

John 10:1-10 New International reader's Version (NIrV)

What I'm about to tell you Pharisees is true. What if someone does not enter the sheep pen through the gate but climbs in another way? That person is a thief and a robber. ² The one who enters through the gate is the shepherd of the sheep. ³ The gatekeeper opens the gate for him. The sheep listen to his voice. He calls his own sheep by name and leads them out. ⁴ When he has brought out all his own sheep, he goes on ahead of them. His sheep follow him because they know his voice. ⁵ But they will never follow a stranger. In fact, they will run away from him. They don't recognize a stranger's voice."
⁶ Jesus told this story. But the Pharisees didn't understand what he was telling them.

⁷So Jesus said again, "What I'm about to tell you is true. I am like a gate for the sheep. ⁸ All who have come before me are thieves and robbers. But the sheep have not listen to them. ⁹ I'm like a gate. Anyone who enters through me will be saved. They will come in and go out. And they will find plenty of food. ¹⁰ A thief comes only to steal and kill and destroy. I have come so they may have life. I want them to have it in the fullest possible way.

Children's Bulletin September 15, 2024 The Wolf in Sheep's Clothing Pastor Nate Keeler

Take notes by drawing or writing key words from the sermon.

The Shepherd and His Sheep

His sheep follow him because they know his voice. John 10:4b (NIV)

The puzzle is based on John 10:1-10 (NIV).



John 10:1-10

F	С	N	L	٧	Е	S	Α	Ν	F	Т	С	W	Μ	Н
U	J	Q	Ι	Μ	D	Z	Н	Ν	Α	D	R	S	Α	L
R	0	Ι	Υ	S	Z	W	G	Е	K	М	Ν	U	F	U
G	U	D	D	G	F	S	Α	G	Р	Т	Е	Т	Т	Ν
Н	L	Α	L	Т	D	0	Μ	Т	С	Н	D	K	В	Н
N	Е	R	R	Р	Н	Т	L	D	С	R	Е	Α	Е	R
L	Α	J	0	Е	٧	I	В	L	Е	Н	Ι	R	S	G
I	Z	٧	S	Ν	Е	Χ	Е	G	0	Н	Μ	U	D	R
D	U	G	٧	Н	Р	Т	Ν	F	٧	W	Ν	Α	F	0
Χ	Е	٧	Α	S	Е	Α	Т	Κ	0	I	F	J	Ν	В
S	0	S	С	Т	R	Ε	L	G	I	D	Χ	U	В	В
N	Т	N	Т	Т	Е	W	Р	Н	С	0	0	0	Α	Е
G	Ζ	Е	S	R	٧	W	В	Q	Е	Α	G	Е	Υ	R
0	S	Е	Α	Е	0	J	S	Υ	Т	G	0	W	Р	Z
S	С	J	R	L	Υ	Υ	Н	В	Χ	L	L	Т	L	L

LEADS	ROBBER	PEN	WATCHMAN	TRUTH
FOLLOW	DESTROY	THIEF	STRANGER	GATE
VOICE	STEAL	SHEPHERD	NAME	SHEEP