



Abram Goes to a New Land

Lesson Aim: To know we can trust and obey God's direction.

THE WORSHIP

Who God Is: The God Who Provides

THE WORD

Bible Story: Genesis 12:1-8

What He Has Done: God called Abram and promised to bless him.

BIBLE MEMORY VERSE

"I will always obey Your law." Psalm 119:44a

Unit 6: The God Who Provides			
	Bible Story	What He Has Done	Lesson Aim
27	Adam and Eve Disobey, Genesis 3:1-13	God gave fair punishment to Adam, Eve and the serpent.	To know God wants us to obey Him.
28	Cain and Abel, Genesis 4:2b-7a	God showed mercy and justice to Cain.	To know God wants us to be loving toward others.
29	Noah Builds an Ark, Genesis 6:5, 7-9, 14, 19, 22; 7:16-18, 23-24; 8:1, 7-12; 9:13-15	God provided a way to save Noah and the animals.	To know God will provide.
30	The Tower of Babel, Genesis 11:1-9	God stopped the builders when they tried to be more powerful than Him.	To know we are to act in ways which show God's greatness.
31	Abram Goes to a New Land, Genesis 12:1-8	God called Abram and promised to bless him.	To know we can trust and obey God's direction.

TEACHER'S ENCOURAGEMENT

This week, read Psalm 105:1-9. Please join us in praying, "Thank You, Lord, for keeping Your promise to Abram. Strengthen this generation that they might be able to obey You as he did. Amen."

TEACHER'S TIP

Trust and Obey. Young children have a limited understanding of ideas we take for granted. Relate concepts, such as trust and obey, to what they know or do. "Emily, when you share your toy with Rachel, you are being kind and trusting her to be careful with it." "Taylor, when you help clean up, you are being obedient."



Segment	Minutes	Activity	Supplies
THE WELCOME		Welcome	Treasure chest, stamp or sticker of a tree or a leaf
		Coloring Center: Abram Goes to a New Land	Coloring pages of Abram, crayons
		Play-Dough Center: Lunch on the Road	Play-dough, cookie cutters, play-dough tools
		Block and Car Center: Going for a Ride	Blocks, toy cars and other vehicles
		Activity Center: Let Us Go!	Stop and Go signs
		Preparing for Worship	None
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Praise music, optional: musical instruments Unit 6 Bible Memory Verse Song: "I Will Always Obey Your Law" Other Bible Memory Verse Song Suggestions: "Blessed Are Those" "I Lift Up My Eyes" (BMVS Ages 6-12) "I Will Listen" "Let Everything That Has Breath" "Praise Time: Love the Lord Your God" Additional Song Suggestions: "Mr. Noah Had an Ark" by Little Praise Party "What a Mighty God We Serve" "Who Built the Ark?"
		Offering	Baskets
		Worship Illustration	<i>The Adventures of Delbert and Lello</i> puppet script or storybook: God of Wonders Unit 6, Lesson 31
THE WORD	Up to 10	Watch the Word: Genesis 12:1-8	Teacher's Bible with bookmark at Genesis 12:1 Visual: Picture of the Bible story, small suitcase or travel bag
THE WAY	Up to 25	Craft: Abram Finger Puppet	Plain index card, sturdy tan paper, tan pipe cleaner, label or white paper, eye stickers, tape, glue, crayons (Template available at ResourceWell.org.)
		Game: The Big Tree	Unit 6 Bible Memory Verse Song, tree (Make or draw a tree on paper or use a tall chair or cabinet.)
		Game: Sleeping Under the Stars	Bed sheet
		Snack: A New Land	A favorite travel snack (e.g., trail mix, fruit, or crackers)
	Final 5	Final Five	Ponder, Pray & Play: Unit 6, Lesson 31
GOT TIME?	Up to 10	Say & Do: Genesis 12:1-8	None
	Up to 10	Game: Freedom Walk	Unit 6 Bible Memory Verse Song "I Will Always Obey Your Law"
	Up to 10	Game: Say It!	None
	Up to 10	Story Time	Any story about trusting and obeying God

RESOURCES: Supplemental materials are available at ResourceWell.org.



The God who provides

THE WELCOME

WELCOME

Welcome each child as they arrive. **Hello _____. I'm glad you are here! Come open the Treasure Chest to find today's treasure.** Child unlocks the Treasure Chest to receive a stamp or sticker of a tree or leaf. **Let this stamp (or sticker) of a tree or leaf remind you that Abram went to a new land.**

Teacher's Note: These activity centers are designed to reinforce the lesson through hands-on learning experiences either individually or in small groups with the guidance of the teacher. Choose the Bible Activity Centers that best suit the children in your class. Set up the activity centers around the room before children arrive. Allow children to move freely among them.

COLORING CENTER: ABRAM GOES TO A NEW LAND

SUPPLIES

Coloring pages of Abram, crayons

DO

Children color their pictures while talking about the story.

TALK ABOUT

God gave Abram everything he needed to go to a new land. What do you think Abram took with him? (Children respond.) **What would you pack if you went on a long trip?** (Children respond.)

PLAY-DOUGH CENTER: LUNCH ON THE ROAD

SUPPLIES

Play-dough, cookie cutters, play-dough tools

DO

Children create "food" for a long trip with the play-dough while discussing today's lesson aim.

TALK ABOUT

Abram had to take enough food on their trip to feed himself, his family, and their animals. Can you make pretend food for Abram, his family and all the animals with the play-dough? What are your favorite foods? (Children respond.)

THE WELCOME *continued...*

BLOCK AND CAR CENTER: GOING FOR A RIDE

SUPPLIES

Blocks, toy cars and other vehicles

DO

Children build a road for the toy vehicles.

TALK ABOUT

Can you build a road for the toy cars and other vehicles? Where would you like your road to lead to? (Children respond.) **When Abram traveled to the land God gave him, he and his family would have walked or ridden on camels. Would you like to ride on a camel? What do you think it would be like to ride on a camel?** (Children respond.)

ACTIVITY CENTER: LET US GO!

SUPPLIES

Stop and Go signs

DO

Play "Follow the Leader" using the instructions below. Lead the children once around the room and then allow children to take turns being the leader.

TALK ABOUT

Our Bible story today is about Abram's trip to a new land. When God told Abram to go to the new land, Abram obeyed even though he did not know where he was going. He trusted God to show him the way.

Let's play "Follow the Leader." When the leader says, "Let us go!" and holds up the "Go" sign, then you need to obey and follow the leader. When the leader says, "Stop!" and holds up the "Stop" sign, then you need to obey and stop until the leader says, "Let us go!"

PREPARING FOR WORSHIP

Once the service has begun, clean up and begin the planned activities.

Let's sing the "Clean Up Song" as we put toys away. Praise any child who helps.

Clean up! Clean up! Everybody, everywhere!

Clean up! Clean up! Everybody do your share!

BIBLE MEMORY VERSE SIGN LANGUAGE

(For visual demonstrations, see www.signingsavvy.com)

**"I will
always
obey
Your law."**

Psalms 119:44a

(I) Point to self.

Hold your index finger in the air, palm up, and draw a couple of large circles.

Place fists at forehead. Open fists as you move outward, staying level with forehead.

(law) Touch the palm of the right "L" hand to the left flat-hand palm. Pull it off, move it down an inch or two and touch the left palm again.

Hold hands open, as if holding a Bible.



The God who provides **THE WORSHIP**

Supplies: Praise music, optional: musical instruments

Teacher Tip: To help children identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play "Praise Time: Love the Lord Your God" as children move to that designated area.



In our story today, Abram obeys God when he goes to the land God gives him. Obey means to do what we are asked. God is good and always takes care of us. Let's talk to Him in prayer. Have the children bow their heads and close their eyes. **Dear God, help us remember we can trust You to care for us and to always do what You ask. Amen.**



Wherever we go, God is watching over us. Sing: "I Lift Up My Eyes." Have the children walk in a circle while you and/or your helper holds the pole for them to walk under. Move the height of the pole higher and lower during the song.

As we give our offering today, let's sing and thank God for all He has done for us. Sing: "Let Everything That Has Breath" while the offering is collected.



Let's see if our friends Delbert and Lello know about the new land where God sent Abram. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 6, Lesson 31.



When God told Abram to go to the new land, Abram obeyed even though he did not know where he was going. He trusted God to show him the way. Sing: "I Will Always Obey Your Law."



Let's say our Bible Memory Verse together. Practice with the motions.

**"I will
always
obey**

(I) Point to self.

Hold your index finger in the air, palm up, and draw a couple of large circles. Place fists at forehead. Open fists as you move outward, staying level with forehead.

Your law."

(law) Touch the palm of the right "L" hand to the left flat-hand palm. Pull it off, move it down an inch or two and touch the left palm again.

Psalm 119:44a

Hold hands open, as if holding a Bible.



Abram obeys

THE WORD

Supplies: Teacher's Bible with bookmark at Genesis 12:1, picture of the Bible story, small suitcase or travel bag

Before we begin our Bible Time, let's say our Classroom Promise with the motions.

With my eyes on my teacher;	Point to eyes.
My mouth quiet as can be,	Place index finger over mouth as quiet sign.
I will listen to hear,	Cup hand around ear.
How God loves you and me.	Hug self, point to others, and then self.

Let's reach deep in our pockets and pull out our listening ears. Reach in your pocket and cup your hands behind your ears as if listening.

Prepare: Before story time, place the suitcase/bag somewhere in the room where the children will be able to see it. Optional: Pack items in the bag that you would take on a trip and talk about them with the children.

I'm so glad to see you all today. Maybe you can help me. I'm going on a trip, but I can't find my travel bag. Have you seen it? Have the children find it and bring it to you. **Thank you! I'm so glad you found my bag for me. Now I can prepare for my trip. You know, today's story is about a man named Abram who went on a long trip. God gave him everything he needed for the journey. Let's listen.** Handle Bible as a special treasure, leaving it open to Genesis 12:1.



WATCH THE WORD: GENESIS 12:1-8

Read the story below or retell the passage in your own words. To illustrate the story, show a picture of the Bible story from a children's Bible, the coloring page, or other source.

- **God told Abram,**
- **"Leave your country and people, too.**
- **Leave your father's family.**
- **Go to the land I will show you.**

- **"I will make you into a great nation.**
- **I will make your name great.**
- **You will be a blessing to others;**
- **I will bless you and your name!"**

- **Abram obeyed the Lord.**
- **He moved away as he was told.**
- **He took his wife and nephew.**
- **He was 75 years old.**

- **They set out for the land of Canaan.**
- **Abram traveled right through.**
- **At the big tree, God said, "I will give**
- **This land to your children after you."**

What did the Lord tell Abram to do? (To move to a new land.) **When God said, "Go," Abram obeyed.**
When God tells us to do something, what should we do? (Obey.)



God wants us to obey

THE WAY

Teacher Tip: Craft and games can be presented at the same time in different areas or one at a time depending on class size and teaching style.

CRAFT: ABRAM FINGER PUPPET

Purpose: To remember Abram's physical journey to a new land.

Craft template with instructions and sample is available at ResourceWell.org or use the following instructions to design your own:

Supplies: Plain index card, sturdy tan paper, tan pipe cleaner, label or white paper, eye stickers, tape, glue, crayons

Prepare: Cut a tan pipe cleaner in two. At the bottom of an index card, cut 2 holes big enough for kids to poke a finger through each. From sturdy tan paper, cut a 2½-inch diameter circle. On a label or slip of paper, print:

**Abram Goes to a New Land
Genesis 12:1-8**

Optional: Draw and cut out the top half of a man, cutting 2 holes where the legs would be.

Abram trusted God and obeyed His directions to go to a new land. When he arrived, he thanked God. He was able to walk about the land in freedom because he trusted and obeyed God's direction. Today, we will make an Abram finger puppet that walks about in freedom in a new land.

Directions:

1. Attach eyes on Abram's face (paper circle). Draw on the rest of his face and hair.
2. Attach Abram's face to the top of his body (index card).
3. Use crayons or markers to draw and color a robe for Abram on the index card.
4. Use tape to attach the half of a pipe cleaner (Abram's arms) to the back of the index card.
5. Bend the pipe cleaner into arm positions.
6. Show children how to put their index and middle fingers through the finger holes for Abram's legs and feet.

Craft Discussion:

- **God had a special plan for Abram. He told Abram to move to a new land.**
- Sing the Unit 6 Bible Memory Verse Song as you help your Abram finger puppet "walk about the land in freedom."

THE WAY *continued...*

GAME: THE BIG TREE

Purpose: Children will learn the importance of choosing special places to give thanks and praise to God.

Supplies: Unit 6 Bible Memory Verse Song, tree (Make or draw a tree on paper or use a tall chair or cabinet. If weather and time permit, travel outdoors and stand beneath an actual tree.)

God brought Abram to a new land. When Abram came to the big tree, God promised to give the land to Abram's children. Abram stopped there and made an altar—a special place to thank God for all He had done.

Directions:

1. Play the Unit 6 Bible Memory Verse Song as "traveling music."
2. Play the part of "Abram" and lead the children once around the room.
3. Stop at the tree and give thanks for something God has given you out loud, saying,
"I give thanks to God for _____."
4. Allow each child to play the part of Abram and repeat steps 3-4.

GAME: SLEEPING UNDER THE STARS

Purpose: This game is a fun reminder that Abram packed and went to a new land.

Supplies: Bed sheet

When Abram and his family traveled to the new land, they would have slept outside under the stars. Let's pretend to sleep under the stars.

Directions:

1. Lay the sheet on the floor. Have the children lay down on the sheet, rug, or floor.
2. **Let's pretend we're outside. It's a beautiful night.**
3. **Close your eyes. What can you hear?** (Crickets, camels, sheep, cattle, donkeys, people, children.)
4. **Open your eyes. What do you see in the sky?** (Moon, stars.)
5. **There are so many stars in the sky, we could never count them all. God promised Abram he would have so many children and grandchildren that they would number more than the stars.**
6. **It's time to sleep now. Can you pretend to fall asleep?** Say goodnight to each child by name.
7. After a short period of time, say: **Wake up! It's morning now. I hear the birds chirping. Are you ready to get up? Stretch!**
8. **OK, let's pretend to pack up our blankets and pillows. I think it's time to eat!**

THE WAY *continued...*

SNACK: A NEW LAND

Purpose: To remind us we can trust and obey God's direction.

Snack Suggestion: A favorite travel snack (e.g., trail mix, fruit, or crackers)

Teacher's Note: Be aware of the food allergies of the children in your classroom. It's usually best to stay away from any kind of nuts.

When God told Abram to go to a new land, Abram obeyed. He took his wife, Sarah, and his nephew, Lot, and many servants with him. When they traveled, they may have eaten a snack like we are eating today.

Directions:

1. Serve snack and drink.
2. **Let's sing the "Blessing Song."** Sing to the tune of "Frere Jacques" or other familiar tune.
God our Father, God our Father, once again, once again.
Thank You for our blessings. Thank You for our blessings. Amen. Amen.
3. Lead discussion below while children enjoy their snack.
 - **Have you ever moved to a new place?** (Children respond.) Children may suggest a time when they moved to a new city, home, school, church, or other move.
 - **How did you feel when you were moving?** (Children respond.)
 - **It can be difficult to go to a new place. When you are afraid or sad, what could you remember from today's story that might help you feel better?** (We can trust and obey God to care for us. God is always with us.)



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

BIBLE MEMORY VERSE

Gather children in a circle sitting or standing and practice the words and motions.

"I will	(I) Point to self.
always	Hold your index finger in the air, palm up, and draw a couple of large circles.
obey	Place fists at forehead. Open fists as you move outward, staying level with forehead.
Your law."	(law) Touch the palm of the right "L" hand to the left flat-hand palm. Pull it off, move it down an inch or two and touch the left palm again.
Psalms 119:44a	Hold hands open, as if holding a Bible.

PRAY

Let's pray together. Say a closing prayer with the children.

PLAY

Allow children to play with selected toys or centers or choose a book to read to them.

DISMISSAL

Have children take home their coloring page, craft, and a copy of the Ponder, Pray & Play for 2-3's.



If time remains, choose from the connected activities below.

GOT TIME?

SAY & DO: GENESIS 12:1-8

Purpose: This pantomime version of the Bible Story helps children remember the story details.

Supplies: None

Directions: With each phrase, the teacher says the phrase and leads the children in doing the hand motions.

- **God told Abram,** (Cup hands around mouth to give a message.)
- **"Leave your country and people, too.** (Point far away.)
- **Leave your father's family.** (Wave goodbye.)
- **Go to the land I will show you.** (Point to eyes.)

- **"I will make you into a great nation.** (Spread arms wide.)
- **I will make your name great.** (Thumbs up.)
- **You will be a blessing to others.** (Fold hands in prayer.)
- **I will bless you and your name!"** (Point to heaven.)

- **Abram obeyed the Lord.** (Nod head as yes.)
- **He moved away as he was told.** (Walk in place.)
- **He took his wife and nephew.** (Hold hands with others.)
- **He was 75 years old.** (Bend over and pretend to be old.)

- **They set out for the land of Canaan.** (Point far away.)
- **Abram traveled right through.** (Walk in place.)
- **At the big tree, God said, "I will give** (Stretch arms out like big tree branches.)
- **This land to your children after you."** (Point to others.)



BIBLE MEMORY VERSE ACTIVITIES

"I will always obey Your law." Psalm 119:44a

GAME: FREEDOM WALK

Purpose: To help children memorize and review the Unit 6 Bible Memory Verse.

Supplies: Unit 6 Bible Memory Verse Song "I Will Always Obey Your Law"

Directions:

1. Stand in a circle with the children.
2. **Let's pretend we are standing in the Garden of Eden, as we say our Bible Memory Verse, then we will walk about in freedom.**
3. **Can you say our Bible Memory Verse with me?**
"I will always obey Your law." Psalm 119:44a
4. Play the Unit 6 Bible Memory Verse Song while children roam freely about the room.
5. Make up motions. Be sure to walk and dance freely when you "walk about in freedom!"
6. Periodically, stop the music. Children stop where they are. Lead the children in saying the Bible Memory Verse together.

GOT TIME? *continued...*

GAME: SAY IT!

Purpose: To help children memorize and review the Unit 6 Bible Memory Verse.

Supplies: None

God loves when we remember His words. Where do we find the words God has given us? (In the Bible.) **Let's practice our Bible Memory Verse. Before we begin, let's say it together. "I will always obey Your law," Psalm 119:44a.**

Directions:

1. Have the children stand in a circle with you.
2. Say to a child, **"Can you say the Bible Memory Verse in a whisper?"** Say the verse with the child, as needed. Encourage the child by saying, "Great job!" or give them a "high five."
3. Have each child say the Bible Memory Verse in a different way. Some suggestions might be:
 - **Say the Bible Memory Verse _____.**

loudly.	quietly and slowly.	as quickly as you can.
slowly.	while turning in a circle.	while jumping up and down.
 - Or, choose groups to say the verse together, such as: **"All the girls, say the Bible Memory Verse as loudly as you can."**
4. End by saying the Bible Memory Verse together in any way you choose.



STORY TIME

Gather the children and read a favorite story. This can be a Bible Story, a chapter from *The Adventures of Delbert & Lello*, or a story about trusting and obeying God.

PONDER, PRAY & PLAY

Unit 6, Lesson 31: Abram Goes to a New Land

PONDER! Abram trusted God to show him where to go (Genesis 12:1-8). Talk about times you or your family have gone to a new place, moved to a new home or city, or made another change. How can you help each other to remember to trust God in those situations?

PRAY! Pray this prayer each day this week: "Thank You, Lord, for the land You have given us. Thank You for showing us new places. Help us trust and obey You as Abram did. Amen."

PLAY! Abram stopped at a tree in the new land God had given him. He made an altar there to worship God. Find a tree near your home where you and your family can gather to thank God for all He has given you. Each time you pass that tree, remember how good God has been to your family.

BIBLE MEMORY VERSE

"I will	(I) Point to self.
always	Hold your index finger in the air, palm up, and draw a couple of large circles.
obey	Place fists at forehead. Open fists as you move outward, staying level with forehead.
Your law."	(law) Touch the palm of the right "L" hand to the left flat-hand palm. Pull it off, move it down an inch or two and touch the left palm again.
Psalm 119:44a	Hold hands open, as if holding a Bible.