

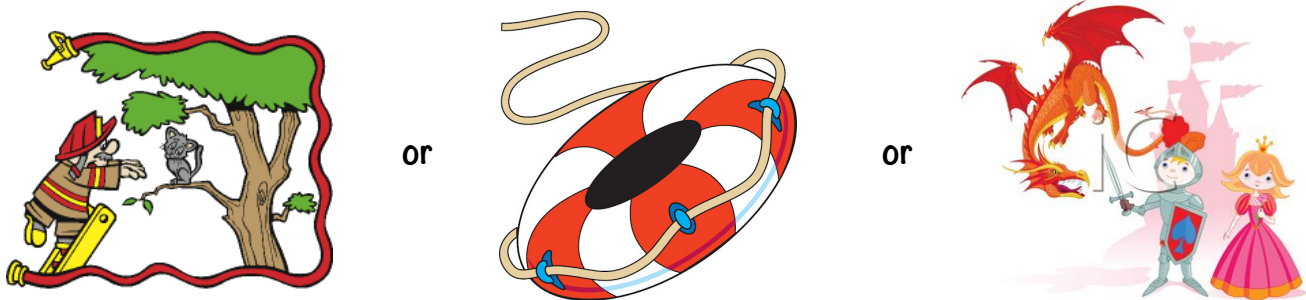
Just for Kids

BUILDING BLOCKS

What is Salvation?
Redemption

Part 1

“**Salvation.**” Have you ever heard Mr. Roger say that word? Or one of your Bible class teachers? It sounds like a good word ... maybe the answer to a really big problem? But what does it mean? What’s it mean to be “**saved**”? Maybe that word makes you think of...



When someone is “**saved,**” there’s a problem and someone else helps. Did you know we read “**save**” or “**salvation**” in the Bible more than _____ **times**? That sounds like we have a **REALLY BIG** problem on our hands, doesn’t it? Well, what is it? Our biggest problem is _____.

Can you find **Romans 6:16** in your Bible? Let’s notice how our really big problem is described:

1. I get myself in trouble when I “_____” myself to sin.
2. Sin makes me a “_____.”

That’s really bad news! **So where’s the good news?** It’s just two verses down in **Romans 6:18**. I can be “**set _____ from sin.**” The Bible has a very special word for being “**set free**” or “**rescued**” from sin. Do you know what that word is?

Can you find one other passage in your Bible? We’ll visit **Titus 2:11-14** a few times this month (so it might be good to mark it in your Bible), but let’s read it together now and see...

1. Who is the **ONLY** hero who can save us from our biggest problem? _____
2. Jesus “**gave himself for us to _____ us.**”

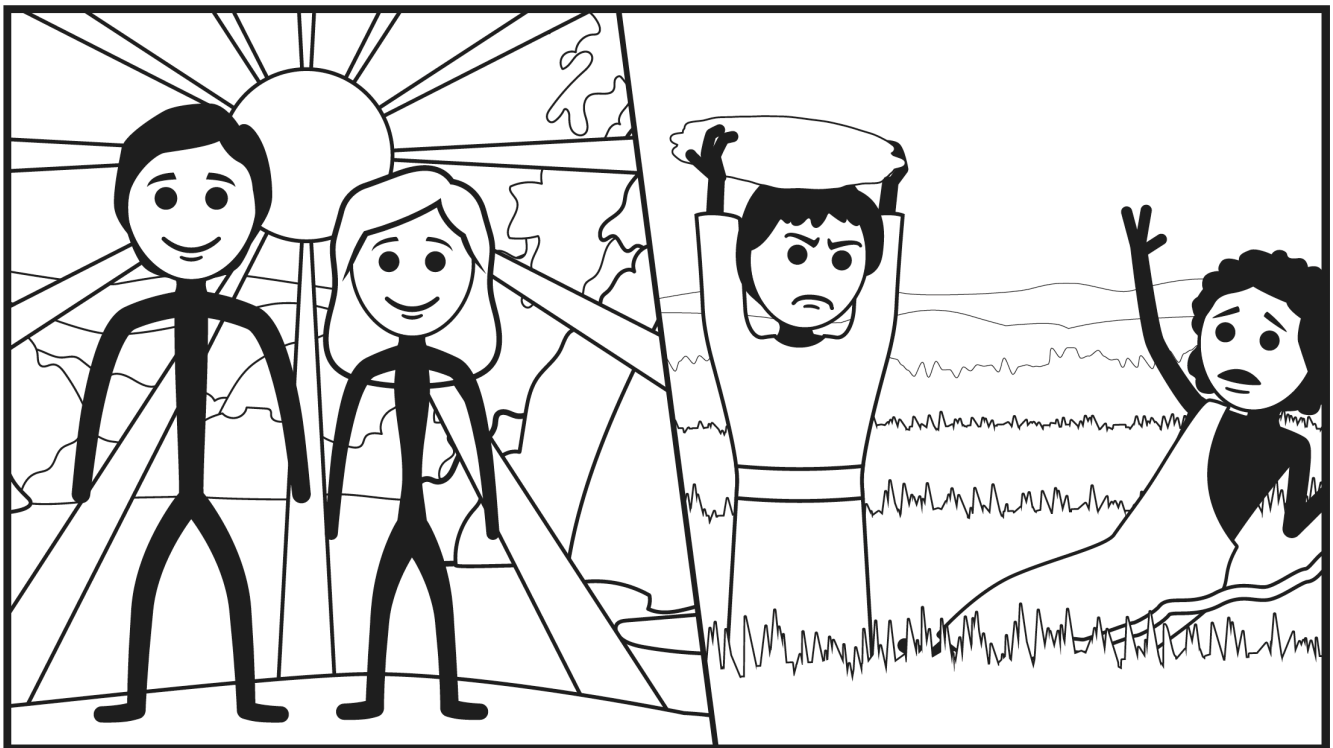
FOUNDATION STONES



This month, we're working on:

- ✓ **TIMELINE** Building Blocks: The first four periods of the Creation to Revelation timeline
- ✓ **BIBLE** Building Blocks: Our Old Testament books of the Bible
- ✓ **CHARACTER** Building Blocks: The Israelite family tree
- ✓ **EVENT** Building Blocks: The 10 plagues on Egypt
- ✓ **KEY WORD** Building Blocks: What's a patriarch? A covenant? A parable?

TIMELINE Building Blocks: Creation to Revelation (Period 1)



Before the Flood

BIBLE Building Blocks

- 🕒 How many books are in the Old Testament of the Bible?
- 🕒 Let's work on saying the Old Testament books of the Bible from memory...