Dear Families of Two and Three Year Old Children at \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ church of Christ,

I am excited to share with you Old Testament “Learning is in the Bag” for our class. These are exciting and interactive ways to share Bible stories or events with your child. I took great care to be very sanitary in all preparation and I hope that your child enjoys it.

These bags are designed to help your child learn about events from the Old Testament that we will not get to cover. There are fun games, crafts, Bible story books and ways for your child to retell the story. These are to be a teaching tool for you, the parent or grandparent, as well. You might choose to read the book one day, do a craft, play a game or retell the story on another. Allow your child to take the lead as much as possible. Please share any ideas you may have on how I can improve the bags or if there is a problem with one.

Directions: We will only exchange the bags on Sundays, so please wait until then to bring them back. If you do not want to participate, that is okay. You know what your family is able to do. I have read over the children’s books and made changes where they were not Biblically correct. Please read the directions in the folder and on the Ziploc bags so that you know how to help your child do each activity. This should be a fun way of sharing God’s Word so please do not stress over it. I ask that you please help your child keep up with any pieces that go with the bag. The crafts are things you keep. Plus there are some toys and foods you make with your child. If you decide you do not want to pick up another bag that is okay. If you do, please sign these out on the sign out sheet located in the basket where the bags are kept. Please return the bags in the return box so I can refill with new materials for the next child and sanitize the ones that are returning before it goes home with another child. I hope this is a great way to share God’s Word for all of us. Remember this is purely a voluntary program. Ms. Zee