Today's Suggested Schedule—September 2025, Week 1

Today's Bible Story: God has good things for me to do.

Adam and Eve • Genesis 1:27-28; 2:15, 19-20

Memory Verse: "For I know the plans I have for you,' says the Lord." Jeremiah 29:11 NLT

Key Question: Who has plans for you? **Bottom Line:** God has plans for me.

Supplies Not Included in the Activity Bags:

SOCIAL: Providing time for fun interaction

Going on an Animal Hunt

Plush animals

GROUPS: Creating a safe place to connect

Memory Verse with Motions

Play in the Garden

crayons

Craft Stick Frame

Dot markers

SOCIAL: Providing Time for Fun Interaction (15 minutes)

Today's Bible Story: God has good things for me to do.

Adam and Eve • Genesis 1:27-28; 2:15, 19-20

Memory Verse: "For I know the plans I have for you,' says the Lord." Jeremiah 29:11 NLT

Key Question: Who has plans for you? **Bottom Line:** God has plans for me.

Activities to Help Kids Interact

1. Going on an Animal Hunt

What You Need: Plush or plastic animals

What You Do:

Before the Activity: Hide the plush/plastic animals around the room in easy-to-spot places.

During the Activity: Invite children to go on an animal hunt with you. Encourage children to use their hands as binoculars to search for animals. As they find each one, help them name the animal and make its sound together. Continue until all animals have been found.

After the Activity: Introduce the Bible Story.

What You Say:

Before the Activity: "Hello friends! Today, we're going on an animal hunt! Let's use our binoculars (hold both hands in circles up to your eyes) to help us see all the animals! I see some animals hiding—let's find them and name them together!"

During the Activity: "Look over there! (Point.) What did you find? (Pause for response.) You're right! It's a/an [animal]! Can you say [animal]? (Pause for response.) What sound does a/an [animal] make? (Pause for roaring.) Great job! Let's find another one!" (Continue with the different animals. Repeat as desired.)

After the Activity: "Wow! You found and named so many animals! In our Bible Story today, we'll hear about a man named Adam and the good things God gave him to do—like naming all the animals! Let's go find out more!"

Inclusive Pro-Tips:

- For a version with less movement, hide plush animals in the room where they are partially visible, encouraging children to focus on spotting them rather than moving around too much.
- Provide children with cardboard or toy binoculars, inviting them to look around the room for the hidden plush animals.
- When a child spots an animal, ask them to point to it, then retrieve the animal, name it, and encourage the children to echo you.
- Make the animal sound and invite the children to imitate the sound, supporting their participation in a fun and engaging way.

GROUPS: Creating a Safe Place to Connect (25 minutes)

1. Memory Verse with Motions

What You Need: No supplies needed.

What You Do:

Before the Activity: Say the Memory Verse and demonstrate the motions for the children. Invite the children to do them with you several times.

During the Activity: Teach the Memory Verse motions. Invite the children to do them with you several times.

After the Activity: Connect the Memory Verse to the Bottom Line.

What You Say:

Before the Activity: "Friends, come stand with me, and let me tell you our brand-new Memory Verse! Ready to hear it? It goes like this. "For I know (touch head with fingertips) the plans I have for you,' (march) says the Lord," (point up) Jeremiah 29:11. (Open hands like a book)"

During the Activity: "Now, let's learn the motions. The first part of our verse says: 'For I know.' (touch head with fingertips.) Put your hand up and tap the side of your head like this (*Tap your temple.*) and say, 'For I know.' (*Repeat with children.*) Great job!

"The next part of our verse says: 'The plans I have for you.' (March.) March in place like this (march) and say, 'The plans I have for you.' (Repeat with children.) Wonderful! Now let's put that together. 'For I know (touch head with fingertips) the plans I have for you.' (March.) Great job!

"The next part of our verse says: 'Says the Lord.' (*Point up.*) Put one finger up and point to the sky like this (*point up*) and say, 'says the Lord.' (*Repeat with children.*) Nice job! Now let's put that together. "For I know (*touch head with fingertips*) the plans I have for you,' (*march*) says the Lord.' (*Point up.*)

"Now the last part is: 'Jeremiah 29:11.' (*Open hands like a book.*) Put your hands together in front of you and open them like you are opening a book (*open hands like a book*) and say: Jeremiah 29:11. (*Repeat with children.*) Great job! I think we are ready to do it all together! Ready friends? 'For I know (touch head with fingertips) the plans I have for you,' (march) says the Lord," (point up) Jeremiah 29:11. (*Open hands like a book*) Nice job. Let's do it again!" (Repeat several times.)

After the Activity: "The Bible teaches us that God has plans for [child's name], and [child's name], and [child's name]. (Say each child's name.) God has plans for you and [Bottom Line] God has plans for me! Who has plans for you? [Bottom Line] God has plans for me!"

2. Bible Story Review- Play in the Garden



What You Need:

"Play in the Garden" and "Play in the Garden Stickers" Activity Pages

What You Do:

During the Activity: Give each child a copy of "Play in the Garden" and a set of cups. Review the Bible Story as the children place their cups on top of the matching pictures on their paper.

After the Activity: Connect the Bottom Line to the Bible Story.

What You Say:

Before the Activity: "Hey everyone, come sit with me. I have a fun game for us to play as we review today's Bible Story!"

During the Activity: (Give each child a paper and set of cups.) "This is your game page, let's look at it together. Put your finger on the picture of Adam. (Pause.) In our Bible Story we learned that God gave Adam good things to do. Put your finger on the picture of Eve. (Pause.) In our Bible Story we learned that God gave Eve good things to do too. Can you put your finger on the fruit tree? (Pause.) One of the good things God asked Adam and Eve to do was work and take care of the things that grew in the garden! Put your finger on the other things that grow in the garden. (Pause.) Yes! Carrots, sunflowers, and blueberry bushes grow in the garden. There was another good thing God wanted Adam to do. Point to the animals. (Pause.) God had Adam name all the animals, like dogs, birds, lions, and elephants. Put your finger on the red heart. (Pause.) God loved Adam and Eve and had plans for them. God loves you, and God has plans for you too! There is one more picture left. Point to the smiley face. (Pause.) It makes me smile knowing that God has plans for you, and [Bottom Line] God has plans for me! Who has plans for you? [Bottom Line] God has plans for me!

"Okay, now we're going to use these cups to match the pictures from our Bible Story. Look at the pictures on the bottom of your cups. When you see the same picture on your game page, put that cup on top of it! Watch me. There is a picture of an elephant on this cup (show the picture), I'll put it on top of the elephant on the game page. (Demonstrate.) Make all the picture matches. (Pause.) That was fun! Now you can take your game home and play again to remember all the good things God gave Adam and Eve to do."

After the Activity: "God gave Adam and Eve really good things to do. God wanted them to take care of the world He made! And God gives us good things to do too! Like... Being kind and loving to everyone. Helping your neighbor. And taking care of the things God made. God had plans for Adam and Eve, and God has plans for you and me too! Who has plans for you? [Bottom Line] God has plans for me."

Inclusive Pro-Tips:

- Assist children, if needed.
- Copy "Play in the Garden" on 11-inchx17-inch paper and laminate, one per child.
- Copy "Play in the Garden Stickers" on cardstock and cut, one set per child. Laminate
- Attach one side of the VELCRO dots to the game page, and the other side to the cutouts.
- If using this version, adjust wording in What You Say section accordingly.

3. Craft- Craft Stick Frame



What You Need: "Craft Stick Frame Label" Activity Paget, craft sticks, VELCRO® dots, dot markers, baby wipes, and a permanent marker

What You Do:

Before the Activity: Write each child's name on one of their craft sticks.

During the Activity: Encourage children to decorate their craft sticks then clean hands as needed. Ask children to add their label then connect their craft sticks to create a frame.

After the Activity: Connect the Bottom Line to the Bible Story.

What You Say:

Before the Activity: "Hello friends! Come over to the table. Today we are going to construct and create something super neat with these craft sticks."

During the Activity: "I want you to decorate your craft sticks with markers and stickers. (Pause.) Wow! These look great! (Clean hands as needed.) Now let's put them together. See these dots? (Point to the VELCRO dots.) Stick the craft sticks together with these dots. (Pause.) Great job! You made a picture frame! Did some of the decorated sides go on the back of your frame? (Pause.) That's okay! You can leave them like they are, or you can decorate the plain sides. (Give children a chance to decorate more if desired.) There's one last piece for your frame, add this label on one of the craft sticks. (Pause.) It says [Bottom Line] God has plans for me. And tells you where you can look in the Bible to find today's story. Great job friends."

After the Activity: "Today we heard a story from the Bible about the very first two people God made. Their names were Adam and Eve, and they lived in a beautiful garden. God gave Adam and Eve very important jobs to do like taking care of the garden and everything in it. That means taking care of the land and the plants and the animals, and growing food in the garden. God even asked Adam to name the animals! God gives us important jobs to do too because God has plans for you and [Bottom Line] God has plans for me. Who has plans for you? [Bottom Line] God has plans for me."

Inclusive Pro-Tips:

- Assist children, as needed.
- Create an example.
- Model and encourage children to construct and create their frame.