

WEEK 3

2.7

Jan 19

Part of The Big God Story

Matthew 8:23-27; Mark 4:35-41

Jesus calms the storm with just three words: "Quiet! Be still!"
Jesus can control nature—He can save the world.

WEEK 4

2.8

Jan 26

Ponder Point

JESUS IS GOD

Blessing

Open a Bible and read John 20:31a:
"But these are written that you may believe that Jesus is the Messiah, the Son of God."

Blessing

(Insert your child's name), I pray you will come to understand and know that Jesus is God and experience how amazing He is.

Did You Know?

- The Sea of Galilee sits 686 feet below sea level, and it's not uncommon for violent storms to arise producing waves over seven feet high!
- Jesus slept soundly during the storm while His disciples were fearing for their lives.

Hamilton says,
"Dig into God's Word"

Read Mark 4:35-41. After reading remind your child that Jesus can control the waves with just His words.

Tot Talk

Your child is beginning to develop his imagination. Make some waves during bath time and allow him to act out this part of The Big God Story.

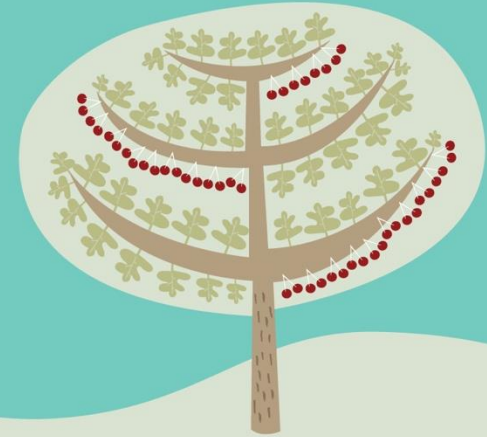
Tot Talk

What does this part of The Big God Story tell you about Jesus? That's right, He is all-powerful.

What was Jesus doing during the storm? Sleeping! That's right ... Jesus wasn't scared, because He is God and that's amazing.



at|home™
WEEKLY



A Parent Preteach Resource

for the weeks of ...

Type to enter text

God has given parents the privilege of being the primary spiritual nurturers of their children's faith.

The At Home Weekly is designed to reinforce that truth by encouraging your family to have time in God's Word **before your child attends church each week**. It will provide you with ways to introduce The Big God Story and have age-appropriate conversations with your little one as you prepare her for what she will be experiencing in church for the next four weeks.

Research has shown that children between the ages of two and four learn best through repetition. Because of this, TruBlessings will spend two weeks on the same part of **The Big God Story** and the **Ponder Point**.

Each week you will receive a new **Blessing**. A blessing is a prayer of commission, a portion of Scripture, or words of encouragement and guidance. While giving the blessing, you may desire to lay hands on your child as you speak the Scripture or pray a prayer over him.

Hamilton the Hedgehog will play a role in your child's experience in church each week—be sure to ask about him. He loves to **Dig into God's Word**. The passage of Scripture provided will assist you as you reinforce the Ponder Point. **Did You Know?** has fun facts about this part of The Big God Story for you to share with your child. And **Tot Talk** is simply a conversation starter to assist you as you spiritually parent.

Part of The Big God Story

WEEK 1

2.5
Jan 5

Luke 5:1-11

Jesus chose 12 apostles and prepared them to go and tell others about Him. Today He calls each of us to follow Him as well.

WEEK 2

2.6
Jan 12

Ponder Point

**JESUS CHOOSES US
TO FOLLOW HIM**

Blessing

Open a Bible and read Colossians 2:6:
"So then, just as you received Christ Jesus as Lord, continue to live your lives in him."

Blessing

(Insert your child's name), **I pray that you will come to know Jesus early in your life and follow Him all of your days.**

Did You Know?

- If young students were considered to be the cream of the crop, the rabbi would accept the student as his disciple by saying, "Come, follow me."
- When Jesus called the first apostles He said, "Come, follow Me."

Hamilton says,
**"Dig into
God's Word"**

Read Mark 1:16-18. Explain to your child that fishing for people simply means going and telling others about Jesus.

Tot Talk

Your child loves to imitate and understands simple directions. Play a creative game of **Follow the Leader**. Be sure and start it out by saying, "Come, follow me!"

Tot Talk

What did Jesus say to the fishermen?
How did they respond?

Remind your child that he can know and follow Jesus. Discuss the ways together—loving others, talking to God, learning more about Him, etc.