

COME, FOLLOW ME ACTIVITIES

For home evening or scripture study—or just for fun!

Armor of God Matching Game

FOR EPHESIANS

STORY: Paul taught us to put on “the whole armour of God” (Ephesians 6:13–17). When we follow Jesus Christ, we are spiritually protected! Read the scripture story on page 46 to learn more.

SONG: “Scripture Power” (“Music for Children,” ChurchofJesusChrist.org)

ACTIVITY: Turn to page 8 to do a matching activity. How does living the gospel help keep you safe?



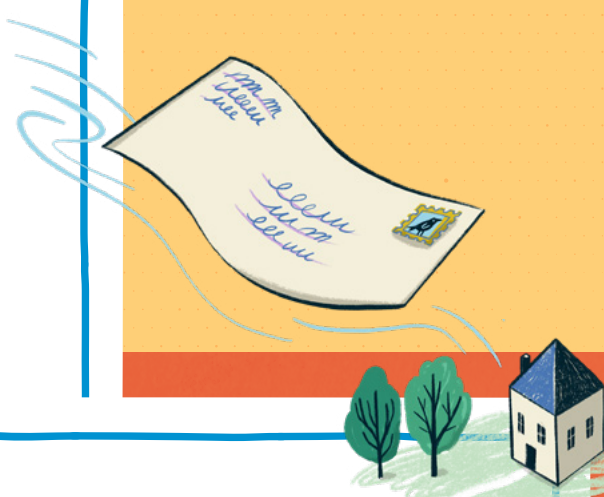
Peace from the Savior

FOR PHILIPPIANS; COLOSSIANS

STORY: When things are hard, we can pray for help. Because of the Savior, we can feel comfort and peace. (See Philippians 4:4–7.)

SONG: “I Feel My Savior’s Love” (*Children’s Songbook*, 74–75)

ACTIVITY: On page 10, read a story about a girl who felt Jesus Christ’s love. Then think about a time you felt peaceful because of Him. Write about it or draw a picture. Then send it to us at the *Friend!* Go to the back cover to see how.



Gratitude Pictures

FOR 1 AND 2 THESSALONIANS

STORY: Paul taught, “In every thing give thanks” (1 Thessalonians 5:18). We can show our gratitude by thanking others for their help. We can also thank Heavenly Father when we pray.

SONG: “Thanks to Our Father” (*Children’s Songbook*, 20)

ACTIVITY: What are some of your blessings? Draw or cut out pictures from a magazine of what you’re grateful for. Then give your art to someone you want to thank.

Tap the Rhythm

FOR 1 AND 2 TIMOTHY; TITUS; PHILEMON

STORY: You can do great things, no matter how young you are! Timothy was a young Church leader, and Paul taught him to be a good example (see 1 Timothy 4:12–16). How can you be a leader and help those around you?

SONG: “Jesus Wants Me for a Sunbeam” (*Children’s Songbook*, 60–61)

ACTIVITY: Sit in a circle. Use your hands or sticks to tap out rhythms on the ground. One person taps a short rhythm, and all the others copy. Take turns being the leader. After your turn, tell about a time when you were a good example to others.



Go to page 49 for *Come, Follow Me* activities for younger children.