

JANUARY 2026 — Theme: “God’s Promises”

Below are your 4 lessons + 4 decision-based stories.

JANUARY 2026 LESSON PACKET — “God’s Promises”

Lesson 1 — January 4, 2026

Promise: God Keeps His Word

Bible Story: Noah’s Ark (Genesis 6–9)

1. Worship Songs

1. My God Is So Big

https://www.youtube.com/watch?v=2_eRnF0oXaE&list=RD2_eRnF0oXaE&start_radio=1

2. Every Move I Make

https://www.youtube.com/watch?v=MPvnZILn6EY&list=RDMPvnZILn6EY&start_radio=1

2. Scripture

Genesis 6:9-9:17

3. Memory Verse

Genesis 9:16 — “Whenever the rainbow appears in the clouds, I will see it and remember the everlasting covenant between God and all living creatures of every kind on the earth.”

4. Game — “Animal Pairs Scramble”

Small-area friendly.

How to Play:

- Scatter 10–12 pairs of animal cards around the room.
- Kids hop, walk, or tiptoe to find matching pairs.
- Every match lets them “board the ark.”

- If they choose mismatched animals, they start again.

Point: God brought animals two by two, just as He promised.

5. Craft — “Promise Rainbow Jar”

Supplies: Small baby food jars or cups, colored tissue paper strips, glue, label that says “God Keeps His Promises.”

Directions:

1. Mod Podge or glue tissue strips around the jar in rainbow layers.
2. Add a battery tea light inside.
3. Kids take home a glowing “promise reminder.”

Decision-Based Story (Optional 15-Min Adventure)

NOAH AND THE FLOOD

INTRODUCTION

The world is noisy and unkind. People are not listening to God.

But Noah loves God and wants to do what is right.

God speaks to Noah and says:

“I am going to send a flood. Build an ark to keep your family and the animals safe.”

Noah listens carefully.

DECISION 1 — GOD’S INSTRUCTION

Noah hears God’s plan.

What should Noah do?

- A. Ask questions and trust God**
 - B. Laugh because it sounds impossible**
 - C. Ignore God and keep living normally**
 - **B → This is serious. Try again.**
 - **C → The world keeps getting worse. Try again.**
 - **A (Correct) → Noah trusts God and listens carefully.**
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DECISION 2 — BUILDING THE ARK

Noah begins building the ark. People laugh at him.

- What should Noah do?**
- A. Change the design to make it easier**
 - B. Build the ark exactly as God said**
 - C. Stop building so people won't laugh**
 - **A → God gave specific instructions. Try again.**
 - **C → Stopping won't protect anyone. Try again.**
 - **B (Correct) → Noah keeps building faithfully.**
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DECISION 3 — THE ANIMALS

Animals begin coming toward the ark.

- What should Noah do?**
- A. Let only the calm animals in**
 - B. Send them away until later**
 - C. Let the animals in the way God said**

- A → God's plan is bigger than comfort. Try again.
 - B → Waiting could be dangerous. Try again.
 - C (Correct) → Noah welcomes the animals onto the ark.
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DECISION 4 — THE RAIN

Dark clouds fill the sky. Rain begins to fall.

What should Noah do?

- A. Panic because it's scary**
 - B. Leave the ark to warn everyone**
 - C. Trust God and stay inside**
 - A → Fear takes over. Try again.
 - B → God already warned the people. Try again.
 - C (Correct) → Noah stays in the ark and trusts God.
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DECISION 5 — AFTER THE FLOOD

The rain stops. The water slowly goes down.

What should Noah do next?

- A. Wait for God's instruction**
 - B. Leave the ark right away**
 - C. Forget to thank God**
 - B → It's not time yet. Try again.
 - C → Gratitude matters. Try again.
 - A (Correct) → Noah waits until God says it's time.
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DECISION 6 — GOD'S PROMISE

God places a rainbow in the sky.

What does the rainbow remind Noah of?

A. Being afraid

B. God's promise

C. The storm

- **A → God brings hope. Try again.**
 - **C → The storm is over. Try again.**
 - **B (Correct) → God promises never to flood the whole earth again.**
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ENDING

Noah obeyed God even when it was hard.

God kept His promise and protected Noah's family.

“Noah did everything just as God commanded him.” (Genesis 6:22)

Lesson 2 — January 11, 2026

Promise: God Protects Us

Story: Daniel in the Lion's Den (Daniel 6)

1. Worship Songs

1. This Little Light of Mine

https://www.youtube.com/watch?v=cKkbIZtqhyQ&list=RDcKkbIZtqhyQ&start_radio=1

2. GOOD GOD ALMIGHTY

https://www.youtube.com/watch?v=rBu0I9fCeKc&list=RDrBu0I9fCeKc&start_radio=1

2. Scripture

Daniel 6

3. Memory Verse

Psalm 46:1 — “God is our refuge and strength.”

4. Game — “Lion Freeze Tag”

How to Play:

- One child is the “lion.”
- When the lion roars, everyone freezes.
- If someone moves, they “pray,” then re-enter.
- Small-area friendly because movement is contained.

5. Craft — “Sock Lion Puppets”

Supplies:

- Socks
- Yarn for mane
- Googly eyes
- Glue

Directions:

Decorate the sock as a lion puppet.

Kids act out Daniel’s bravery.

Decision-Based Story (Optional 15-Min Adventure)

DANIEL IN THE LION’S DEN

INTRODUCTION

Daniel serves the king faithfully. Jealous leaders make a law saying no one may pray to God.

Daniel hears the law.

DECISION 1 — THE LAW

Daniel stands by his window.

What should Daniel do?

- A. Stop praying**
- B. Pray quietly like always**
- C. Pray loudly to show off**

- **A → His heart feels wrong. Try again.**
 - **C → Guards hear him right away. Try again.**
 - **B (Correct) → Daniel prays as usual.**
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DECISION 2 — BEFORE THE KING

Daniel is brought to the king.

What should Daniel do?

- A. Lie**
- B. Blame someone else**
- C. Speak truth and trust God**

- **A → The lie fails. Try again.**
 - **B → The king is disappointed. Try again.**
 - **C (Correct) → Daniel tells the truth.**
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DECISION 3 — THE DEN

Daniel is lowered into the lion's den.

What should Daniel do?

- A. Panic**
- B. Pray and trust God**
- C. Fight the lions**

- **A → Fear fills the den. Try again.**
 - **C → He cannot fight alone. Try again.**
 - **B (Correct) → God sends an angel.**
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DECISION 4 — MORNING

The king calls out to Daniel.

What should Daniel say?

- A. “I saved myself.”**
 - B. “God sent His angel.”**
 - C. Say nothing**
- **A → This doesn’t honor God. Try again.**
 - **C → The king waits. Try again.**
 - **B (Correct) → Daniel gives God glory.**

ENDING

Daniel is safe. Everyone learns God is faithful.

Lesson 3 — January 18, 2026

Promise: God Provides

Story: Elijah and the Widow (1 Kings 17:7–16)

Worship Songs

1. Your Way's Better

https://www.youtube.com/watch?v=FrP5Pr0Bn2E&list=RDFrP5Pr0Bn2E&start_radio=1

2. Way Maker

https://www.youtube.com/watch?v=K9a0j9rOUI8&list=RDK9a0j9rOUI8&start_radio=1

Scripture

1 Kings 17:7–16

Memory Verse

Philippians 4:19 — “And my God will meet all your needs according to the riches of his glory in Christ Jesus.”

Game — “Flour & Oil Relay”

Tiny space friendly.

How to Play:

Kids carry (pretend) jars of flour and oil across a short distance.

They must walk carefully.

If they drop, they restart (like the story’s miracle restarting faith).

Craft — “Never-Ending Jar”

Decorate a small paper cup as the “jar of flour.”

Add paper strips that read

“God Provides”.

Decision-Based Story (Optional 15-Min Adventure)

ELIJAH AND THE WIDOW

INTRODUCTION

A long drought covers the land. There is no rain, very little food, and people are worried.

God speaks to Elijah and says:

“Go to the town of Zarephath. I have commanded a widow there to provide for you.”

Elijah trusts God and begins his journey.

DECISION 1 — THE TOWN

Elijah reaches the edge of Zarephath. He is tired and hungry.

What should Elijah do?

- A. Sit down and rest outside the town**
- B. Walk into the town to look for the widow**
- C. Turn back because the journey feels too hard**

A → He rests, but nothing changes. Try again.

C → The path feels wrong. God sent him here. Try again.

B (Correct) → Elijah enters the town and sees a widow gathering sticks.

DECISION 2 — ASKING FOR FOOD

Elijah asks the widow for water and bread.

The widow stops and sighs deeply.

What should Elijah do next?

- A. Apologize and walk away**
- B. Kindly explain what God promised**
- C. Demand food because he is a prophet**

A → God’s plan isn’t finished. Try again.

C → This isn’t how God works. Try again.

B (Correct) → Elijah explains God’s promise.

DECISION 3 — THE WIDOW'S CHOICE

The widow says she only has enough food for one last meal.

What should the widow do?

- A. Hide the food**
- B. Trust God and share**
- C. Ask Elijah to come back later**

A → Her heart feels heavy. Try again.

C → Waiting doesn't solve the problem. Try again.

B (Correct) → She shares what little she has.

DECISION 4 — GOD PROVIDES

The flour and oil do not run out.

What should they do next?

- A. Take extra just in case**
- B. Thank God and trust Him daily**
- C. Panic because it feels impossible**

A → The jars stop growing. Try again.

C → Fear takes over. Try again.

B (Correct) → They thank God.

ENDING

God keeps His promise. The flour and oil never run out.



Promise: God Is With Us

Story: David & Goliath (1 Samuel 17)

Worship Songs

1. Giants Fall

https://www.youtube.com/watch?v=SfT06GE3MeU&list=RDSfT06GE3MeU&start_radio=1

2. Unstoppable God

https://www.youtube.com/watch?v=cMz-LZWcKTw&list=RDcMz-LZWcKTw&start_radio=1

Scripture

1 Samuel 17

Memory Verse

Joshua 1:9 — “The Lord your God is with you wherever you go.”

Game — “Giant Knockdown”

Small-space friendly.

- Build a small Goliath from cups.
- Kids throw soft pom-poms or rolled socks.
- Teach that God helped David—God helps us too.

Craft — “5 Smooth Stones Bag”

Make a mini felt pouch.

Add 5 paper stones labeled:

Faith, Courage, Trust, Prayer, God’s Presence

Decision-Based Story (Optional 15-Min Adventure)

DAVID AND GOLIATH

INTRODUCTION

A giant named Goliath challenges Israel every day. Everyone is afraid.

Young David arrives to bring food to his brothers.

DECISION 1 — THE GIANT

David hears Goliath shouting.

What should David do?

- A. Ask why everyone is afraid
- B. Hide behind the wagons
- C. Walk away

B → His heart won't let him hide. Try again.

C → The shouting continues. Try again.

A (Correct) → David asks why no one has fought him.

DECISION 2 — KING SAUL

Saul tells David he is too young.

What should David say?

- A. "God helped me fight lions and bears."
- B. "I'll win if I try hard."
- C. "Someone should help me."

B → Strength alone isn't enough. Try again.

C → This isn't confidence. Try again.

A (Correct) → Saul allows David to fight.

DECISION 3 — ARMOR

Saul gives David armor.

What should David do?

- A. Wear the armor
- B. Take it off and use his sling
- C. Ask for a bigger sword

A → He can't move well. Try again.

C → The sword is too heavy. Try again.

B (Correct) → David takes his sling and stones.

DECISION 4 — FACING GOLIATH

Goliath laughs at David.

What should David do?

- A. Shout insults
- B. Run away
- C. Speak boldly about God

A → Words don't help. Try again.

B → Fear creeps in. Try again.

C (Correct) → “The battle belongs to the Lord!”

DECISION 5 — THE SLING

David swings the sling.

What should he do?

- A. Throw all stones
- B. Aim carefully and trust God

C. Wait for help

A → Stones scatter. Try again.

C → No one else can fight for him. Try again.

B (Correct) → The stone hits Goliath.

ENDING

David wins because he trusted God.