

READ IT

This week's Bible story is

Jesus Is Born

from Luke 2:1-20



Christmas

Happy Birthday, Jesus!

Ask each other what you remember about:

- Jesus
- Immanuel
- Stable
- Joseph
- Mary
- Emperor Augustus

Mary and Joseph were obeying Emperor Augustus' command that everyone had to go back to his or her hometown to be counted. This census was taken for the purposes of taxation.

Read the whole story together in the Bible!

Spark Story Bible pages 212-217

Spark Bible page 1130

Family Prayer

Thank you, God, for Jesus! Help us to celebrate his birth a little every day! AMEN.

TALK ABOUT IT



Family Conversations

- 1 How do you like to celebrate birthdays in your family?
- 2 How has Jesus been a gift in your life?
- 3 The angels told the shepherds of Jesus' birth. Who can you tell about Jesus?
- 4 Get out your nativity set – or make a simple one with craft items or dolls and stuffed animals. Take turns retelling the story of Jesus' birth using the nativity characters.



Eye Spark

Next time you see animals at a zoo or on a farm, think about animals that might have been present at Jesus' birth.



Ear Spark

When you hear "Happy Birthday" sung, think about Jesus' birth. Do you think anyone sang "Happy Birthday" to him?

LIVE IT

For families to do together

Throw a birthday party for Jesus! (It doesn't matter what time of year it is!) Have a birthday cake and sing "Happy Birthday"! Play games and sing songs. Who will you invite? What kinds of presents could be appropriate to bring to your party?

For younger kids

Ask your parents to help you donate a birthday package to your local foodshelf—a gift bag with a cake mix, candles, and some decorations could make a family's day!

For older kids

Think about how parties would have been different in Jesus' time. What do you like best about your parties today? Are there any Jesus-focused party ideas you could incorporate next time you celebrate? (Here are a few ideas: say a table prayer before you eat, or ask for donations to a charity instead of gifts.)