



## Jesus loves me.

### Bible Story

#### The Lost Sheep

Luke 15:3-7

Jesus tells a story about a shepherd and his lost sheep to teach us about God's love.



### MEMORY VERSE

Jesus said, "Let the children come to me."  
Matthew 19:14 NLT

### Talk About the Bible Story

Open the Bible together and read Luke 15:3-7 or watch the video together on the Parent Cue app.

### Engagement Questions

- Who loves you?
- Who do you love?

### Faith and Character Activity

Scan the QR code below for activities to guide kids at every phase to trust Jesus in a way that changes how they see God, themselves, and the rest of the world.

Scan the QR code  
to get started



### Prayer

"Dear God, thank You for Jesus and how He loves us like the shepherd loved his sheep. We love (name people you love) and Jesus does, too! We love You, God! In Jesus' name. Amen."

Weekly Parent Cues →

# Preschool

ENGAGE IN EVERYDAY MOMENTS TOGETHER



### Morning Time

When you go into your child's room, say: "Good morning, [child's name]! Jesus loves it when we spend time with Him. Let's tell Jesus good morning together. Good morning, Jesus! We love you!"



### Cuddle Time

Cuddle with your child and pray: "God, It is such a gift that Your Son, Jesus, wants to spend time with us. Help [child's name] and me remember that Jesus is always with us waiting to listen, help, and be the best friend we could ever ask for."



### Drive Time

While on the go, talk about some ways we can spend time with Jesus. We can talk to Jesus, sing songs to Him, read/listen to the Bible and love people like He does.



### Bath Time

Cut some new kitchen sponges into heart shapes (or use foam hearts). Add bubble bath and drop the hearts in the water. Tell your child to dig through the bubbles to find the hearts. Each time they find a heart, say together, "Jesus loves me!"

### More Ways to Engage with Your Kid

### Faith & Character Activities



### Worship Song of the Month



### Download the Parent Cue app

AVAILABLE FOR APPLE  
AND ANDROID DEVICES

