

FOREST FRIENDS

Hey, Families!

Join us on a trip through our Kid-O-Deo forest! We'll meet all the animals, have fun, and make lots of new friends. All while learning how we can be good friends and family members.

Memory Verse:

A friend loves at all times.
Proverbs 17:17

Sept. 7/8: Being a Friend

Luke 6:12-16

BIG IDEA: I CAN BE A FRIEND.

Who are some of your friends?

Sept. 14/15: Being Kind

Luke 10:25-37

BIG IDEA: I CAN BE KIND.

What's one kind thing we can do today?

Sept. 21/22: Telling the Truth

Luke 19:1-10

BIG IDEA: I CAN TELL THE TRUTH.

When is it hard to tell the truth.

Sept. 28/29: Listening

Luke 10:38-42

BIG IDEA: I CAN LISTEN.

Why is it important to listen to our friends? (It shows we care about them!)

Oct. 5/6: Helping

Ruth 1-2

BIG IDEA: I CAN HELP OTHERS.

How can we help someone today?

Oct. 12/13: Sharing

John 6

BIG IDEA: I CAN SHARE.

What is something you can share today?

Oct. 19/20: Forgiving

John 21

BIG IDEA: I CAN FORGIVE.

Why might you need to forgive someone?

Oct. 26/27: Believing

John 18-21

BIG IDEA: I CAN BE FRIENDS WITH JESUS.

Why do we follow Jesus?
(Jesus is God's Son, and he gave his life for us!)

Are you ready to have some fun?

Try out this board game designed just for preschoolers!

Kid-Os, our Kid-O-Deo animals need your help to find their way home! Find all the animals and get them to the "End" space before the sun goes down.

Getting Ready:

1. Place each of the four animals on a space on the board. For a more difficult game, spread them out. To make it easier, keep them close together.
2. Shuffle all the remaining cards into a draw pile, place them face-down. Now you're ready to play!

How to Play:

1. On your turn, draw a card.
2. Place your card. If it is a path card, you may put it

anywhere on the board. If it is a sun card, you must place it on one of the "sun" spaces. If all of the sun spaces fill up, the sun has set, and the game is over.

3. Now it's the next person's turn. There are different kinds of path pieces, so talk about where to put each one.

Winning:

If you can connect a path from the start to all of the Kid-O-Deo characters and the end space before the sun goes down, you win!

This game involves working together and communicating in a way that can be fun for the whole family.

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