



Good words should come from a pure heart.



Fill in the missing letters to make a word that means the same as the word in parentheses. Then put those same letters in the blanks to complete each statement.

_____ EDOM (LIBERTY) _____ CH (TIMEPIECE)

TRA _____ (RUBBISH) _____ ROR (MISTAKE)

A mineral salt spring cannot give _____.

_____ D (ANCIENT) N _____ T (ABODE)

_____ Y (VINE)

A fig tree cannot yield _____.

OF _____ CE (WORKPLACE) JO _____ (SHAKES)


A grapevine cannot bear _____.

OC _____ (HAPPEN) _____ ING _____ (BURN)

The tongue that praises God should not _____ men.

Be Careful What You Say

What we say often determines our course in life.

 Find your way through the maze following a path that uses the tongue in a godly manner.



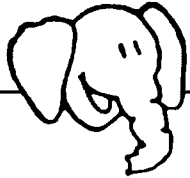

Fifth Baptist Children's Church

Enter your **SECRET CODE** to unlock games @ games.childrensbulletins.com **SECRET CODE**
V48632

James gives examples of big things that are strongly influenced by very small things.

Fill the blanks with the correct letters according to their numbers.
Add the numbers in each word. Draw a line between the words that have the same sums.

A = 12	G = 10	L = 16	Q = 29	V = 22
B = 9	H = 2	M = 0	R = 1	W = 34
C = 14	I = 4	N = 17	S = 3	X = 28
D = 7	J = 13	O = 8	T = 6	Y = 33
E = 5	K = 11	P = 31	U = 19	Z = 18
F = 48				



Big Things



Small Things

$$2 + 8 + 1 + 3 + 5 = \underline{\quad}$$

$$3 + 31 + 12 + 1 + 11 = \underline{\quad}$$

$$3 + 2 + 4 + 31 = \underline{\quad}$$

$$6 + 8 + 17 + 10 + 19 + 5 = \underline{\quad}$$

$$31 + 5 + 1 + 3 + 8 + 17 = \underline{\quad}$$

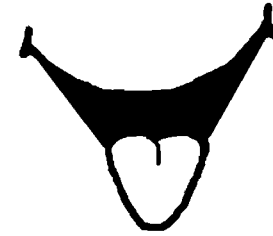
$$9 + 4 + 6 = \underline{\quad}$$

$$48 + 4 + 1 + 5 = \underline{\quad}$$

$$1 + 19 + 7 + 7 + 5 + 1 = \underline{\quad}$$

James describes the tongue with some very unfavorable words.

Unscramble the letters and include the letter from "TONGUE" to make a word which describes the tongue.



_____ T _____
SUBLOAF

_____ O _____
PURRCT

_____ N _____
SIPOO

_____ G _____
ABANCHEEL

_____ U _____
MATEDN

_____ E _____
ADDYL