# ORGIVENESS

Deciding that someone who has wronged you doesn't have to pay

Read Daniel 9:9

BOTTOM LINE: Everyone needs to be forgiven.

### Done Wrong?

Sometimes we need to forgive others and sometimes we need to be forgiven. Think of a recent time that you did something that you needed to ask forgiveness for. Was it something like: not obeying, taking a sibling's toy, or saying something mean to a friend? If you haven't already done so, go ask for forgiveness and tell them what you have been learning about forgiveness this month.

Ask others for forgiveness when you need to.

## Sorry, God!

God offers us forgiveness. But it's still nice to ask Him to forgive us. Think back to yesterday and the situation that you needed to ask forgiveness for from a friend. Talk to God and ask Him to forgive you for hurting someone else. You can pray something like this:

"Dear God, Thank you for always forgiving me no matter what. I pray that you will forgive me when I was not kind to my friends or family members. I love you, God. Amen."

Thank God for always forgiving you.

#### Memory

Grab someone to do this activity with you! Look up this week's verse: Daniel 9:9. Write or type this week's Bible verse onto a sheet of paper.

Cut the words apart and tape the words to a wall or table. Say the verse out loud, then remove one word. Have your friend say the verse again, seeing if they can remember the missing word. Then, take away another word. Repeat until all of the words are gone and you are saying the verse from memory!

Look for ways you can forgive others because you are forgiven.

## "I Will Forgive"

Sometimes we need a little help remembering why and who to forgive. So below are some "I will" statements that we can say to remind us who and why we need to forgive. Practice saying the statements below every time you need to!

"I will remember Jesus died for me."

"I will forgive others"

"I will ask for forgiveness when I need to."  $\!\!\!\!\!$ 

Know that when we forgive others, it shows that we love them.

