

He Lives

Text: Children from The Church of
Jesus Christ of Latter-day Saints

Music by Julia Kay Aho
Arranged by Carolyn Curtis

12

He is the sun, ___ gol-den and bright, ___ He is a dia - mond star in the night.

20

___ He is a val - ley - a safe place to grow, ___ He is the pure ___ and spar-kl - ing snow.

28

___ He ___ is a com - pass ___ and He's ___ foot-steps in - the sand. ___

37

He ___ is the road back home and His ___ hand is in - my hand. ___ He is a moun-

46

- tain, He is the sea, ___ He is a stream ___ and the shade of a tree. ___ He ___

54

___ is a rain - bow ___ and He ___ is the big - blue sky ___

*Children from The Church of Jesus Christ of Latter-day Saints wanted to find a unique way to share their testimony of the Savior. After learning about poetic symbols and representations of Christ in scripture, the children drew and wrote down evidences of Christ in the world around them. They used these metaphors to express what Jesus Christ means to them. These are their words, arranged by their music leader, Julia Kay Aho. **To learn more about Jesus Christ, [click here.](#)***

Moses 6:63 "And behold, all things have their likeness, and all things are created and made to bear record of me, both things which are temporal, and things which are spiritual; things which are in the heavens above, and things which are on the earth, and things which are in the earth, and things which are under the earth, both above and beneath: all things bear record of me." *Also see D&C 88:7-10, Alma 30:44 and D&C 76:22-4.*

He Lives

61

He is the sun, golden and bright, He is a diamond star in the night.
He is a compass and He's foot-steps in the sand.

68

He is a valley - a safe place to grow, He is the pure and
He is the road back home and His hand is

75

spar - kl - ing snow. He is my King He is the
in - my hand. He is my King He is the

83

world He is in ev - ry - thing HE LIVES!
world He is in ev - ry - thing HE LIVES!

We invite you to learn more about Jesus Christ, and we testify, HE LIVES!