MAY WEEK FOUR

Preschool



God helps me do big things.

Bible Story

Nehemiah Asks for Help Nehemiah 1–4: 6:1, 15

Nehemiah leads God's people to work together and fix the broken wall around Jerusalem.



MEMORY VERSE

"I know that God helps me." Psalm 54:4, NIrV

Talk About the Bible Story

Open the Bible together and read Nehemiah 1–4; 6:1, 15 or watch the video together on the Parent Cue app.

Engagement Questions

- Who helps you do big things?
- What kind of things can we do when we work together?

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, there are so many ways we can work together. We can work together in our homes and in our community, and showing people that You love them is always a big thing! 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, cuddle them and say: "Good morning, [child's name]! Let's look for ways we can work together with other people today. We can do big things when we work together. Right? Right!" (Give a high five.)



Cuddle Time

Cuddle with your child and pray: "Dear God, thank You for giving us family and friends that we can work together with to do big things. Help us remember to ask for help when we need it, like Nehemiah did when he needed help fixing the wall."



Drive Time

While on the go, look for people working together. Restaurants, grocery stores, libraries, road crews...they all have people working together to do big things. Talk about how we can do big things when we work together too!



Bath Time

Add small toys to bath time. Tell your child to line them up around the edge of the tub. Say: "We can do it faster if we work together." After a few times, say: "Nehemiah had a lot of people help him. He knew we can do big things when we work together."