



Open with Play Time

Welcome each Kid-O into the room as they arrive. Help them find a toy or game to encourage engagement during play time.

__:20 Music & Worship: Pick a song

Have Kid-Os use scarves, ribbons, or instruments as you lead them in singing. Encourage the Kid-Os to use their hands, feet, and voices as they worship God!

__:25 Group Time

Follow the Group Time Guide on the next page.

__:35 Coloring

Hand out the Bible story coloring sheets and coloring utensils. Encourage the Kid-Os to color a picture to take home!

End with Play Time

Allow the Kid-Os to play or color until they are picked up. Before each Kid-O leaves match their name tag to the grown-up's security tag.



Group Time Guide

Supplies Needed: A piece of play food, other toys from the room

1. Circle Up

Circle Up: Have all Kid-Os sit in one section of the room for story time.

2. Bible Story: Ruth's Faithfulness

Do This: Read through the Bible Story at least one time. If Kid-Os are engaged, feel free to read it a second time.

3. Hands-On Option: Sharing is Caring

Say This: Ruth was such a good friend to Naomi. She stayed with her when she was sad and comforted her! And Boaz was such a good friend to Ruth. He shared food with her and was kind to her. God loves it when we are good friends to the people around us! Let's practice being good friends by sharing with each other!

Do This: Have the kids sit in a big circle. Grab a piece of play food from the room and explain that just like Boaz shared his food with Ruth, we can share our "food" with our friends! Have the kids "share" by passing the play food to the person next to them. Once the food gets all the way around the circle, have the kids repeat after you, *"God can help me be a good friend!"*

For added fun, repeat with different objects from the room that the kids can share (like a baby doll, a ball, or a car.)

The Point: God can help me be a good friend.

4. Prayer

Do This: Pray! "Dear God, we love you. Thank you for loving us. Help us to be good friends. Amen."