

## I can love like Jesus.

### Bible Story

#### Jesus Gives a New Command

John 4:1-30, 13:34-35; Luke 18:15-16, 19:1-10

Jesus gives a new command that we are to love one another the way Jesus loves us.



### MEMORY VERSE

"You are the light  
of the world."  
Matthew 5:14, NIV

### Talk About the Bible Story

Open the Bible together and read John 4:1-30, 13:34-35; Luke 18:15-16, 19:1-10 or watch the video together on the Parent Cue app.

### Engagement Questions

- Who can love like Jesus?
- Who can you love like Jesus?

### 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 sending Jesus to show us how to love others. Jesus loves us no matter what! Please help us love others the way Jesus loves them. 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]! It's time to wake up and love like Jesus!"



### Cuddle Time

Cuddle with your child and pray: "God, please help us love others the way Jesus loves us, just like Jesus said for us to do."



### Drive Time

While on the go, name different ways Jesus shows His love for us. (*Helps, listens, is kind, forgives, is gentle, shares, tells the truth, etc.*) Talk about how Jesus tells us to love people the way He loves us.



### Bath Time

Draw a big heart on six plastic disposable cups with a red permanent marker. During bath time, encourage your child to stack the cups on the side of the tub. Each time they stack a cup, say one word of this sentence together: "I can love like Jesus."

### 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



PARENT CUE