

MORNING

Tell It | Now that you have spent the whole week with “The Fiery Furnace,” take turns as a family retelling the story (from memory) to each other in your own words. If anyone gets stuck, feel free to help them out. (Try acting it out, using sound effects, or even referencing the drawings you made to make this activity more fun)

LUNCHTIME

Table Time | A conversational game that creates space for the big (and not-so-big) questions you wanna know! There are no right or wrong answers. Just pick a topic or question below and start talking around the lunch table! For added fun, add your own questions.

1. If you could pick one of your friends to live with you, who would it be?
2. Nebuchadnezzar was not in control of his anger. Tell about a time when you were angrier than you should’ve been?
3. Shadrach, Meshach, and Abed-nego were very brave. Who is the bravest person you know?
4. Shadrach, Meshach, and Abed-nego had to move to Babylon from their homes. If you had to move away, where would you move?
5. If you had to move and could only take one item with you, what would you take?

AFTERNOON

KOTM Pictionary | Player chooses 2 animals and draws them combined (Example: hippopotamoose, alligatoduck, etc.) Keep drawing until your opponent guesses the two animals. The first player to guess is the next player to draw.