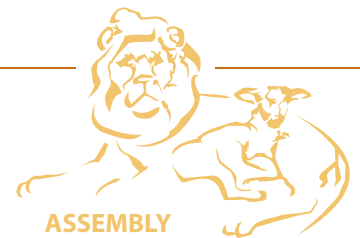


ABRAM AND GOD'S PROMISE

SCRIPTURE REFERENCE: GENESIS 12-13



*Please do not feel the need to cover the entire portion of scripture in your lesson.
The following are some ideas for creative ways that you can
present this material.*

LESSON IDEAS

THE QUARRELING HERDSMAN

Divide the class into two groups. Assign three shepherds to each group. (One "shepherd" should be a teacher or helper.) The remainder of each group will be sheep. Tell the sheep their job is to mix together with the other group and the shepherds' job is to keep their group of sheep separated. Have the adult shepherds start a quarrel with one another. Comments like, "Hey, keep your sheep on your side," or "Why do you always bring your sheep on my grass?" will help illustrate the problem Abram's herdsman were experiencing. End the skit and thank the kids for their participation. Then ask the following questions:

- What problem did we have with the sheep? (There was not enough room for them in the classroom (fields) to eat grass.)
- What bad attitudes did you see? (Some of the shepherds were quarreling with each other.)
- Why do we quarrel? (We quarrel when we don't get what we want, see James 4:1-2.)
- Are you ever tempted to quarrel with your brothers or sisters? Or with your friends? Over what? (Toys, candy that someone gave us, who gets into the car first, who gets to sit in the special seat, etc.)
- What should we do when we are tempted to quarrel with others? (Consider others, not just ourselves, see Philippians 2:4.)
- How did Abram consider Lot more important in our Bible story today? (He gave Lot the first choice of the land to live on.)

ABRAM AND GOD'S PROMISE

SCRIPTURE REFERENCE: GENESIS 12-13

THINGS ARE NOT ALWAYS AS THEY APPEAR

Supplies:

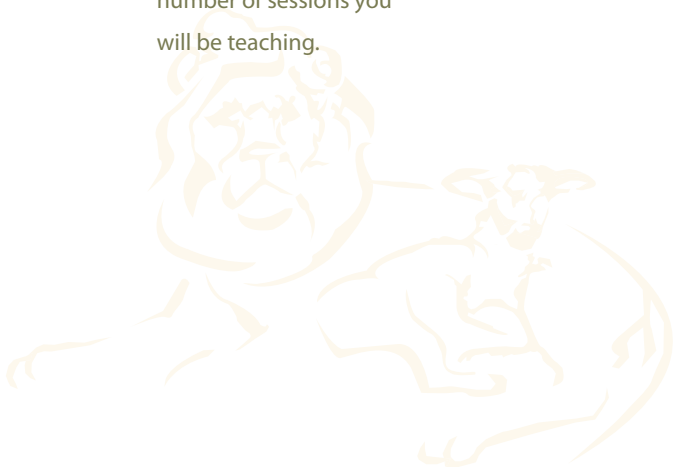
fill one Ziploc bag with dirt, then place the bag in a small box and wrap it with beautiful paper and ribbons. Purchase stickers, enough for each child to have one each, and wrap them in another box similar to the first, only use an old paper shopping bag to wrap the box, and don't use a bow. You may want to scribble all over the paper first, then wrap it sloppily. Be sure to purchase enough stickers for all classes. Wrap each box and lid separately so the wrapping doesn't have to be torn off each time or you'll end up wrapping TWO boxes.

Note: Quantity of consumable supplies should be adjusted for the number of sessions you will be teaching.

Set both boxes in front of the class and ask 10 different children which box they would rather have. (The idea, of course, is that they would choose the prettily wrapped box.) Ask the class to guess what is inside. Play it up!! Then open each box – starting with the nicely wrapped one. Open the poorly wrapped box next to disclose the stickers. Tell the class they may each have one to remind them of Abram's good choice – God's best! (Tell the children that they will receive their sticker along with their take-home paper when they leave for the day.)

When the 'skit' is complete, ask the following questions:

- Why was Lot's choice of the good ground like the fancy box with the dirt (moldy bread or whatever yucky thing you fill it with)? (Even though the ground was "well watered and like the garden of the Lord," the people of the land were evil.)
- Why was Abram's choice like the ugly box with the surprise inside? Read Genesis 13:14-18 and ask the children again. (God promised to bless Abram in that land.)



ABRAM AND GOD'S PROMISE

SCRIPTURE REFERENCE: GENESIS 12-13

GOD'S FOUR PROMISES TO ABRAM

Supplies:

- six 3X5 - index cards,
- a die

Write each of the four promises that God made to Abram from Genesis 12 on 3x5 cards. On the back of each card write the number 1-4 as it corresponds to the order of the promise that God made to Abram in Genesis 12:2-3.

The four promises are:

- I will make you into a great nation
- I will make your name great
- I will bless those who bless you and curse those who curse you
- All peoples of the earth will be blessed through you

On a fifth card write, "5 – Name all four"

On a sixth card write, "6 – Name any one that you can remember"

Divide the class into two teams and have them stand in two lines side by side in front of a table. On the table, place the cards with the numbers up. Review the promises with the children first. Then, have them take turns rolling a single die and giving the promise from memory that corresponds to their roll. If they get a "5" they must name all four promises. If they roll a "6" they can name any one of the four. Keep score and declare the team with the most correct answers the winner!

Where Is Jesus?

Please use the following comments connecting today's lesson to the Gospel to help inform your understanding and serve you by aiding your preparation for class. Remember, we want to do more than present disconnected Bible stories and lessons to our young children. We want them to understand how each story in the Bible plays a part in God's greater plan of redemption.

God made a promise to Abram that through him all nations would be blessed. Abram himself was not the one to bless all nations. The one who fulfills that promise is a descendant of Abraham, Jesus Christ.

Paul tells us in Galatians 3:28-29,

There is neither Jew nor Greek, slave nor free, male nor female, for you are all one in Christ Jesus. If you belong to Christ, then you are Abraham's seed, and heirs according to the promise.