

Because I know Jesus, I have joy!

Equipment needed:

- Printer (all resources attached need printing- if you do not have access to a printer, please contact emmajane@stph.org.uk)
- Colouring pens and pencils
- Scissors
- Paper
- Sticky tape

Passage/Story:

Video and discussion notes are attached. Use the wondering questions with the children to help them understand and reflect on the story.

Worship Song/Dance:

<https://www.youtube.com/watch?v=7it5W1FVtTs>

Craft:

Joy is the light that never goes out!

Today, we will be making paper lanterns to remind ourselves that Jesus fills us each with the light of the Lord!

Instructions are found below.

Activity:

A colouring sheet is attached.

Game:

Today is all about you! Just as Emma-Jane said in this morning's video, family brings us joy! Even when they make us happy, and even when they make us sad, our love for them brings us deep deep joy! So, today's game is to going to be your families' favourite! Pick the game you all love most, and have a great time playing together, remembering the joy Jesus has given you all!

Because I know Jesus, I have joy!

<https://www.youtube.com/watch?v=4uNQnvaGrxQ>

Wondering Questions:

- **WOW! Even when we go through hard times, Jesus helps keep us joyful!**
- **What are some things that make you happy?**
- **What are some things that make you sad?**
- **Do you think you could remember to pray when you feel sad, and ask Jesus to remind you of his joy?**
- **Why do you think knowing Jesus gives us joy? (Is it because he loves us? He helps us? He promises to never leave us? He died for us?)**
- **What are some things that you think give us joy?**
- **How can we show God how grateful we are for his joy?**

Craft:

- 1) Follow the image instructions below to form the shape of your paper lantern. For younger children, cut the sections in the 6th image larger, roughly 4-5 sections per lantern. This creates the lantern to be more sturdy.
- 2) Have your children decorate their lantern any way they wish!



Activity sheets:

