

# SUNDAY SCHOOL TAKE HOME PAGE

*To parents:*

This page lets you know what your child learned in Sunday school today. In addition, you will find this week's memory verse, a suggested activity, and a short prayer to reinforce the lesson. Being involved and interacting with your child can be very rewarding for both of you.

## What we learned:



Today, your child learned how God desires us to show love, kindness, and mercy—even to our enemies. This is sometimes difficult and goes against our natural instincts. However, when we love our enemies, we are acting like Jesus. If we do not love our enemies, we are just acting like the rest of the world. (Scripture used: Luke 6:27-36)

## Memory Verse:



**"But I say unto you which hear, Love your enemies, do good to them which hate you, Bless them that curse you, and pray for them which despitefully use you."**  
Luke 6:27-28 KJV

Practice this verse several times with your child during the week. This will help your child remember the verse, and it will help to reinforce what he or she learned during class.

## Suggested Parent/Child Activity:



Look up Matthew 7:12 and read it aloud with your child. This is known as the golden rule. Simply, it says that we should treat others as we would like to be treated. Discuss what this rule means with your child, and how it relates to the lesson about loving your enemies. When is it easy to follow the golden rule? When is it hard to follow it? Why is it so important?

Help your child make a list of persons in his or her life that he or she needs to start treating with the love of God. Talk about different ways your child can show love, kindness, or mercy to these people. Have your child pray for these people throughout the week.

## Daily Prayer:



Dear Lord, thank You for setting the example for loving my enemies and showing kindness to those who mistreat me. Reveal to me those that I have labeled my enemy and give me a heart to pray for them. Open more opportunities for me to go the extra mile to love others. Amen.