

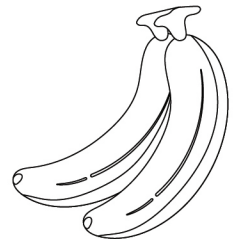
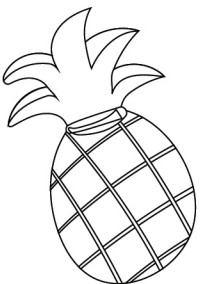
FRUITS OF THE SPIRIT WORD SEARCH

P J J A V S M H H K P Z W I I F F M N Q E Z O Z H
 F G H C K H Z Q X S W M N F M M W S M N X N H X W
 L P O U C I G V F C S O B U P E S M U J O X J R S
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 E D I C U U R L P I S T F O G K Y Y S L D N E I R
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 U A N N B Y E Y M F B J U A W N U P T L P L J T M
 J V C T A K J S A F C U I Q E L E Z B W I E O J Y
 Y P E R R P W U U I C I T X R Y N S E C Q N Y T X
 U H G O L N I O J S L M F B Q A K K S Y G E P D C
 C B N L W I Q K G O N O L R K R P C T J E S X C H
 N J U G Y G B V V D F V X W G L Q N C J U S F X L

FIND THE FOLLOWING WORDS IN THE PUZZLE.

FRUIT
 FAITHFULNESS
 GENTLENESS
 GOODNESS
 JESUS
 JOY

KINDNESS
 LOVE
 PATIENCE
 PEACE
 SELF CONTROL
 SPIRIT





KEY VERSE

Psalm 100:5 – “The Lord is good. His faithful love continues forever. It will last for all time to come.”

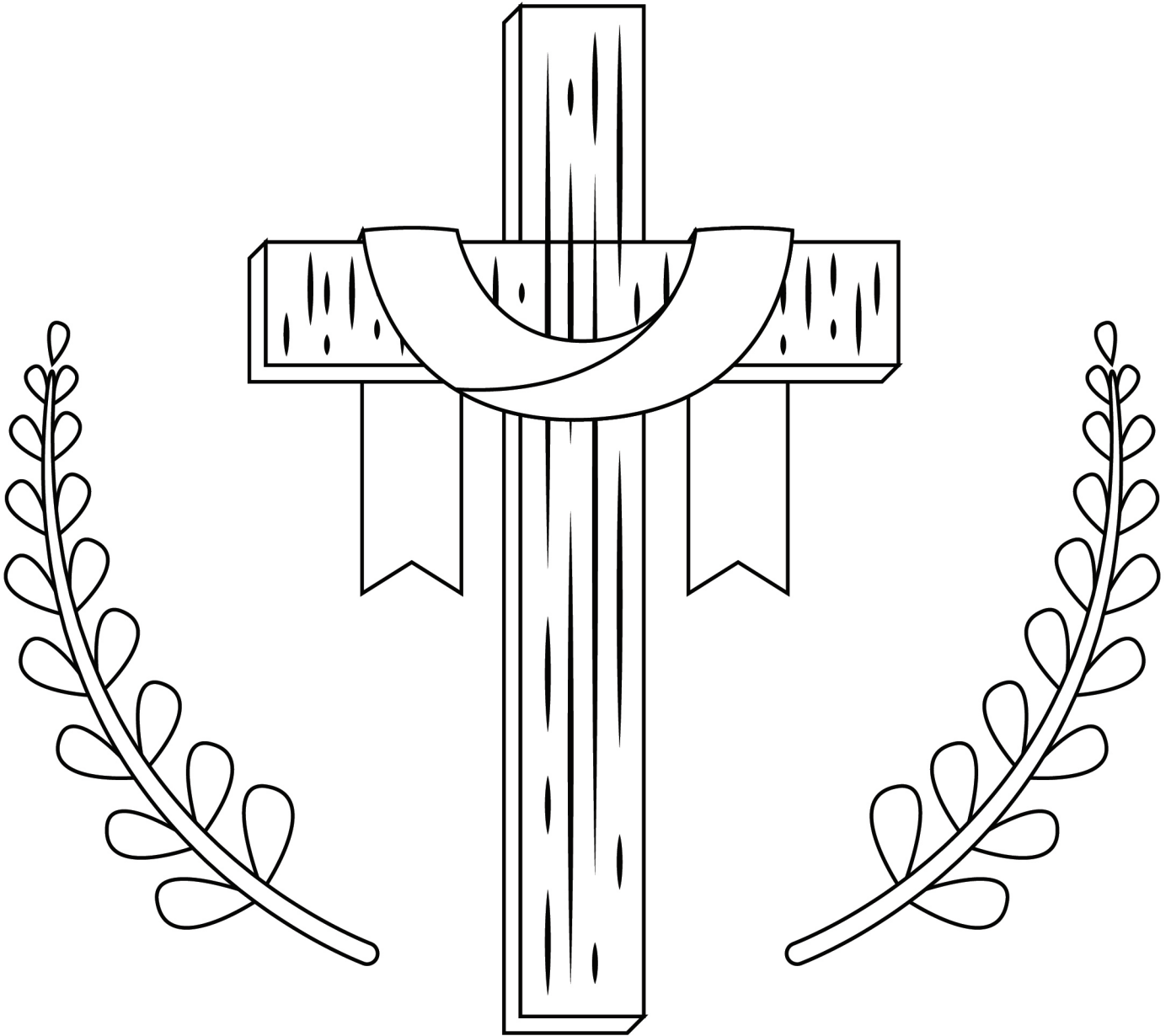
What does it mean to be faithful? Someone who is faithful is reliable, consistent, and devoted. God is faithful. He is reliable, consistent, and devoted to those He loves. He is the same yesterday, today, and forever. His Word and His character aren't wishy washy. God is faithful in His Word. When God says He will do something, He does it. We can trust Him to keep His promises. Faithfulness is a fruit of the Spirit that God can grow in us. He can teach us how to be a reliable friend and how to rely on Him. We can be devoted (loving and loyal) to God, our family, our church, and our friends. That is being faithful.

REFLECTION:

Listen to what King David has to say about God's faithfulness. Psalm 91:4b “He is faithful. He will keep you safe like a shield or a tower.” What good news! God is faithful to protect us, teach us, love us, and save us. That brings me so much comfort. I can depend on my faithful God for everything!

PRAYER:

Sweet and faithful God, You are always here for us. You promise to never leave Your children. We can count on You, and we are grateful for that. Thank You for being loving and loyal to us. Please show us through Your Word how to be loving and loyal in return. In the Name of Jesus, we pray. Amen.



MATTHEW 11:29

“Become my servants and learn from me. I am gentle and free of pride. You will find rest for your souls.”

KIDS HOUSE CHURCH GAMES

BIG BAD WOLF

1. Have the children stand in a line at one end of the game area.
2. One leader or child is the “Big, Bad Wolf” and will stand at the other end of the area with her back to the children.
3. In unison, the children shout, “What time is it, Mr. Wolf?”
4. The wolf answers with an hour. For example, “four o’clock.”
5. The children take that number of steps forward. If the wolf said, “4 o’clock,” the children would take 4 steps toward the wolf.
6. When the wolf thinks the children are close enough to her, she answers their question with, “It’s eating time!”
7. Then she chases them back to their starting line. Anyone she tags joins her as a wolf.
8. The game ends when all but one participant has been tagged.

OVER / UNDER

1. Players are divided into two teams.
2. Teams line up in parallel rows with players standing behind one another.
3. The first player on each team is given an item (ex: beach ball, balloon, etc.)
4. When the leader says, “Go,” the first player on each line passes the ball backward over her head to the second player.
5. The second player passes the ball under his legs to the next person in line, and so forth.
6. The ball/item continues to be passed backward down the line, alternating over and under, until it reaches the last player.
7. The last player, receiving the ball, runs to the front of his or her line and begins to pass the ball back again.
8. Game can end when the player at the back makes it to the front with the item for the first time.
9. The team whose first player gets to the front of the line again is the winner.

CATCH THE DRAGON TAIL

1. Ask the kids to form a long human chain by holding hands.
2. The person standing first is the head of the dragon and the one at the end is the tail of the dragon.
3. The head should try and catch the tail, while the others in the middle should try and stop the head, without breaking the chain.
4. If the head succeeds in catching the tail, the tail becomes the head, and the person at the end of the chain becomes the tail. The game continues with the new head and tail.

KIDS HOUSE CHURCH GAMES (CONT.)

EVERYBODY'S IT TAG

1. There are two rules: (1) Everybody is "It" and (2) When a player is tagged, he or she is frozen.
2. Have everyone stand in a circle.
3. Then the leader shouts, "Everybody's it!" and the game starts (and quickly ends).

ELBOW TAG

1. Assign all players a partner. Spread pairs out evenly across the playing area. Have the pairs link arms.
2. Choose one pair to start out as the chaser ("it"), and the chasee.
3. Just like regular tag, "it" tries to tag the chasee.
4. If the chasee is tagged, he or she in turn becomes "it" and the chase reverses.
5. The chasee's goal is to link with another player.
6. When the chasee links arms with one side of a pair, the player on the other side must unhook their arm and begin running as the new chasee.

AMOEBAS TAG

1. Tag with a twist. One player is the tagger; this person is "it."
2. When "it" tags a runner, the runner must stop and join hands with the tagger. The two must now try to tag other runners without unjoining hands. The chain of players will grow as the game goes on.

SHARKS AND MINNOWS

1. You will need a good-size running area for this game.
2. Have the children line up along one side of the area.
3. They are the "minnows". Have the leader stand in the middle of the area.
4. The leader is the shark. When the shark yells "Go!", the minnows run to the other end of the area.
5. The shark runs around and tags as many minnows as possible before they reach the other end of the field.
6. When a minnow is tagged, he or she must freeze wherever tagged.
7. When all the untagged minnows reach the end of the area, the shark yells, "Go!" again.
8. This time the shark and the frozen minnows may tag the runners.
9. The game continues until there is only one minnow left.