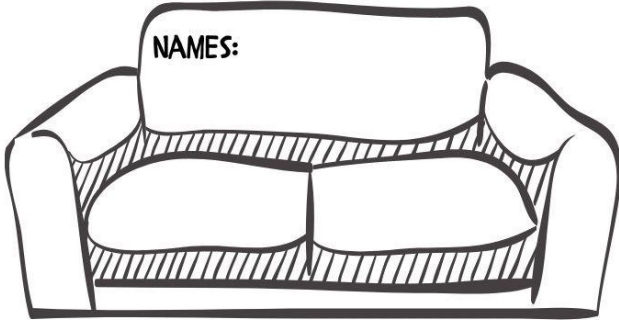
***\*\*Find the Path Ideas are on the page after the sermon notes – pg. 5\*\****

- MONTH \_\_\_\_\_
- DAY \_\_\_\_\_
- YEAR \_\_\_\_\_

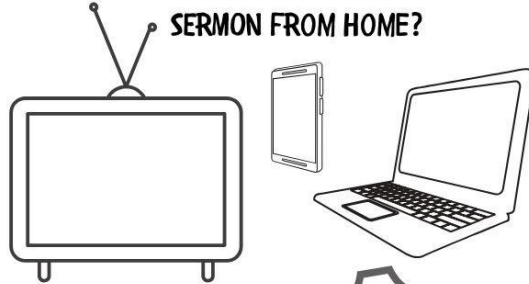
# Sermon Notes From Home



WHO DID YOU SIT WITH ON THE COUCH?



HOW DID YOU WATCH THE SERMON FROM HOME?



WHAT DO YOU MISS ABOUT CHURCH AT CHURCH?

IF YOU DIDN'T SIT ON THE COUCH, DRAW A PICTURE OF HOW YOU VIEWED TODAY'S SERMON OR DRAW A PICTURE OF WHO YOU WATCHED THE SERMON WITH:

ARE YOU IN YOUR JAMMIES OR CLOTHES?? DRAW A PICTURE:

A WORSHIP SONG THAT WAS SUNG:

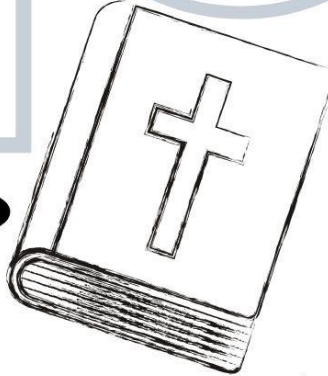
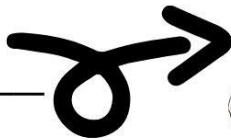


TODAY'S BIBLE PASSAGE:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



3 BIG THINKS FROM TODAY'S SERMON YOU CAN ASK GOD TO USE TO GROW YOU CLOSER TO HIM:

- 1 [ ]
- 2 [ ]
- 3 [ ]

SOMETHING SPECIFIC THAT WAS PRAYED FOR:

SOMETHING SPECIFIC YOU ARE PRAYING FOR:

WHAT IS YOUR FAVORITE PART ABOUT CHURCH AT HOME?

**Find the Path Ideas:**

**EASY**

			1	
			2	
		5	4	
	6	7		
			8	

	3	2	1	
5	4			
6				
	7			
		8		

**MEDIUM**

	1	2	3	4
				5
	8		6	
9		7		
10				

1	3			
2	4	5		7
			6	8
				9
				10

**HARD**

	2	1		7
	3	5	6	8
	4			9
		11	10	
		12		

	5	4	3	1
6	7	8		2
			9	
		10	11	
				12