

# MAKE IT STICK

## THE LIFE OF JESUS LESSON 15

5 SIMPLE WAYS  
YOU CAN MAKE  
THIS LESSON STICK  
WITH YOUR KIDS

### THIS WEEK'S LESSON

#### 5 Simple Ways to Make This Week's Lesson Stick



##### **IN THE CAR:**

On the drive home, ask your child what he learned about this week:

What does Jesus command us to do? Love your neighbor as yourself! Both good seeds and weeds exist in the world together. But here's the thing. We can't see people's hearts. We must let God decide what's a weed and what's a seed. We can let God be the judge. Matthew 13:24-30, 36-39, The Parable of the Weeds



##### **HANGING OUT:**

Make this week's lesson real:

Ask your kid what is one way they can show love to someone they know that can be difficult to be around.

Ask your kid why God is the judge and they are not.



##### **AT DINNER:**

Here are some great discussion starters:

Metaphorically, what is one way we could accidentally uproot a good seed by trying to get rid of a weed? (Hint: How might we push people away from Jesus by how we treat others?)

Have you made the decision to follow Jesus?

How can treating others with love help them to find Jesus too?



##### **AT BEDTIME:**

Quiz your child on this week's memory verse:

"But put God's kingdom first. Do what he wants you to do. Then all those things will also be given to you." Matthew 6:33 (NIRV)



##### **PARENT TIME:**

What you need to know:

We can thank God that He is the judge, and we are not! At the same time, sometimes we find ourselves wishing that we were. Instead, Jesus teaches us to love our neighbors as ourselves. When we do this, we are helping to further God's kingdom! But when we judge and try to "get rid of the weeds" we can accidentally turn people away from God with our harsh judgments. Talk to your child about ways they can love others, while still taking care of themselves. Example: "You may not treat me this way, I am walking away now. But I still hope that we can be friends again someday. I will pray for you because I care about you!"