

PEACE

Proving you care more about each other than winning an argument

WEEK **3**
K-1st

BOTTOM LINE:

Prove you care more about others by being part of the solution.

Read Psalm 34:14

DAY
1

Choosing Peace

In our Bible story this week, we heard how Abigail brought sheep and gifts to David to make peace on behalf of her family. Grab some paper and a pencil. Draw a sheep, big enough that you can write on the inside of its body. Inside of the sheep, write the name of people you need to make peace with this week. Put your sheep somewhere you will see it every day as a reminder to choose peace over an argument!

ASK God to help you show peace to those who you find it difficult to show peace.

DAY
3

Build Each Other Up

Grab something from around your house that you can stack: blocks, cups, or boxes! Pick up an item one at a time and say out loud one way you can encourage a family member, grab another one and say how you can encourage a neighbor or classmate, or a teacher. Stack as high as you can! See how much you can build others up, just by your words!

LOOK for ways to live in peace by building others up by using kind words.

DAY
2

Solution Situations

Ask someone in your house to act out some peaceful solutions with you. One of you will act out the problem below and the other has to think and act out a peaceful solution. Here are some situations:

- Two of your friends are fighting over who gets to be the team captain during recess.
- Some friends are fighting over who sits in the comfy chair in the classroom.
- The neighbor screams that your little sister can't touch their toys and she screams back.

KNOW that being part of the solution when someone is having a hard time shows others that you care about them.

DAY
4

Look It Up

With the help of an adult look up this week's Bible verse, Psalm 34:14. Make up motions to help you remember the verse! Say it together a few times and share it with a friend!

KNOW that memorizing God's Word will help you throughout your life with making wise decisions.

