

The Tricky Game

GOD'S WORD

“Discretion will watch over you.
Understanding will keep you.”

Proverbs 2:11 (WEB)



THE STORY

A box flashes in LJ's tablet game asking for a grown-up's card number, and a stranger asks where he lives. LJ stops, taps nothing, and tells Mom right away. Dad remembers being tricked out of his allowance as a boy, and Officer Kim teaches the class: Stop. Don't share. Tell a grown-up.

Grandma tells LJ that Jesus is the Good Shepherd (John 10). His sheep know His voice and run from a stranger's.

TALK ABOUT IT TOGETHER

1. What made LJ's tummy feel funny? What would you do if a game or a stranger asked you for something?
2. What are Officer Kim's three things to remember?
3. The sheep know their shepherd's voice. How can we learn to listen to Jesus' voice?

PRAY TOGETHER

Jesus, thank You for being my Good Shepherd. Give me good sense to stop when something feels tricky, and help me always tell a grown-up and listen to Your voice. Amen.

TRY THIS WEEK

Make a family “Stop. Don't share. Tell a grown-up.” card and tape it next to every screen in the house. Agree together on which grown-ups your child can always tell, and practice: a parent reads a pretend pop-up aloud, and your child answers with the three steps.

DRAW IT

Draw yourself telling a grown-up about something tricky, and write the three steps underneath.