# TEACHING KIDS ABOUT BIBLICAL STEWARDSHIP







# **BEFORE YOUR CHILD LEAVES HOME, THEY SHOULD:**







Be faithfully returning tithe on any income because God is their provider.



Be expressing gratitude to God by giving regular and percentage-based offerings.



Open a low fee, high interest savings account with bank.

# BEFORE YOUR CHILD LEAVES HOME, THEY SHOULD:







Practice buying and selling second hand items.



Grow a food garden. Learn to cook low cost delicious meals from the garden.



Volunteer in their community.

# **BEFORE YOUR CHILD LEAVES HOME, THEY SHOULD:**







Save the family \$100 in household bills per month through choices.



Promise to never use a credit card.



Get a part time job from age 15.



Earn a good reference from a boss.





TITHE (10% OF EÀRNINGS)



**OFFERINGS** (% REGULAR CONTRIBUTIONS)



**DAY-TO-DAY SPENDING** (MOVIES)



**SAVINGS GOALS** (SUPER-SOAKER)



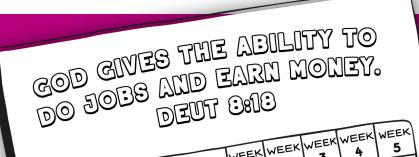
**HELPING** PEOPLE OUT (FOOD BANK)





**RULE:** 

EVERY JAR GETS SOME MONEY EVERY PAY DAY



MY 3 JOBS ARE:  JOB 1  JOB 2  JOB 3	WEEK WEEK WEEK WA 5
JOB 3	

I'M SAVING FOR:	

"I'M GOOD WITH MONEY"







### I PROMISE CARD

	GOD FIRST	
	I PROMISE:	
C	SPEND TIME talking to Jesus when you first wake up every day.	
	Ask Jesus to help you <b>FORGIVE</b> and <b>LOVE</b> others because it can be really hard.	
考	Choose HEALTHY HABITS so you can listen to God's voice.	
	TELL all your friends and family about Jesus.	
7	Make SABBATH extra special by getting ready.	
10	Faithfully <b>RETURN</b> God's <b>TITHE</b> which is 10% of whatever income He <b>FIRST</b> gives to you.	
%	PROMISE a percentage (%) of your income as regular offering.	
WITH GO	DD'S HELP: DATE:	
	STEWARDSHIP MINISTRIES	

### TITHE ENVELOPE

GOD FIRST		
MY TI		
TITHE		
Biblical Stewardship Re		
	Amount:	
OFFERINGS		
Recommended 3-5%		
Sabbath School	Amount:	
This Week's offering	,	
Local church	Amount:	
Building Fund	Amount:	
Special Project	Amount:	
other (Specify below)		
	Amount:	
MY NAME:		
DATE:		
<b>巴</b> 5 6	7 10 %	

