

June 2026 Complete Curriculum – Fruits of the Spirit

Age Group: 5–10 years | Length: Approximately 1.5 Hours Per Lesson

June 7, 2026 — Love & Kindness (Dorcas/Tabitha)

Worship Songs

Speak Life Today (Kid Kardia)

Every Move I Make (Kid Kardia Playlist)

Scripture: Acts 9:36-42

Memory Verse: “Love your neighbor as yourself.” — Luke 10:27

Game: Helping Hands Relay

Have children pair up. One child pretends to need help carrying books, picking up dropped items, or encouraging a sad friend. The other child helps complete the task. Rotate partners and discuss how helping others demonstrates love and kindness.

Craft: Kindness Heart

Children cut out a large heart and write or draw ways they can show kindness during the week.

Interactive Story

Dorcas is known throughout Joppa for helping others.

Decision 1: Who should Dorcas help first?

- A. The person with the most money
- B. The elderly woman needing a coat repaired
- C. Nobody because there are too many problems

Dorcas helps the elderly woman.

Decision 2: What should Dorcas do when she sees a hungry family?

- A. Tell them to figure it out themselves
- B. Pretend not to see them
- C. Share some of her own food

Dorcas shares her food.

Decision 3: Dorcas becomes sick. What should the believers do?

- A. Pray and ask God for help
- B. Give up hope
- C. Leave town

The believers pray and send for Peter.

Decision 4: What should Peter do?

- A. Laugh at their sadness
- B. Pray and trust God
- C. Leave immediately

Peter prays and God raises Dorcas. Everyone rejoices.

Ending: Dorcas showed love and kindness every day, and God used her life to bless many people.

June 14, 2026 — Patience & Faithfulness (Joseph)

Worship Songs

God Knows What's Best

I Will Build (Kid Kardia)

Scripture: Genesis 41:16

Memory Verse: "Wait for the Lord." — Psalm 27:14

Game: Waiting and Trust Game

Children complete an obstacle course but must wait for the leader's signal before moving. Discuss trusting God's timing.

Craft: Peace Path

Children draw a winding path and write words such as Trust, Wait, Faithful, and Peace along the path.

Interactive Story

Joseph waits in prison, wondering what God is doing.

Decision 1:

- A. Complain constantly
- B. Trust God and stay faithful
- C. Give up

Joseph remains faithful.

Decision 2:

- A. Ignore prisoners who need help
- B. Make up answers
- C. Ask God for wisdom

Joseph asks God for wisdom.

Decision 3:

- A. Stay faithful
- B. Become angry with God
- C. Give up

Joseph remains faithful.

Decision 4:

- A. "God can help."
- B. "I am the smartest."
- C. "I don't care."

Joseph gives God the credit, and Pharaoh places him in charge of Egypt.

Ending: Joseph learns patience and faithfulness prepare us for God's perfect timing.

June 21, 2026 — Joy & Goodness (Paul and Silas)

Worship Songs

Good Day

Praise (Kid Kardia Playlist)

Scripture: Acts 16:25

Memory Verse: "The joy of the Lord is your strength." — Nehemiah 8:10

Game: Joyful Noise

Children create rhythms together and take turns leading. Discuss how joy can spread from one person to another.

Craft: Joy Banner

Children create colorful banners displaying the word JOY and decorate them brightly.

Interactive Story

Paul and Silas sit in a dark prison cell.

Decision 1:

- A. Pray and sing
- B. Complain
- C. Blame everyone

They choose to praise God.

Decision 2:

- A. Listen carefully
- B. Mock them
- C. Ignore them

The prisoners listen.

Decision 3:

- A. Escape immediately
- B. Stay and trust God
- C. Panic

Paul and Silas trust God.

Decision 4:

- A. Everyone escaped
- B. Listen to Paul
- C. Run away

The jailer listens and learns about Jesus.

Ending: Joy and goodness help change an entire family.

June 28, 2026 — Gentleness & Self-Control (David Spares Saul)

Worship Songs

Good God Almighty (Kid Kardia Playlist)
God's Not Done

Scripture: 1 Samuel 24:5

Memory Verse: "A gentle answer turns away wrath." — Proverbs 15:1

Game: Gentle Moves

Children balance an object while walking carefully. If they drop it, they restart. Discuss gentleness and self-control.

Craft: Gentle Hands

Trace both hands and write ways to show gentleness at home, school, and church.

Interactive Story

David and his men hide in a cave when Saul enters alone.

Decision 1:

- A. Hurt Saul
- B. Show self-control
- C. Yell at him

David shows self-control.

Decision 2:

- A. Cut off a corner of Saul's robe
- B. Attack Saul
- C. Throw a rock

David cuts a corner of the robe instead of hurting Saul.

Decision 3:

- A. Speak angrily
- B. Speak respectfully
- C. Speak rudely

David speaks respectfully.

Decision 4:

- A. David is weak
- B. David showed mercy
- C. David is Saul's enemy

Saul realizes David showed mercy.

Ending: David's gentleness and self-control honored God.