

Unit 2, Session 1
Sin Entered the World (Genesis 3)



Dear families,

Does the story of the fall surprise you? How could Adam and Eve—who had everything they needed—rebel against a loving God? Do you think you would have acted differently?

Adam and Eve's story is our story. Think about the last time you blatantly sinned. What lies were you believing in that moment? Satan wants us to believe the same lie that Eve believed: *Maybe God is holding out on me. Maybe He isn't good or loving. Maybe I would do a better job than Him.* Do you ever wonder if you know better than God?

Before the fall, Adam and Eve enjoyed a loving, two-way relationship with God. The garden was a true paradise. God filled the garden with good gifts so that they might enjoy them and give Him thanks. This glorifies God. All of that changed when Adam and Eve gave in to the serpent's temptation.

Adam and Eve desired something more: the wisdom the fruit offered. But when their eyes were opened, they didn't get what they hoped for. Instead, they were aware of their nakedness. They felt ashamed. Surely the Lord's heart broke at their act of disobedience and rebellion. Can you think of a time your own sin produced regret and sorrow?

Because of their sin, God cast Adam and Eve out of the garden. Though they did not die right away, sin's effect was immediate and thorough. Their lives and their children's lives—and the lives of all of humanity—would be forever affected by their choice. We see this in the world around us. We experience God's grace, but we are very aware that the world is broken. It was not meant to be this way.

Sin is a big problem that needs a big solution. At just the right time, God sent His Son into the world, born as a baby. Matthew 1:21 says, "You are to name him Jesus, because he will save his people from their sins."

As your kids become increasingly aware of the bad news—that we are all sinners from birth—rejoice with them over the good news: "Christ Jesus came into the world to save sinners" (1 Tim. 1:15).

Check out *The Gospel Project At Home* for resources designed to help you lead a family worship experience as well as suggestions for morning and evening prayer times and family activities. Your child can also access free Gospel Project learning games and activities in the LifeWay Kids app reader available in the iTunes or Google Play stores.

FAMILY TALKING POINTS

CHRIST CONNECTION

This is the big idea of how this week's Bible story points to Jesus.

- **Babies & Toddlers:** God planned to send Jesus to make everything right.
- **Younger Preschool:** Since Adam and Eve, all people have been sinners. God sent Jesus to rescue us from sin.
- **Older Preschool:** Everything was different after Adam and Eve sinned. Since then, all people have been sinners. Sin keeps us from God, but God never stops loving us. He sent His Son, Jesus, to rescue people from sin and bring them back to God.
- **Kids:** Ever since Adam and Eve sinned, all people have been born as sinners. Sin separates us from God, but God still loves us. God promised a Rescuer would come from Eve's family. God sent His Son, Jesus, to rescue people from sin and bring them back to God.

BIG PICTURE QUESTION & ANSWER

This is an important biblical truth that your child will encounter each week of this unit.

- **Younger Preschool:** What does it mean to sin? We sin when we disobey God.
- **Older Preschool:** What does it mean to sin? To sin is to go against God and His commands.
- **Kids:** What does it mean to sin? To sin is to think, speak, or behave in any way that goes against God and His commands.

KEY PASSAGE

This is a Bible verse that relates to what your child will encounter each week of this unit.

- **Babies & Toddlers:** We all make wrong choices. — Romans 3:23
- **Younger Preschool:** Everyone makes wrong choices. — Romans 3:23
- **Older Preschool:** All have sinned and fall short of the glory of God. — Romans 3:23
- **Kids:** For all have sinned and fall short of the glory of God. — Romans 3:23

**** Next week:** Sin Spread to People (Genesis 4–5)