

READ LUKE 11

HEAD

Today, we're reading a very special prayer that Jesus taught His disciples. Prayer is a special way for us to talk to God. Just like we can talk to our friends and family, we can also talk to God. In Luke 11, one of Jesus' disciples asked him to teach them how to pray. Jesus taught them a prayer called the Lord's Prayer. We can use this prayer as a guide to talk to God, too. Let's read what Jesus taught and learn together!

Jesus starts by saying, "When you pray, say: 'Our Father, hallowed be Your name.'"

What do you think it means to "hallow" God's name? This means we should recognize how great God is and show Him respect. It means honoring God and acknowledging that He is holy. When we pray, we can start by thanking God for who He is and the wonderful things He does in our lives.

"Your kingdom come."

When we pray for God's kingdom to come, we are asking Him to bring His kingdom to this earth. God's kingdom is full of love and joy. This means we want people to be kind to each other, help one another, and do what is good, just like in God's perfect kingdom.

"Give us each day our daily bread."

This reminds us to ask God for what we need every day. You can thank Him for the food you have and ask Him to help you with anything you need, like courage for a test or comfort when you're sad.

"Forgive us our sins, for we also forgive everyone who sins against us."

This part teaches us to say, "I'm sorry." When we make mistakes, God forgives us, and we should forgive others, too. If someone hurts your feelings, it's important to forgive them, just like God forgives you and me.

"Lead us not into temptation."

This means we are asking God to help us make good choices. There are times when we might be tempted to do something wrong, but God can help us do what is right. You can pray for strength to make good decisions every day.

The Lord's prayer reminds us that He loves us, listens to us, and helps us every day. You can use this prayer whenever you want to talk with God.

HEART

The Lord's Prayer helps us express our feelings and needs. Jesus teaches us to ask God for what we need, like food and forgiveness. He wants us to feel safe and loved when we talk to God.

How do you feel when you ask someone for help? It can be comforting to know that God cares for our needs. Remember, God loves us and wants to hear our hearts. We can share our worries, our hopes, and our needs with Him.

HANDS

Now that we understand the importance of the Lord's Prayer, it's time to put it into action! Here are some ways you can practice praying and showing love to God and others:

- **Pray:** Take a few minutes each day to say the Lord's Prayer. You can do it in the morning, before meals, or at bedtime.
- **Thank God:** Write down or say three things you are thankful for. This helps us remember how much God has blessed us.
- **Forgive:** If someone has upset you, try to forgive them. Remember, just as we ask God for forgiveness, we should also forgive those around us.

PRAYER:

Dear God, thank You for teaching us how to pray through the Lord's Prayer. Help us to honor Your name, share our needs, and forgive others. May our hearts be open to You, and may we always feel Your love. Amen.

KIDS HOUSE CHURCH GAMES

BIG BAD WOLF

1. Have the children stand in a line at one end of the game area.
2. One leader or child is the “Big, Bad Wolf” and will stand at the other end of the area with her back to the children.
3. In unison, the children shout, “What time is it, Mr. Wolf?”
4. The wolf answers with an hour. For example, “four o’clock.”
5. The children take that number of steps forward. If the wolf said, “4 o’clock,” the children would take 4 steps toward the wolf.
6. When the wolf thinks the children are close enough to her, she answers their question with, “It’s eating time!”
7. Then she chases them back to their starting line. Anyone she tags joins her as a wolf.
8. The game ends when all but one participant has been tagged.

OVER / UNDER

1. Players are divided into two teams.
2. Teams line up in parallel rows with players standing behind one another.
3. The first player on each team is given an item (ex: beach ball, balloon, etc.)
4. When the leader says, “Go,” the first player on each line passes the ball backward over her head to the second player.
5. The second player passes the ball under his legs to the next person in line, and so forth.
6. The ball/item continues to be passed backward down the line, alternating over and under, until it reaches the last player.
7. The last player, receiving the ball, runs to the front of his or her line and begins to pass the ball back again.
8. Game can end when the player at the back makes it to the front with the item for the first time.
9. The team whose first player gets to the front of the line again is the winner.

CATCH THE DRAGON TAIL

1. Ask the kids to form a long human chain by holding hands.
2. The person standing first is the head of the dragon and the one at the end is the tail of the dragon.
3. The head should try and catch the tail, while the others in the middle should try and stop the head, without breaking the chain.
4. If the head succeeds in catching the tail, the tail becomes the head, and the person at the end of the chain becomes the tail. The game continues with the new head and tail.

KIDS HOUSE CHURCH GAMES (CONT.)

EVERYBODY'S IT TAG

1. There are two rules: (1) Everybody is "It" and (2) When a player is tagged, he or she is frozen.
2. Have everyone stand in a circle.
3. Then the leader shouts, "Everybody's it!" and the game starts (and quickly ends).

ELBOW TAG

1. Assign all players a partner. Spread pairs out evenly across the playing area. Have the pairs link arms.
2. Choose one pair to start out as the chaser ("it"), and the chasee.
3. Just like regular tag, "it" tries to tag the chasee.
4. If the chasee is tagged, he or she in turn becomes "it" and the chase reverses.
5. The chasee's goal is to link with another player.
6. When the chasee links arms with one side of a pair, the player on the other side must unhook their arm and begin running as the new chasee.

AMOEBAS TAG

1. Tag with a twist. One player is the tagger; this person is "it."
2. When "it" tags a runner, the runner must stop and join hands with the tagger. The two must now try to tag other runners without unjoining hands. The chain of players will grow as the game goes on.

SHARKS AND MINNOWS

1. You will need a good-size running area for this game.
2. Have the children line up along one side of the area.
3. They are the "minnows". Have the leader stand in the middle of the area.
4. The leader is the shark. When the shark yells "Go!", the minnows run to the other end of the area.
5. The shark runs around and tags as many minnows as possible before they reach the other end of the field.
6. When a minnow is tagged, he or she must freeze wherever tagged.
7. When all the untagged minnows reach the end of the area, the shark yells, "Go!" again.
8. This time the shark and the frozen minnows may tag the runners.
9. The game continues until there is only one minnow left.

KIDS HOUSE CHURCH GAMES (CONT.)

GROUP JUGGLING

1. Have the children stand in a circle with their arms in the air.
2. Toss a ball to a child. The child will toss the ball to another child and put their arms down.
3. Play continues with each child putting their arms down after they have thrown the ball.
4. The last child to catch the ball should toss it to the teacher.
5. You can play again, speeding up the action slightly.
6. To “juggle,” the children may keep their hands in the air at all times as a second ball/item is put into play.
7. The object is to keep both balls in play.

GORILLA, MAN, GUN

1. This is just like “Rock, Paper, Scissors”, except the kids will act out the “gorilla” (both hands in the air and a big growl), man (arms folded with one hand on the side of the chin/jaw with a sophisticated look), gun (however you choose to model holding a gun).
2. Once each child in the group has a partner, have them get back-to-back and teach them the rules in song form.
3. “The gorilla beats the man, and the man beats the gun. The gun beats the gorilla, if you tie you die.” and then count all together “1, 2, 3!”
4. That’s when each back-to-back partners turns around as a “gorilla, man, or a gun”. Then match up the winners and repeat until you get to the final group and have a prize for the winner.

HOT POTATO

1. Players arrange themselves in a circle and toss a ball to each other while music plays.
2. The player who is holding the “hot potato” when the music stops is out.
3. The game continues until one player is left — that player is the winner.

SIMON SAYS

1. One person is designated Simon, the others are the players. Simon tells players what they must do.
2. The players must only obey commands that begin with the words “Simon Says.” If Simon says, “Simon says touch your nose,” then players must touch their nose.
3. But, if Simon simply says, “jump,” without first saying “Simon says,” players must not jump.
4. Those that do jump are out.