October 4, 1998 Genesis 13-14
Early Childhood AGEN05EC
Abram and Lot Separated.

Materials I Need:

Memory Verses:
1. **In the beginning God created the heavens and the earth. Genesis 1:1**
2. **I will make you a great nation, and I will bless you. Genesis 12:2**

Attribute of God emphasized in this lesson:
God keeps His promises.

Aim Questions for 2's & 3's:
1. **Did Abram's shepherds and Lot's shepherds get mad at each other?** *(Yes. The shepherds argued about land for their sheep.)*
2. **Did Abram let Lot choose which land he wanted to live on?** *(Yes. Lot chose the best land by the city of Sodom.)*
3. **Did God tell Abram again about His promise of land and children?** *(Yes. God promised Abram the land of Canaan and a big family-nation.)*
4. **Did Abram build an altar and thank God for His promise of land and children?** *(Yes. He bowed at the altar and talked to God.)*
5. **Did God help Abram's strong men find Lot's family and take them back to their home?** *(Yes. God helped Abram's men take Lot's family from the enemy kings.)*

Aim Questions for 4's, 5's & K:
1. **Why did Abram's and Lot's shepherds quarrel and argue with each other?** *(There was not enough land and water for all the animals.)*
2. **How did Abram settle the quarrel?** *(Abram let Lot choose where he wanted to live. Lot chose the best land by the city of Sodom.)*
3. **What did Abram do when God reminded him about His promise to give Abram the land and a big family?** *(Abram built an altar and thanked God for His promise of land and children.)*
4. **What did Abram do when he heard that the enemy kings had captured Sodom and taken Lot and his family?** *(Abram took his strong men and defeated the enemy kings. He took Lot's family back to their home.)*
5. **What did Abram do when the king of Sodom offered him all of the stolen goods?** *(Abram refused the goods because he wanted everyone to know that it was God who was blessing him, not the Sodom king.)*

Key for symbols:

❑ This box symbol represents ideas that can be used for two-year-olds through kindergarten. Please remember to slow down the pace for two-year-olds and keep the pace moving for five-year-olds.

② This symbol represents ideas that are best used for two- and three-year-olds.

④ This symbol represents ideas that are best used for four-year-olds through kindergarten.

Hook:

❑ **Memory Verse Review:** "Last week we learned that God promised to give Abram a big family, called a nation, and that God would give good things to Abram's family, called blessings. We also learned a song which had our new memory verse in it. Raise your hand if you remember the song. Great! Let's sing the song together and we'll remember the promise that God made to Abram." Sing the memory verse song from AGEN04EC, "Genesis 12:2," using the motions to help the children remember the song.

❑ **Transition Song: Clap, Clap, Clap** *(tune: "Looby Loo")* Use this song, or another active song, to help get the wiggles out before you begin the Bible Adventure.

1. Clap, clap, clap your hands as slowly as you can.
   Clap, clap, clap your hands as quickly as you can.
2. Shake, shake, shake your hands, etc.
3. Roll, roll, roll your hands, etc.
4. Pound, pound, pound your fists, etc.
5. Tap, tap, tap your shoulders, etc.

❑ **Thumbprint Sheep Center: (AGEN04ECGF3 from last week's lesson)** Using water soluble ink pads, let children stamp their thumbs on the picture to make sheep. Add legs with a pen. Let them fill the page with sheep around Abram and his family. Tell the children to listen to an adventure about how Abram and Lot had so many sheep and animals that their shepherds got mad at each other.

❑ **Animal Coloring Sheets: (AGEN05ECGF5)** Color the sheep, goats, and donkeys, and talk about how Abram and Lot had many animals. Identify each animal and let the children make the animal sounds associated with the animals. Tape green construction paper along the bottom of one wall and pretend that it is green grass. Then let the children tape their animals to the wall. Older children can cut the animals apart and tape them on the green grass. Have the children make chewing noises with their mouths as they pretend that the animals are eating the green grass. In the Bible Adventure today, the children will hear about animals who were not getting enough grass to eat!

❑ **Tent Fun:** Bring old blankets or sheets to class. Use the classroom chairs and tables to make tents. Try to make a tent that is big enough for everyone to sit under. If not, take a few children at a time into the tent and talk about what it would be like to live in a tent. When the tent is built, have everyone climb inside and talk about how Abram and Lot and their families traveled many, many days to go where God told them to go and how they lived in tents. "Does anyone remember from our Bible story last week who lived in a tent? Right. . . Abram, Sarah, and Lot did. It was very hot but they didn't have a house like you and I have." If you have extra time, tear the down and build another one.

❑ **Bean Bag Toss: (AGEN05ECGF5)** Increase the size of the GF5 animal pictures and place them on the floor. You may use several sets of the pictures at one time. Ask the children to toss a bag on a sheep, then on a donkey, etc. Talk about all the animals that Abram and Lot had. Their shepherds got angry with each other because there was not enough grass and water for all the animals.

④ **Sheep Puppets:** Let two sheep puppets talk to each other about all that their shepherd does for them. Give the children a chance to play with the puppets.

④ **Making and Keeping a Promise--Clean Up:** Promise the children to let them play for ten more minutes. Show them on the clock when the ten minutes will be up. At the correct time, tell them you kept your promise to let them play for ten minutes but play time is over now. Sing a song to the tune of "Michael, Row the Boat Ashore" with the children while they clean up.

(Child's name), put the cars away.
Thank you, (child's name).
(Child's name), put the crayons away.
Thank you, (child's name).

④ **Silly Animal Stories:** Place pictures of animals and different foods, toys, cars, and furniture on index cards. Children can help you do this with magazine pictures. Give children an index card to hold up at the appropriate time in your silly story. You will point to a child and he will complete the story sentence for you by naming what the picture is that he is holding up for everyone to see. The story could go like this: Once there was a big ___. It lived in a big ___. The ___ *(first picture repeated)* was very hungry and wanted something to eat. Could it eat a ___ or a ___ or a ___? The hungry ___ *(first picture repeated)* decided to eat a ___ and, boy, was it yummy!

---

④ **Matching Sheep--Number Game:** Let children color the pictures of one, two, three, four, and five sheep. On the reverse side, color the large corresponding number. (If the class is too young for numbers, use a different shape on the back of each, like a star, a heart, a square, a circle, and a triangle.) Make a set for each child. Divide the children into pairs and each child places his cards on the floor in front of him (one with sheep up and one with numbers). When one child points to a "2" sheep card, the other child points to his number card that matches--a "2." Younger children can just point to the matching card.

Book:

Presentation Ideas -

❑ Color the **AGEN05ECGF1** through **AGEN05ECGF4** pictures and glue them to construction paper. Use these as you tell the Bible Adventure and as review later in the morning. Keep the pictures for next week's review.

Bible Adventure for 2's & 3's -

(Show last week's AGEN04ECGF3 picture.) God said to Abram, "Leave your home and go to a new land." Abram obeyed God and walked to Canaan. *(Pretend to walk in place.)*

(Show the GF1 picture.) Each night, Abram's family slept in tents and cooked their meals over a fire. They camped by streams of water so that they and their animals would have water to drink. *(Glue little animals around the campsite.)*

Abram had many sheep, goats, and donkeys that needed grass to eat and water to drink. Lot had many sheep, goats, and donkeys that needed grass to eat and water to drink. There was never enough water and grass for all the animals.

(Show the GF2 picture.) The shepherds who took care of Abram's sheep and the shepherds who took care of Lot's sheep got mad at each other.

"We were here first," Abram's shepherds would yell at Lot's shepherds.

"No, you weren't! We were here first," Lot's shepherds would complain.

Abram said to his nephew Lot, "It is not right for our shepherds to fight. We need to move away from each other. You can choose which land you want."

(Show the GF3 picture.) Lot looked and chose the best land for himself. *(Point to the left side of the GF4 page.)* He said, "I choose that land with all the trees and green grass." Lot moved his shepherds, sheep, goats, and donkeys away from Abram to a town called Sodom.

After Lot left, God spoke to Abram again and said, "I promise to give you a <u>big</u> family with children, grandchildren, and great-grandchildren. I promise to give you all the land that you can see with your eyes."

Abram believed that God would keep His promises. Abram built an altar and thanked God for being a great God who keeps His promises.

Prayer: Dear God, thank You for keeping Your promise to give Abram a big family. Thank You for helping Abram's men get Lot and his family back from the enemy kings. In Jesus' name, Amen.

Bible Adventure for 4's, 5's, & K -

(Show last week's AGEN04ECGF3 picture.) God chose Abram to be His first faith family. God said to Abram, "Leave your home and go to a new land." Abram obeyed God and walked to Canaan. *(Pretend to walk in place.)*

(Show the GF1 picture.) Wherever Abram and his family went, they slept in tents and cooked their meals over a fire. They camped at night by streams so that they and their animals would have water to drink.

(Show the GF2 picture.) Abram had many sheep, goats, and donkeys that needed grass to eat and water to drink. Lot had many sheep, goats, and donkeys that needed grass to eat and water to drink. There was never enough water and grass for all the animals.

The shepherds who took care of Abram's sheep and the shepherds who took care of Lot's sheep began arguing and quarreling with each other.

"We were here first," Abram's shepherds would yell at Lot's shepherds.

"No, you weren't! We were here first," Lot's shepherds would complain.

Abram said to his nephew Lot, "It is not right for our shepherds to argue. We need to move away from each other. You can choose which land you want."

(Show the GF3 picture.) Lot stood on a hill and looked left and right. He saw green grass and trees to the east. *(Point to the left side of the picture.)* It would be easy to take care of all his animals and family near Sodom. Then Lot looked to the west and saw a desert with dry scrub land. It would be hard to feed his family and animals by Hebron.

Lot said, "I choose Sodom. I choose that land with all the trees and green grass." Lot chose the best land for himself. He packed up his tents and moved his shepherds, sheep, goats, and donkeys away from Abram to the town of Sodom. Lot made a poor choice. The land looked good, but there were many wicked men in Sodom who did very bad things.

After Lot left, God came to Abram and spoke to him. God reminded Abram of His promise to make him His first faith family. God said, "I will give you a <u>big</u> family-nation. I will give you many children, grandchildren, and great-grandchildren. Look all around you, Abram. I promise to give you all the land that you can see with your eyes."

Abram looked east and west, north and south. He saw Sodom where Lot was living. Abram believed and had faith that God would keep His promises. Abram moved his tents to a place with trees called Hebron and built an altar. Abram thanked God for being a great God who keeps His promises.

One day, a servant of Lot came running to Abram at Hebron. The servant said, "Abram, come quickly! The enemy kings have captured Sodom and have taken all the women, children and food with them. They have also taken Lot and his family. Come quickly and help your nephew."

(Show the GF4 picture.) Abram did not say, "Well, he chose the best land and this is what he gets." Abram wanted to help his nephew.

Abram called his strong men together and said, "The enemy kings have taken Lot and his family away! We must go get them back."

Abram's men hurried on their way to find the enemy kings. Abram's men were strong and weren't afraid of the powerful enemy kings. Abram believed that God would keep His promise to him.

Abram and his men ran as fast as they could. When they saw the enemy kings with Lot and his family, they hid themselves and waited until it was night.

(Lower your voice to a whisper and use body movements as though sneaking up on someone.) Abram divided his men into two groups and sneaked up on the enemy kings. At a signal, they jumped on the enemy kings while they were sleeping. They grabbed the enemy kings and tied them up. *(Take hold of the child sitting next to you.)* Then they took Lot and his family away. *(Hug the child on the other side as though Abram were hugging Lot.)*

Abram took Lot and his family back home to Sodom. The king of Sodom said to Abram, "Give me the women and children and you can keep all the stolen goods."

Abram said to the king of Sodom, "I will not keep anything for myself. I want everyone to know that it is God who gives me everything that I have, not you."

God had a good plan for Abram's family. I'm glad that God was keeping His promise to give Abram the land of Canaan and many great-grandchildren.

Prayer: Dear God, thank You for keeping Your promise to give Abram a big family. Thank You for helping Abram's men get Lot and his family back from the enemy kings. In Jesus' name, Amen.

Look:

❑ **Bible Adventure Review Center: (AGEN05ECGF7)** Have the children color the GF7 pictures as you talk about the Aim Questions. The first picture shows Abram's family camping out as they were on their way to their new land. Picture number two shows Abram's and Lot's herdsmen fighting over grass and water for their animals. Have the children glue cotton balls on the sheep and tape a pipe cleaner on the walking stick. The third picture is Abram giving Lot first choice of land and Lot choosing the best land near Sodom. Let the children tear off bits of green construction paper and glue them to the trees and grass on the left side of the page. The left side of the page represents the

fertile land that Lot chose. Spread glue on the ground on the right side of the page, sprinkle sand on it, allow it to dry, and then shake off the excess. Abram's land was not green and fertile but God would keep His promise to bless him.

❑ **Lot's Choice Activity Center: (AGEN05ECGF3)** Color animals in the desert and near the lush trees. Embellish the animals with cotton balls and furry fabric. Add torn leaves to the trees. Glue sand on the desert side. Add Abram and Lot to the appropriate sides of the picture.

❑ **Build an Altar Center:** Build an altar with blocks inside or go outside and allow the children to collect rocks in a bucket. (You may need to bring your own rocks from home.) Then go back inside and build the altar. Explain to the children that a long time ago when Abram was living, people, including Abram, built altars to God to worship Him and thank Him. After the altar is constructed, gather the children around you and say a prayer of thanks. "Dear God, thank You for keeping Your promise to Abram and thank You for keeping Your promises to us."

❑ **Rhythm Review:** Clap your hands, slap your thighs, snap your fingers, tap your toes, clap with the person on your right to the rhythm of "God keeps His promises." Repeat several times and then go through the same rhythm with the words "Believe God's promises."

❑ **Snack Center:** Hold up two marshmallows for the children to see--one large one and one miniature-sized one. Ask them which one is "best." They will naturally say the larger one. When they do, give them that one to eat. Go around the room and ask each child that same question, so that they each can have a choice and a marshmallow. Ask the children, "What choice did Lot make today? Did he choose the best land or let Abram have the best? Just like I gave you the marshmallow that you wanted, Abram was not selfish but shared with Lot what he wanted. God was happy with Abram for sharing and He is also happy when we share with others." As the children eat their marshmallows and crackers, talk about times when they have let someone else have the first choice with their toys or given someone the biggest piece. This idea could also be done with two different sizes or types of cookies.

❑ **Act Out Review:** Let children follow you in actions as you review the story.
Walk in place to the new land of Canaan with Abram.
Crawl into a tent to sleep. Listen to the sheep. Start snoring.
Cook on a fire. Eat camp food.
Find water and let the animals drink and drink. Lap with your tongue.
Pretend to be angry with another shepherd and shake your finger at him.
Point in both directions with Lot and then decide on the best land.
Cup ears and look up as God speaks to Abram about His promise of land and a big family.
Run in place and listen as Abram hears the news about Lot being captured from Lot's servant.
Show your muscle as you run in place to go find Lot.
Pretend to see the enemy kings sleeping.
Lot is hiding somewhere in the room. (Hide a small picture of Lot at the beginning of the class time.)
March around, showing your strong muscles and when you find Lot, bring him home. Say, "I found Lot!"
Grab the person next to you and walk in place as Lot is rescued.

④ **Abram's Tent and Clothespin Puppet Center: (AGEN05ECGF8)** Make the tent as shown out of folded 8" x 11" piece of poster board. Let children punch holes along both eight-inch edges. Sew these edges together with a shoe lace. Children can draw a face on a clothespin and wrap a piece of fabric around it to make their own Abram. Share the story about Abram and Lot with a friend or grandparent.

④ **Abram Mask: (AGEN05ECGF8)** Let the children make their own masks to wear as they tell the Bible story to their parents, family, and friends. Let the children practice by asking them the Aim Questions.

④ **Keeping a Promise for Snack Time:** Promise to let the children help with snack time. Provide plastic knives to put peanut butter on crackers and to slice bananas. During snack time discuss what they do when they get into a disagreement with a friend. Do they ever want a toy that a friend is always playing with? Do they ever get upset about how a friend plays with their toys? Let them tell you about it. Ask them what they do to settle their disagreement. What would be a good way to settle the problem? Talk about how Abram and Lot settled their problem of too many animals and not enough grass and water. What was the right thing that they did when they had a disagreement?

At the end of snack time, place one candy bar and several wrapped mints on the table. Ask the children which they would choose it they chose the best for themselves. What would Abram have chosen? It is hard to give the best to others but that is the right thing to do. You could promise to give them a candy as they leave the room this morning!

④ **Letting Others Have First Choice:** Place several items (toys that are new to them that you have borrowed from another classroom or brought from home) on the floor in the middle of the circle of children. Ask one child to go up and pick out what he thinks is the best thing there and then share it with a friend by giving it to him to play with for awhile. Talk about how they might want to play with the new toy when their friend wants to play with it also. Is it right to keep it for yourself or to let your friend play with it first? Talk about how this is what Abram did. He shared the best land by letting Lot have it for his animals.

④ **Whisper Review:** Using the answers to the Aim Questions, whisper the first one to the child on your left and right and see how it ends up in the middle. Continue until the whole Bible Adventure has been reviewed.

---

④ **"Duck, Duck, Goose" Game Variation:** Use the words "sheep, sheep, Abram" or "sheep, sheep, Lot" instead of "duck, duck, goose."

Songs:

❑ **I'm in the Lord's Army** *Change the words as shown below.*
Abram marched to take Lot from the enemy, *(March in place.)*
Take Lot from the enemy, take Lot from the enemy.
Abram marched to take Lot from the enemy,
'Cause that's what he should do.

❑ **Give Thanks to God** *(tune: "London Bridge")*
Give thanks to God for He is good,
He is good, He is good.
Give thanks to God for He is good,
God is good to us. (or, "He keeps His promises," or, "and He blesses us.")

❑ **My God Is So Great**
My God is so great, so strong, and so mighty
There's nothing my God cannot do. *(Shake head "no.")*
He quickly took care of Lot and his fam'ly.
There's nothing my God cannot do (. . . for you, and you, and you).

④ **Song Review:** *(tune: "London Bridge")*
Sing the following song, catching a child and letting him or her give you the answer to the question in that verse.
Can you tell me God's promise, God's promise, God's promise?
Can you tell me God's promise that He made to Abram?
(God was going to make him the father of a big family and give him the land of Canaan to live on.)

Should you always keep the best, keep the best, keep the best?
Should you always keep the best, or give it away?
(We should be willing to give the best away to our friends like Abram did.)

Took:

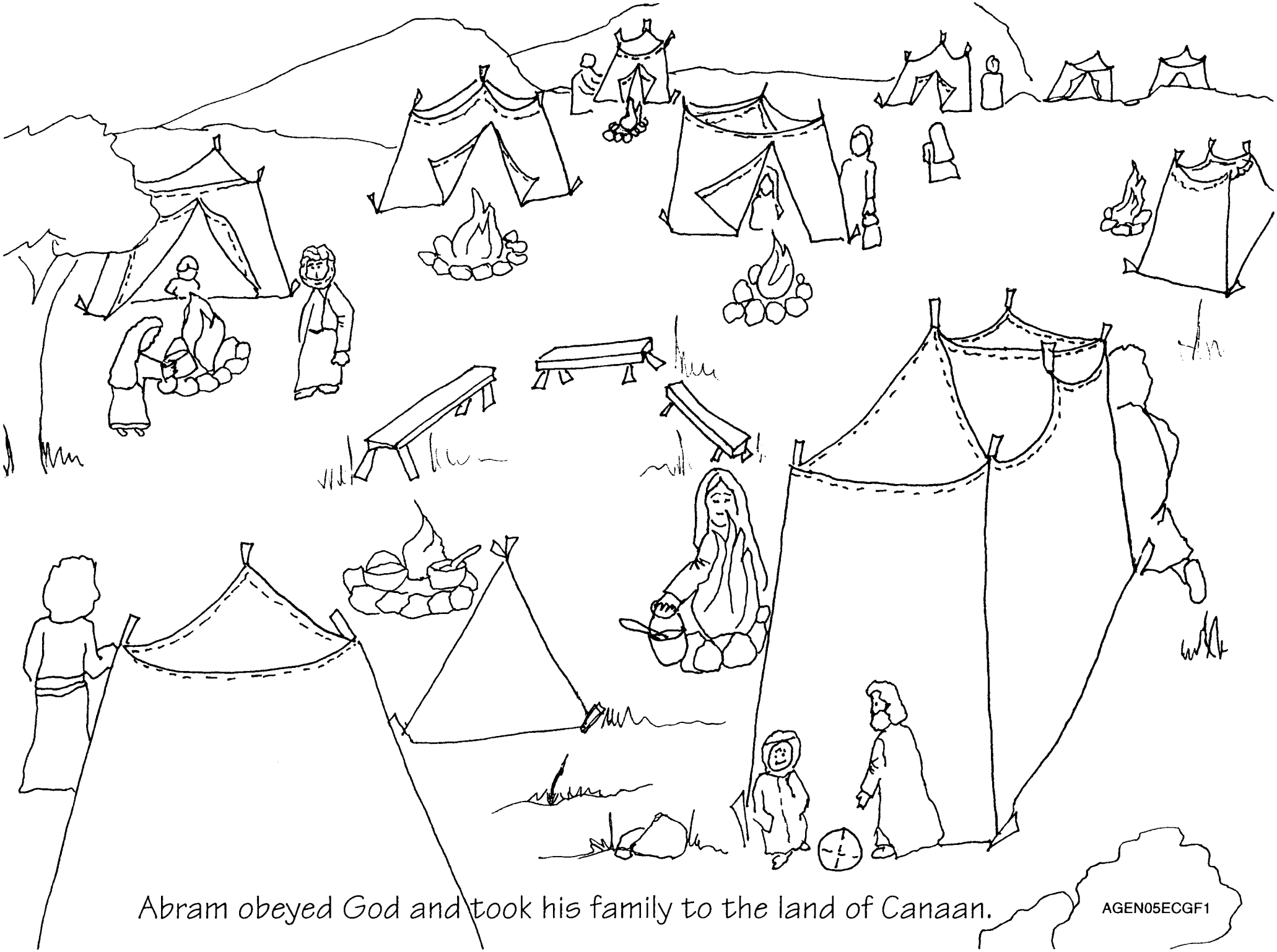
❑ **"God's First People" Booklets: (AGEN05ECGF9)** The children have been making booklets called "Genesis: God's First People." Let the children color the GF9 pictures of Abram giving Lot first choice of land. Talk about the Aim Questions as the children color. Review previous lessons as the children look at the pictures and any objects you may have given them to put in their "God's First People" booklets. You may want to put pictures of several animals in the bag to remind the children

that Abram's shepherds and Lot's shepherds were fighting over grass and water for their animals. Keep the children's booklets in a safe place throughout the Genesis series.

❑ **"Giving Thanks for God's Blessings" Activity Sheet and Song: (AGEN05ECGF10)** "Was Abram happy when God reminded him about the promise God had made? Yes! He was very happy that God had promised to give him a big nation-family and the land in Canaan. Abram was so happy that he built an altar and gave thanks to God. We can give thanks to God, too, just like Abram did. Let's sing a giving thanks song." Sing "Give Thanks to God" from the Song section. On the GF10 page, have the children draw pictures of Abram's family on the page or let them glue magazine pictures of things for which they are thankful. Review Aim Question three (and four for the 2's and 3's).

④ **You May Go First:** Practice situations of letting a friend take the first cookie on the plate, play with a favorite toy, use a swing, have a turn with a bean bag or puppet, take the first play dough. Sing the following song to the tune of "Row, Row Your Boat."

Every time you come to play, Yo-ou are my guest.
Yes, yes, yes, I will, Let you have the best.

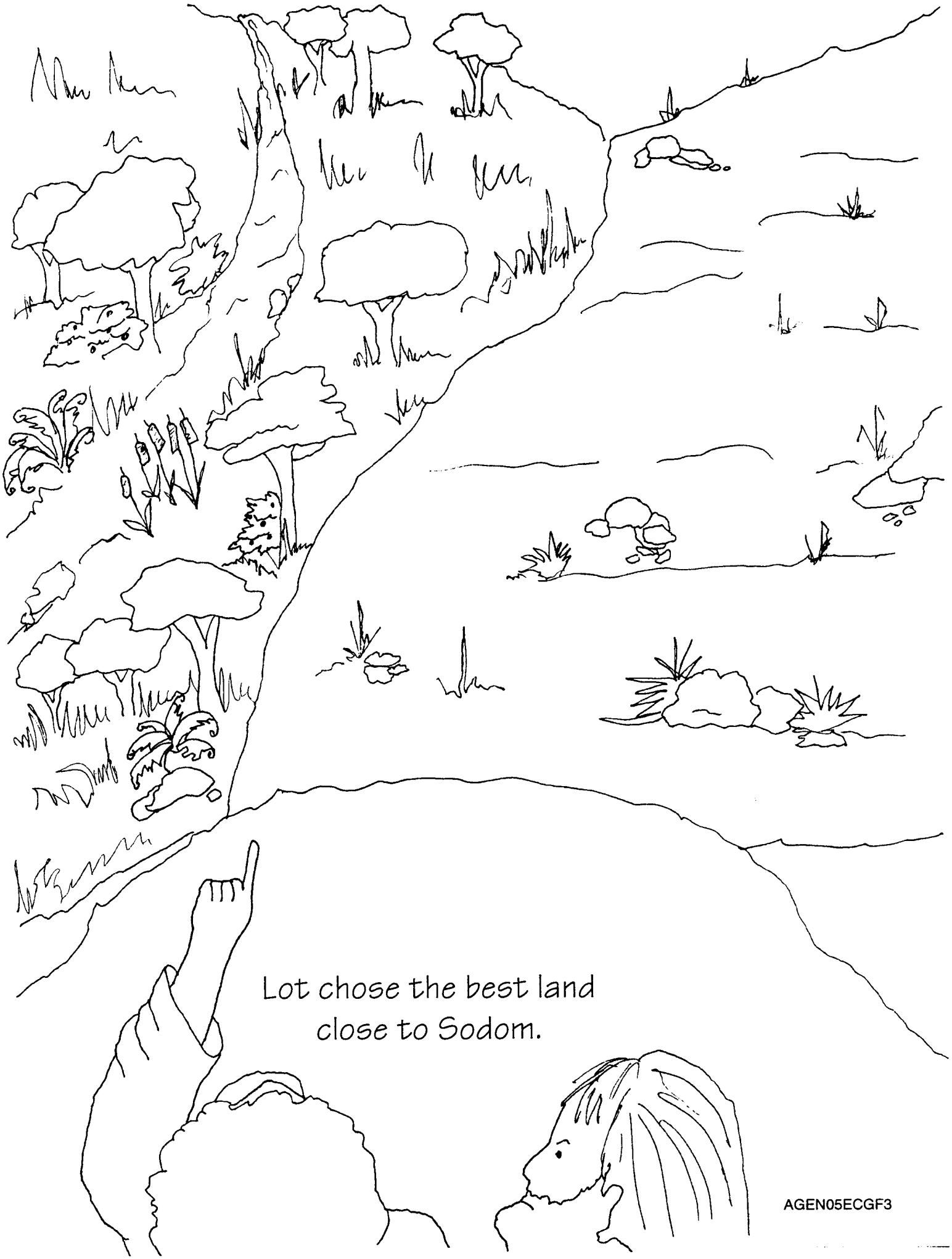


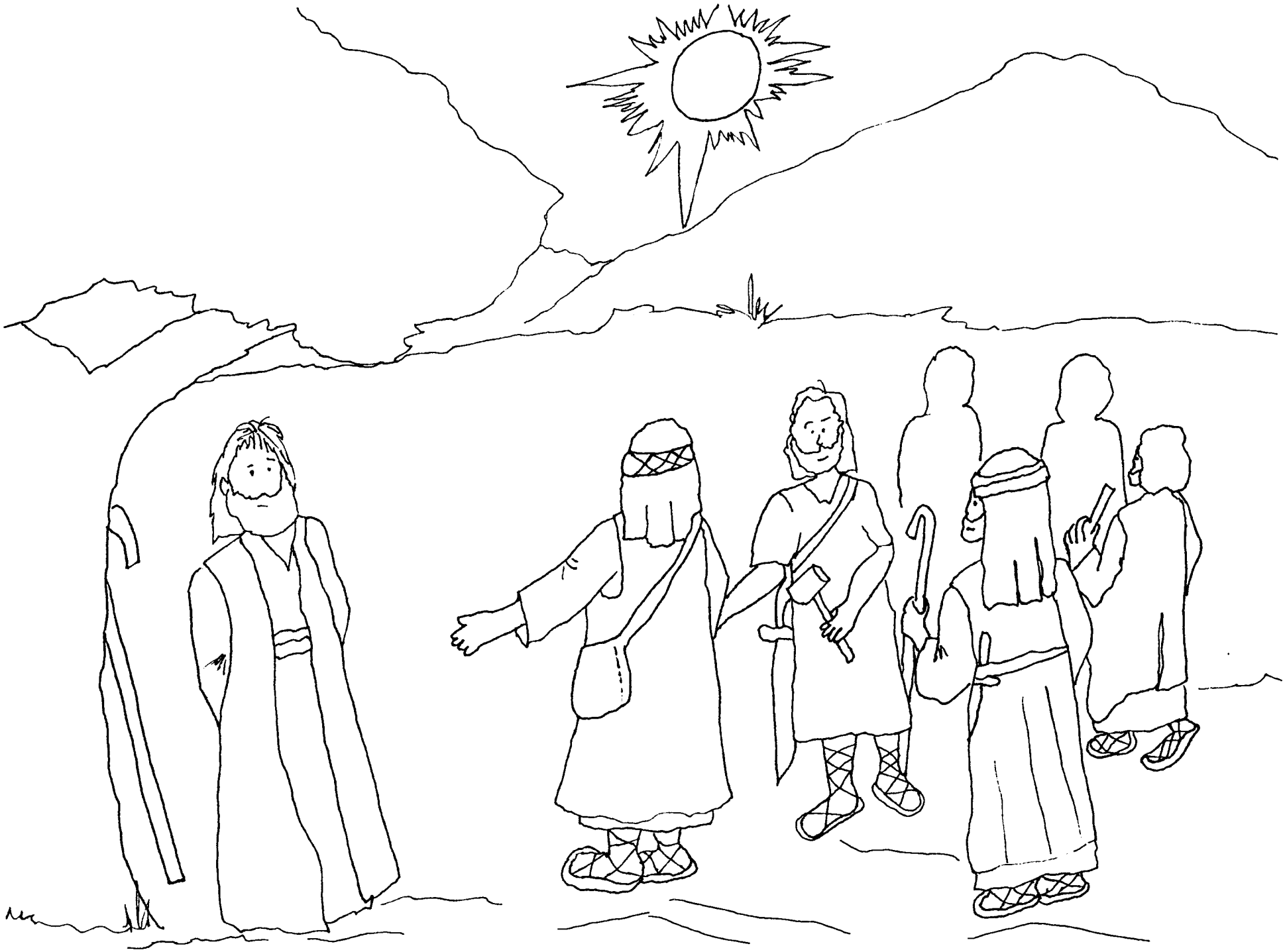
Abram obeyed God and took his family to the land of Canaan.

AGEN05ECGF1

Abram's shepherds and Lot's shepherds fought over grass and water for their sheep.

AGEN05ECGF2

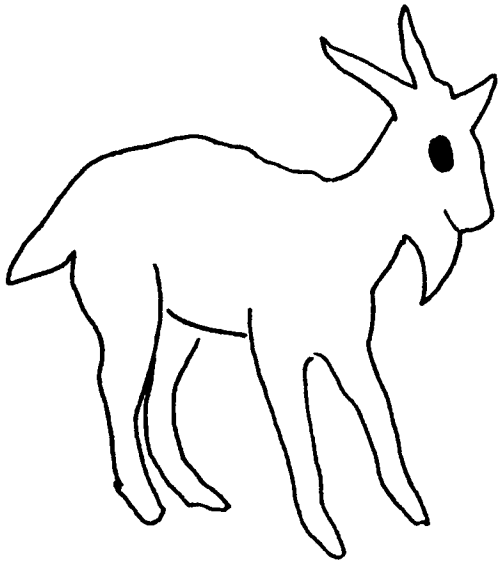

Lot chose the best land
close to Sodom.
AGEN05ECGF3

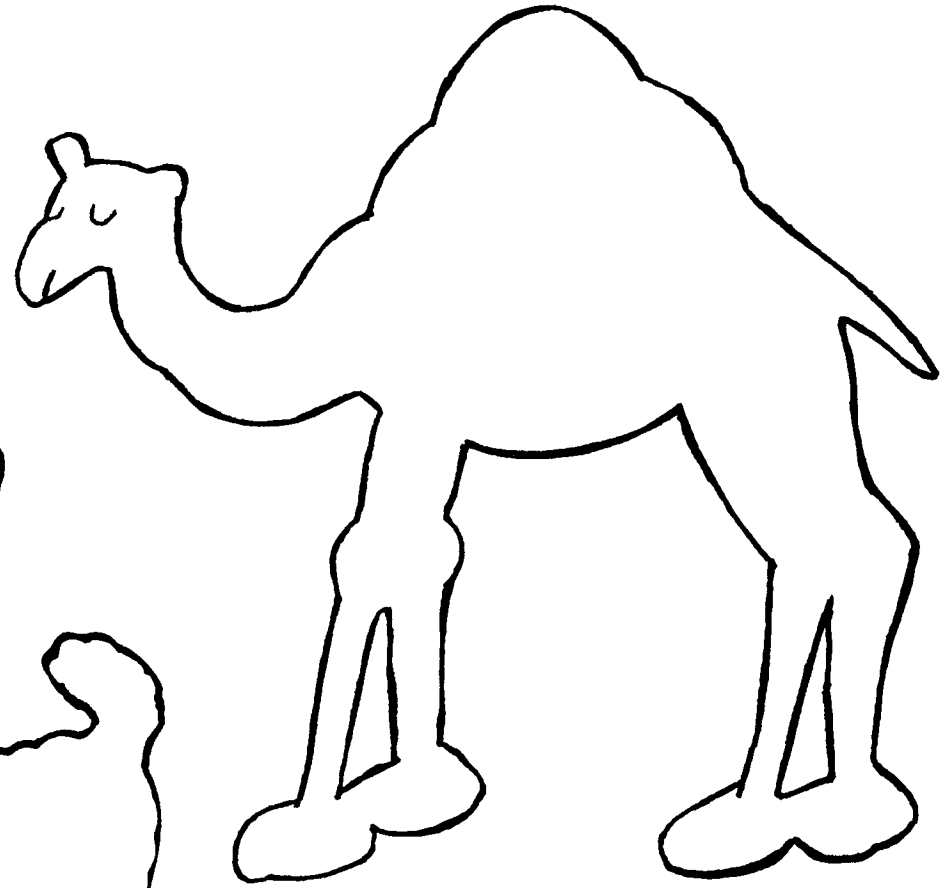


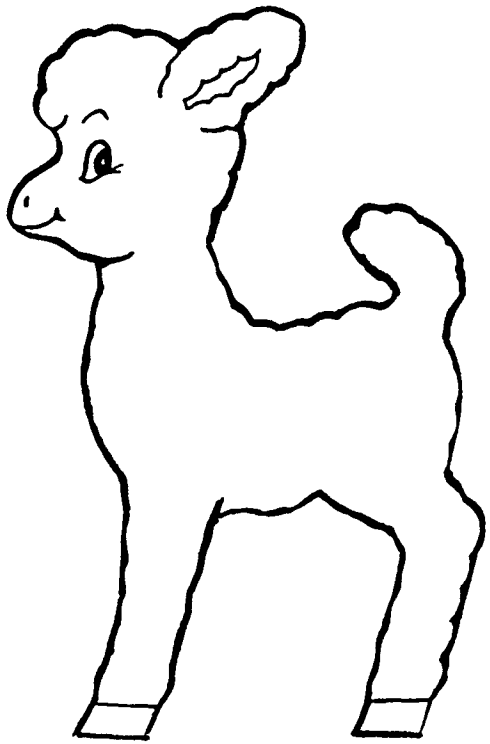
Abram's men went to take Lot's family back from the enemy.

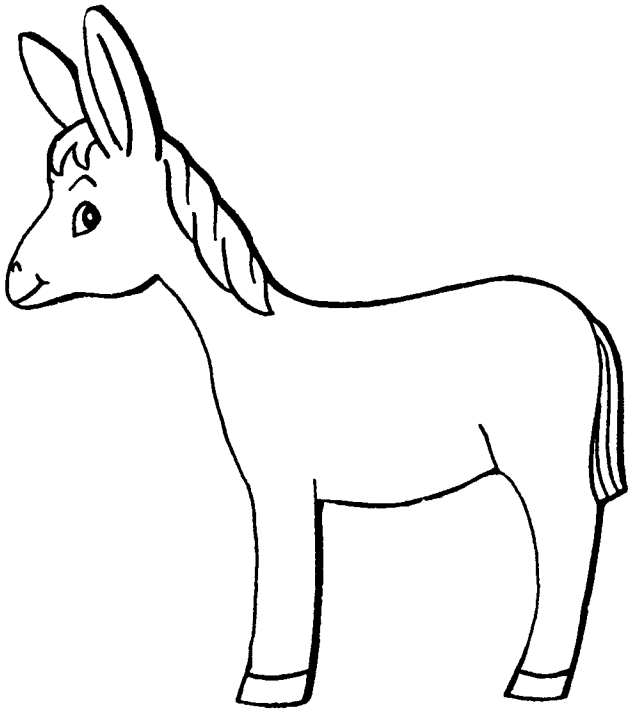
AGEN05ECGF4

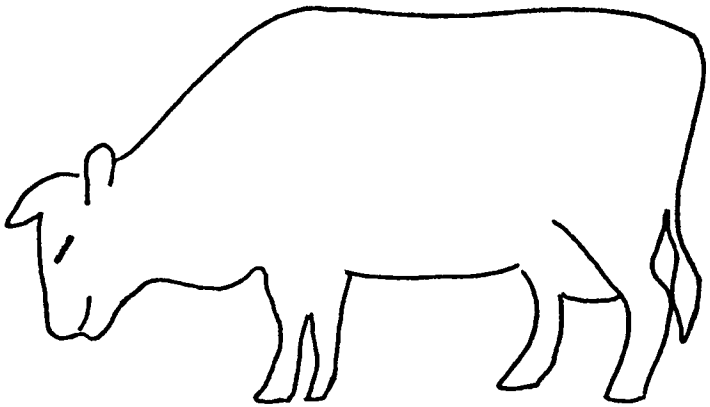
Abraham and Lot's animals



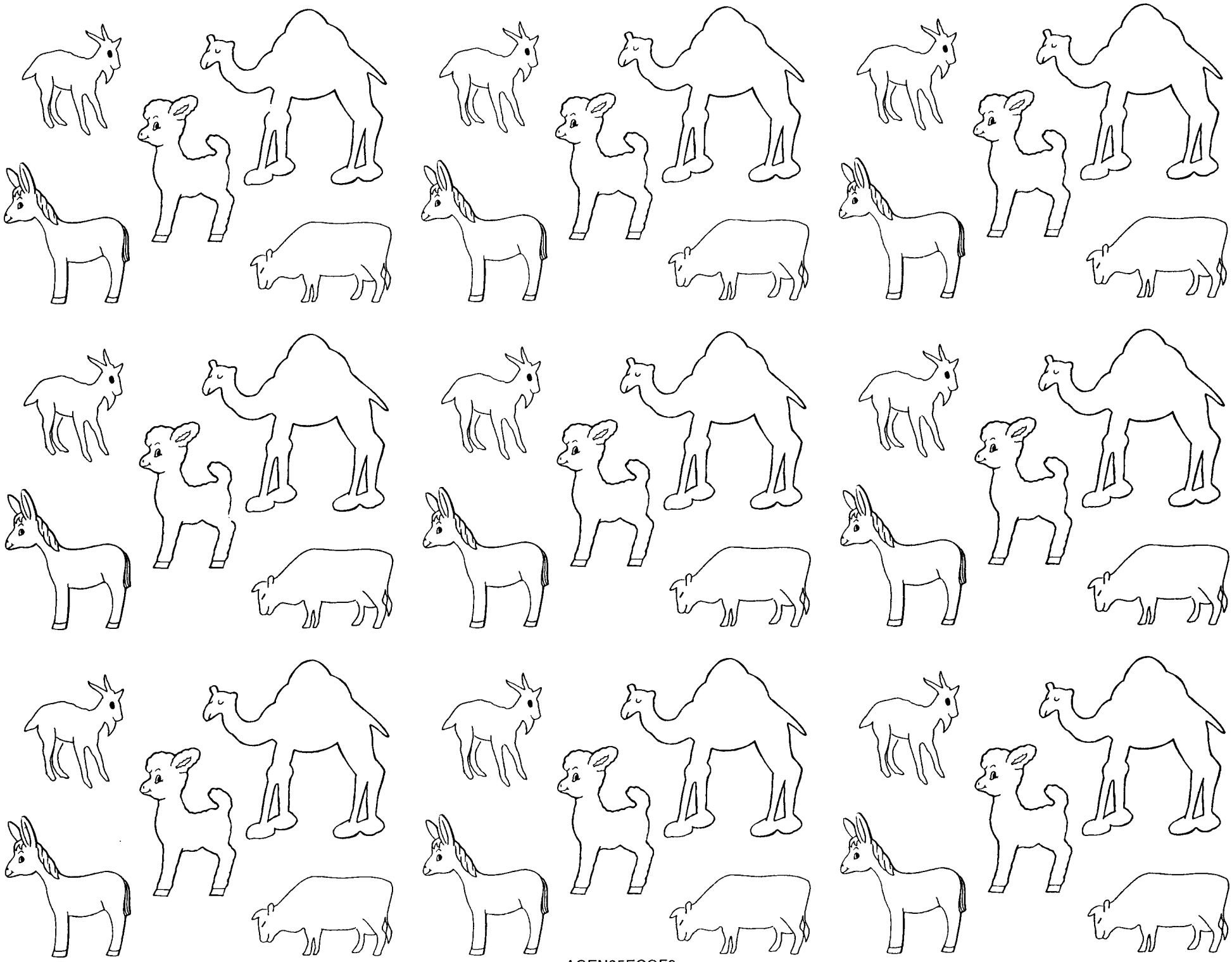




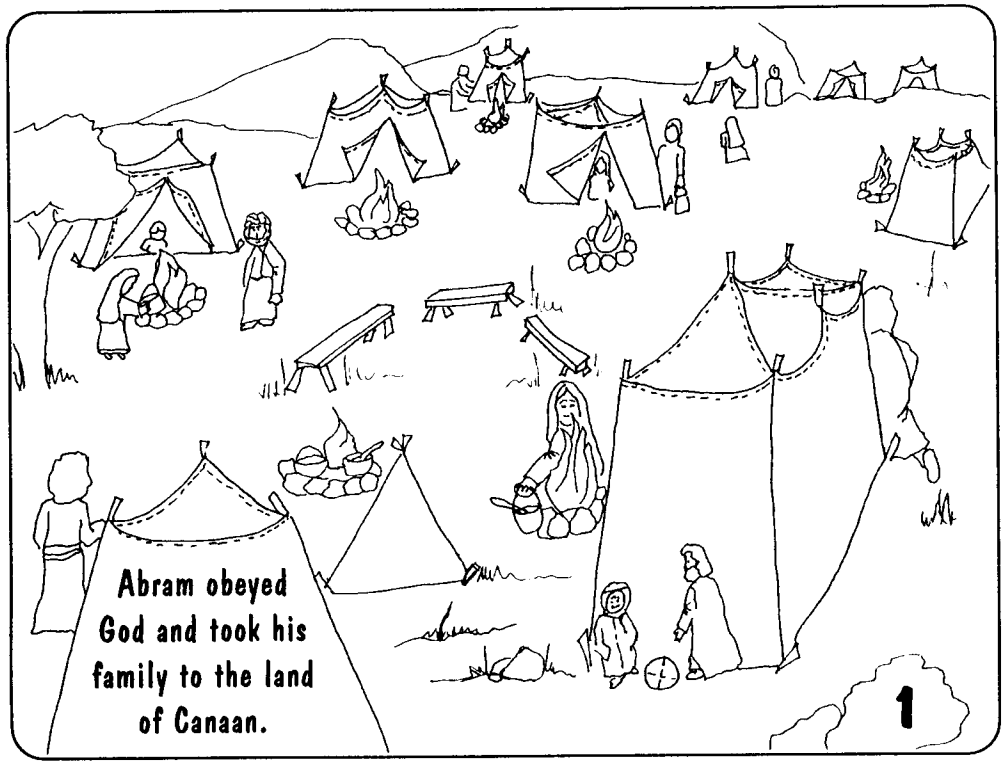


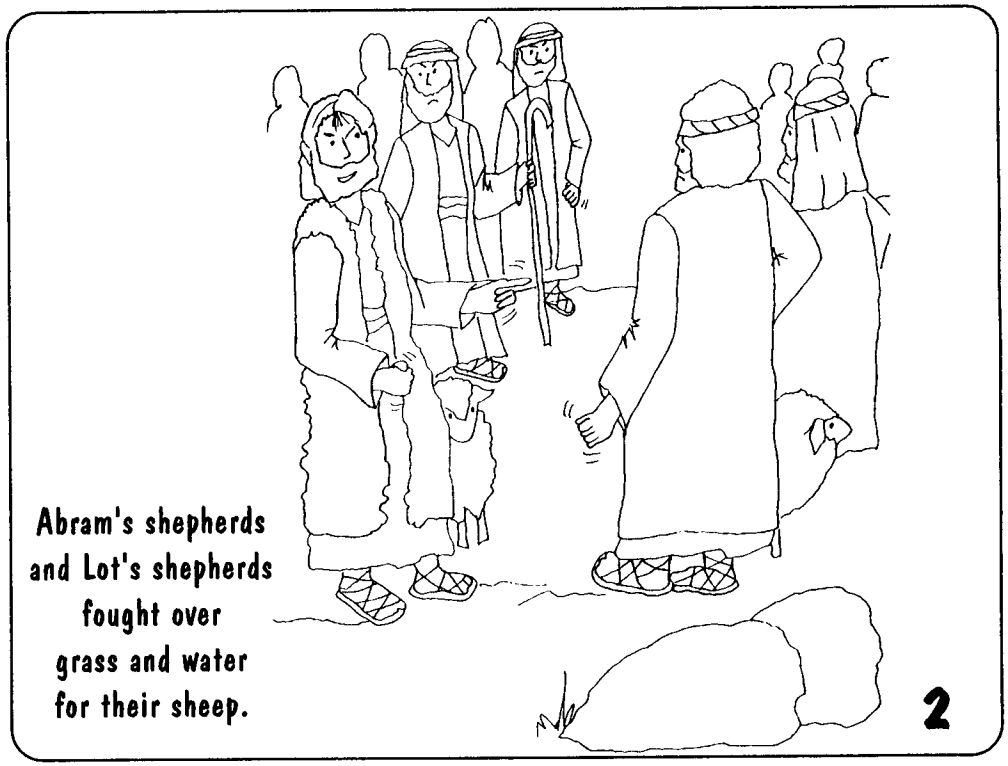


AGEN05ECGF5

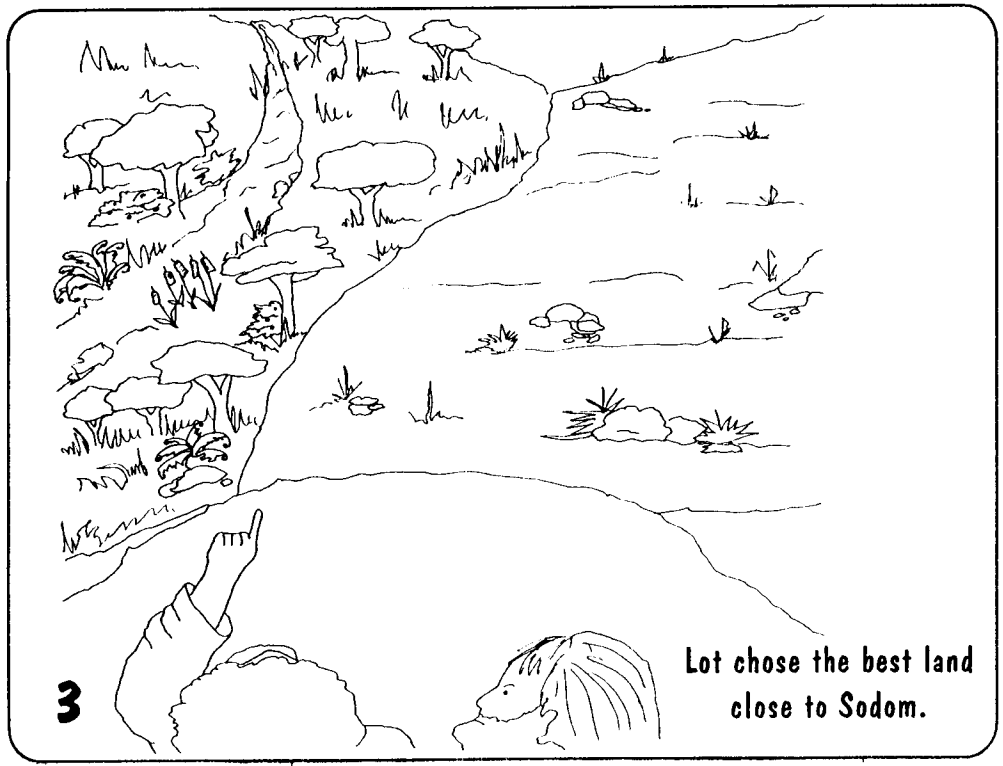


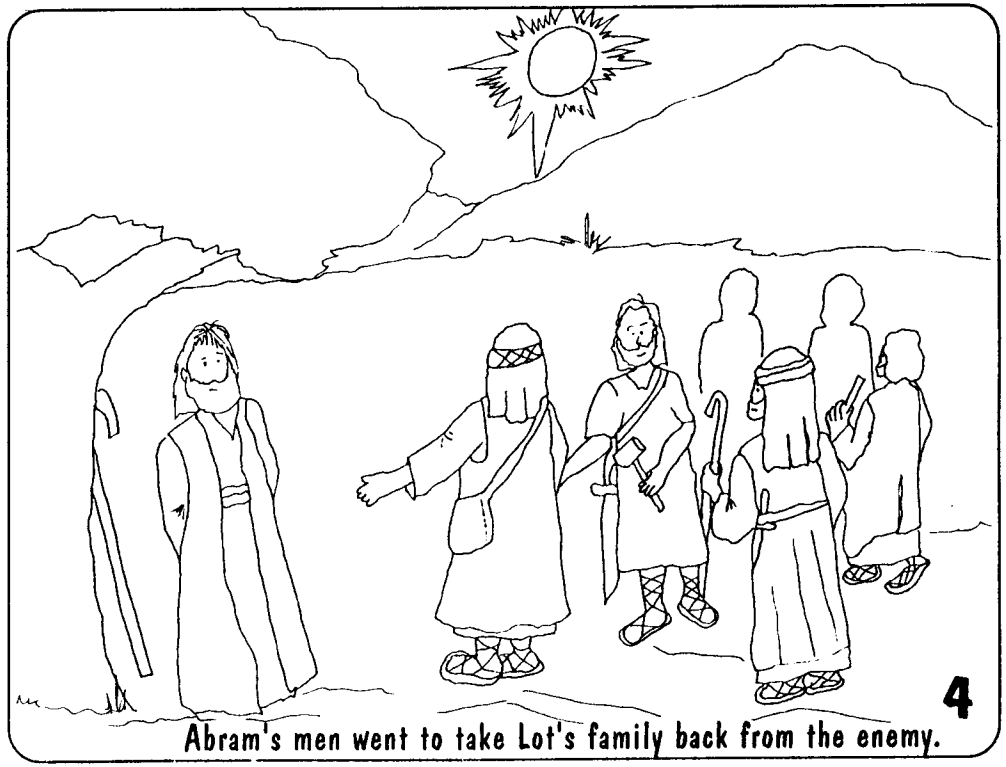
AGEN05ECGF6





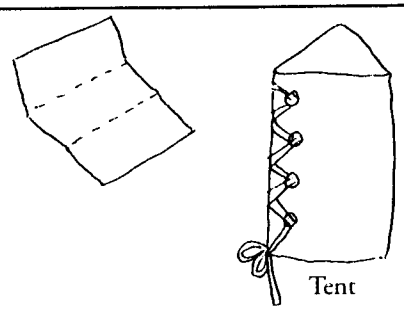
AGEN05ECGF7

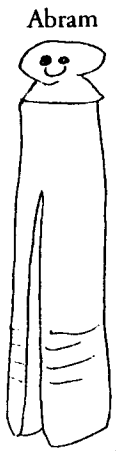




Abram Mask

Cut out one mask per child from card stock or heavy paper. Cut the holes for the eyes. Let the children tape yarn on their masks for hair and beards. Punch holes on the sides and tie yarn through each hole to make masks for wearing. The children can pretend to be Abraham.





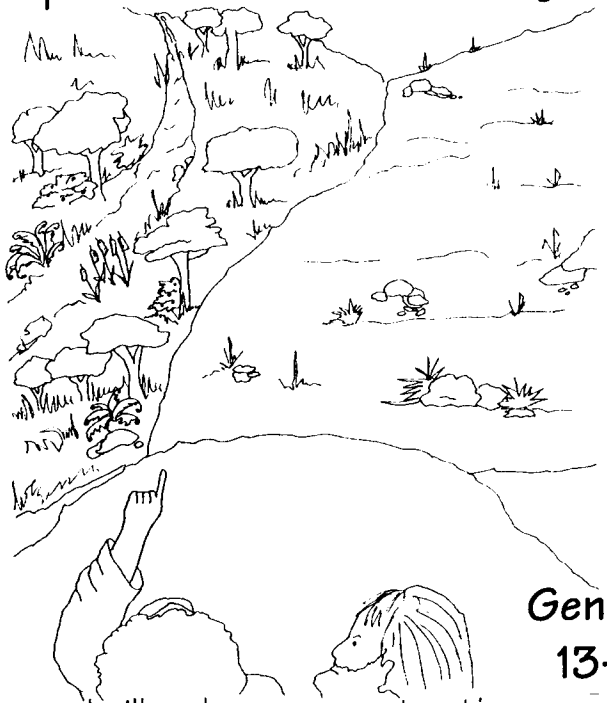
Abram's Tent & Clothespin Craft

See Look section for instructions.

AGEN05ECGF8

"God's First People" Booklet Page
Lesson 5

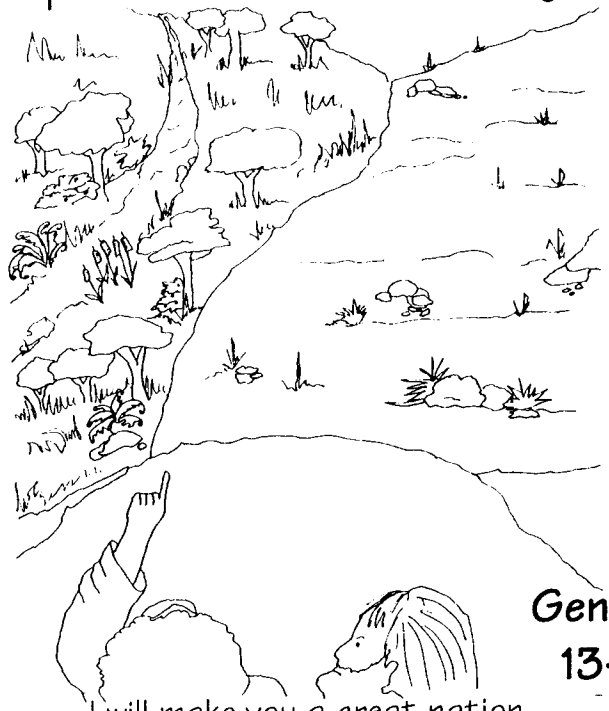
God keeps His promises.
God promised Abram a land and a big family.



Genesis 13-14

I will make you a great nation,
and I will bless you. Genesis 12:2

God keeps His promises.
God promised Abram a land and a big family.

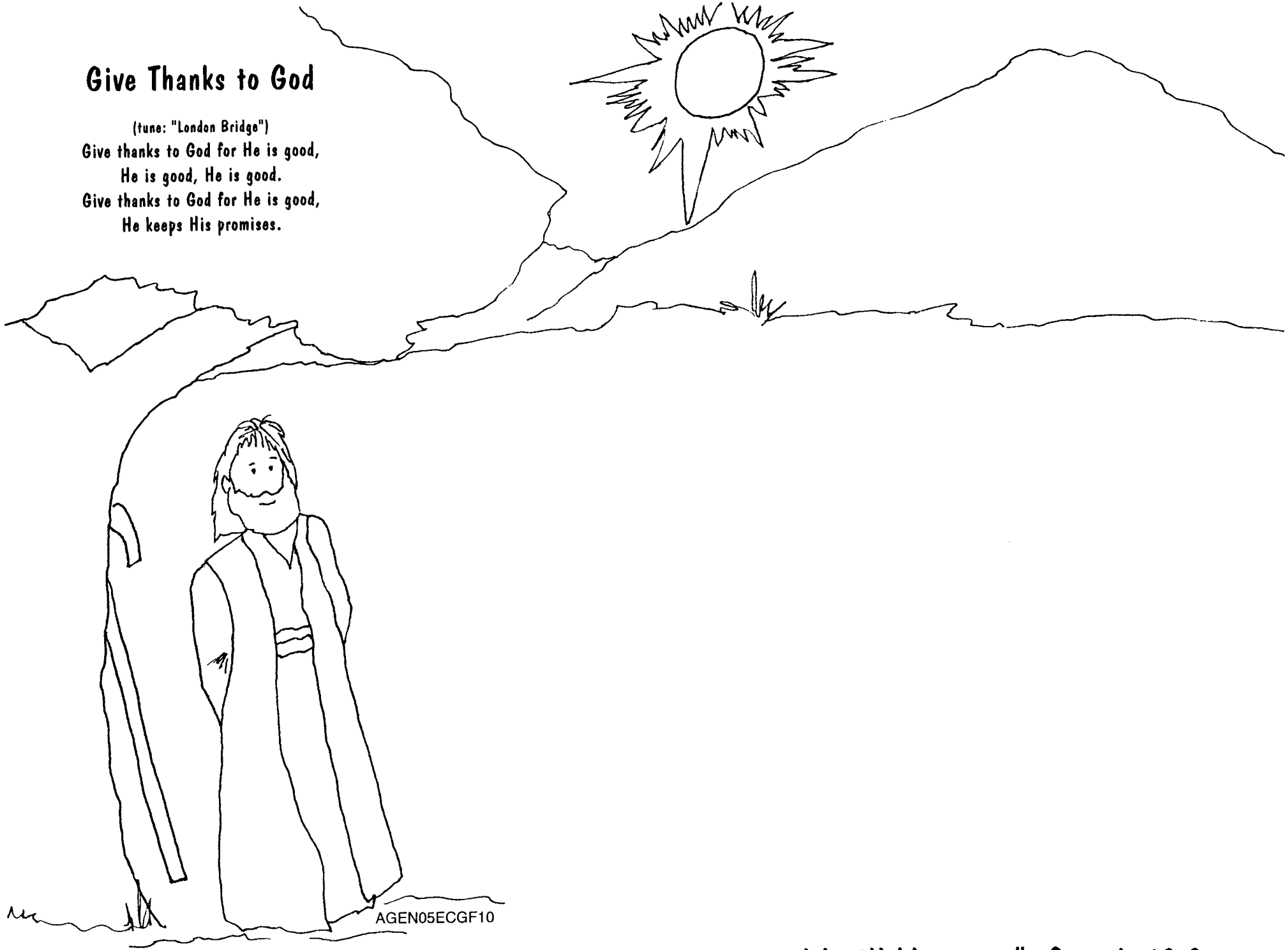


Genesis 13-14

I will make you a great nation,
and I will bless you. Genesis 12:2

Give Thanks to God

(tune: "London Bridge")
Give thanks to God for He is good,
He is good, He is good.
Give thanks to God for He is good,
He keeps His promises.



God said to Abram, "I will make you a great nation, and I will bless you." Genesis 12:2