



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.

THE WAY

Whisper Verse: "Let us go."

BIBLE MEMORY VERSE

"I will always obey Your law forever and ever. I will walk about in freedom." Psalm 119:44-45a

BIBLE MEMORY VERSE (Challenge Verse for older children)

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways acknowledge Him, and He will make your paths straight." Proverbs 3:5-6

Unit 6: The God Who Provides			
	Bible Story	What He Has Done	Lesson Aim
27	Adam and Eve Disobey—Part 1, Genesis 3:1-13	God gave fair punishment to Adam, Eve, and the serpent.	To know God wants us to obey Him.
28	Adam and Eve Disobey—Part 2, Genesis 3:1-13	God gave fair punishment to Adam, Eve, and the serpent.	To know God's greatest commands are about loving God and loving others.
29	Noah Builds an Ark—Part 1, 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 see how Noah trusted and obeyed God's directions for the ark.
30	Noah Builds an Ark—Part 2, 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 compare God using the ark to save Noah with using the cross to save all who believe in Jesus.
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."



**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Picture Schedule Cards	Cards with picture illustrating the activities: WELCOME, WORSHIP, BIBLE, CRAFT, PRAYER, SNACK, GAMES, COLORING, GOING HOME. Envelope labeled FINISHED. Optional: To display schedule, use Velcro to attach laminated Picture Schedule cards to a felt board.
		Treasure Chest	Stamp or sticker of a tree or a leaf
		Whisper Verse	Sign language for "Let us go."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Unit 6 Bible Memory Verse Song: "I Will Always Obey Your Law" Other Bible Memory Verse Song Suggestions: "It's Praise Time" "Blessed Are Those" "I Will Listen" "Love One Another" "Let Everything That Has Breath" Additional Song Suggestion: "Who Built the Ark?"
		Offering	Baskets
		Worship Illustration	God of Wonders Lesson 31 Delbert & Lello
THE WORD	Up to 10	Watch the Word: Genesis 12:1-8	Teacher's Bible with bookmark at Genesis 12:1 Visual: Small suitcase or travel bag Flannel board/figures: Abram Clay/play-dough: Binoculars
THE WAY:	Up to 25	Craft: Abram Finger Puppet	Plain index card, sturdy tan paper, tan pipe cleaner, label or white paper, googly eyes or eye stickers, tape, glue, crayons or markers
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: A New Land	A favorite travel snack (e.g., trail mix, fruit, nuts, or crackers)
		Unit 6 Games: Sand Search	Bin or container of clean sand, toy snake, plastic fruit, heart-shaped item, pair(s) of toy animals, boat, toy suitcase or satchel
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		Musical Chairs	Unit 6 Bible Memory Verse Song, CD player, chair for each child
		Follow the Garden Rules	None
		Scenes from the Bible Barn	The Bible Barn scripts for Lessons 27, 29, 31
		Freedom Walk	Unit 6 Bible Memory Verse Song, CD player
	Act it Out	Bible times clothing or stick puppets of Adam and Eve, the serpent, fruit, ark, pairs of animals, satchel (for traveling)	
Final 5	Final Five	Daily Way (Adaptation): Unit 6, Lesson 31 Color This Story: "Abram Goes to a New Land"	

RESOURCES: Supplemental materials are available at ResourceWell.org.



Let us go

THE WELCOME

PICTURE SCHEDULE: WELCOME TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Welcome each child as they arrive. **Hello _____.** I'm glad you are here! Come and see what we are going to do today. Point to each card on the Picture Schedule board. **Today, we will WELCOME everyone. We will read the BIBLE story and make a CRAFT. We will have PRAYER time and eat a SNACK. We will play GAMES and enjoy COLORING a picture about today's story.**

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. Today's Whisper Verse is "Let us go."** Teach the Whisper Verse in spoken language and in sign language below. **We call it the Whisper Verse so you can whisper it to others.***

SIGN LANGUAGE: "Let us go."

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

Each time we say today's Whisper Verse, let's say it with three hand motions:

- "Let"** All fingertips point down and then move up with a slight forward movement.
- "us"** Hold the index and the middle finger together ("U" hand shape) and move across chest.
- "go."** Hand moves away from the body and gradually closes.

Allow children to enjoy free play until everyone has arrived. **Let's sing the "Clean Up Song" as we put toys away before Praise Time.** Praise any child who helps. Allow several minutes for clean up.

**"Clean Up Song": Clean up! Clean up! Everybody, everywhere!
Clean up! Clean up! Everybody do your share!**

Gather and seat children in Praise Time area.

***Today's Whisper Verse:** "Let us go," Psalm 122:1. The Whisper Verse is a tool to help the children learn a major point in the lesson. It is coupled with sign language or hand motions as a memory aid. The verse is not necessarily chosen from today's Bible story.



The God who provides

THE WORSHIP

PICTURE SCHEDULE: WORSHIP TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WELCOME picture card and place it in the FINISHED envelope. **We have finished our Welcome Time. Now, we will have our Worship Time.**

Children may worship in a large group with other classes or in a quiet room with a worship CD or DVD.

Teacher Tip: To help children identify time set aside for worship, play “It’s Praise Time!” as children move to a designated place for praise songs, offering, and the worship illustration. Children who are nonverbal may enjoy participating in the music by playing children’s percussion instruments such as maracas, jingle bells, wood blocks, or small tambourines. Children who are sensitive to sound may prefer to wear noise reduction headphones.

It’s Praise Time—our time to sing praise to the God who provides for us. That means He gives us what we need. He provided Abram with all he needed to go to a new land. God showed Abram how to get there. He even gave Abram the faith to obey and go! That reminds me of today’s Whisper Verse, “Let us go.” Let’s say it together and imagine Abram saying it as he headed to the new land. Review the Whisper Verse together: “Let us go.” Include sign language.



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 imagine what Abram did once he came to the new land. Sing: “I Will Always Obey Your Law.”

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.



God promised Abram he would be a blessing to others. He has been a blessing to people for thousands of years because of his example to us of how we should hear God’s words and obey them. Sing: “Blessed Are Those.”

When we listen to God and obey Him, we can bless others, too. Sing: “I Will Listen.”

* May substitute Lesson 31 Bible Barn script or storybook.



Abram obeys

THE WORD

PICTURE SCHEDULE: BIBLE TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WORSHIP picture card and place it in the FINISHED envelope. **We have finished our Worship Time. Now, we will have our Bible Time.**

Last time, we learned Noah built an ark for God. Today, we will see what happened when God told Abram to move to a new land. Let's open our Bible to the first book of the Bible, Genesis. Handle the Bible as a special treasure, leaving it open to Genesis 12:1.

WATCH THE WORD: GENESIS 12:1-8

Read the points below or retell the passage in your own words using the points below as a general guide. To illustrate the story, display a small suitcase or travel bag. Have children assist by placing Bible Story figures on a flannel board. Other visual options include Color This Story or a related picture. Optional: To help children focus, have them create a pair of binoculars from clay or play dough as they listen.

- **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 country.) Let's find our answer in the Bible. Read Genesis 12:1 from the teacher's Bible.

Abram obeyed God's directions. When God said, "Go," Abram went right away. When God tells us to do something, what should we do? (Go right away.) Let's say our Whisper Verse together: "Let us go." Include sign language or hand motions.



God wants us to obey

THE WAY

PICTURE SCHEDULE: CRAFT TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the BIBLE picture card and place it in the FINISHED envelope. **We have finished our Bible Time. Now, it is Craft Time.**

CRAFT: ABRAM FINGER PUPPET

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

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

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...*



CIRCLE OF PRAYER/THE LORD'S PRAYER

PICTURE SCHEDULE: PRAYER TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the CRAFT picture card and place it in the FINISHED envelope. **We have finished our Craft Time. Now, it is Prayer Time.**

God made you and He cares for you. He loves to hear you pray with private words or words you say out loud. Let's fold our hands and close our eyes. As I lift up your name to God in heaven, I will lay my hand on your shoulder. Let's pray together.

Dear God, thank You for making us and loving us. We lift up to You a special prayer for ____, ____, ____ (say every name). We pray for our families and friends. Thank You for teaching us how to love one another. Amen. You may add the Lord's Prayer with the word picture book.

PICTURE SCHEDULE: SNACK TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the PRAYER picture card and place it in the FINISHED envelope. **We have finished our Prayer Time. Now, it is Snack Time.**

Teacher Tip: It is important to keep a record of all dietary restrictions and allergies accessible. Some parents may prefer to bring their child's snack. Depending on the dietary needs of your classroom, you may determine it is best to omit snack time completely.

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, nuts, or crackers)

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.
 - **Who remembers the Whisper Verse?** ("Let us go.") **Let's say it together.**
 - **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.)
 - **When you are nervous or sad, what could you remember from today's story that might help you feel better?** (We can trust and obey God's direction.)

THE WAY (GAME OPTIONS)

UNIT 6 GAME OPTIONS

Play one or more of the activities below until the last five minutes of class then proceed to Final Five.

PICTURE SCHEDULE: GAMES TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the SNACK picture card and place it in the FINISHED envelope. **We have finished our Snack Time. Now, is our time to play Games.**

GAME: SAND SEARCH

Purpose: This sand sifting activity soothes children. The items in the bin can be used to introduce the Bible stories or the Unit 6 Worship Attribute: The God Who Provides.

Supplies: Bin or container of clean sand, toy snake, plastic fruit, heart-shaped item, pair(s) of toy animals, boat, toy suitcase or satchel

Prepare: Place all items beneath the surface of the sand.

Directions:

1. Children take turns reaching into the sand in search of the objects.
2. Teacher and children discuss each object as it is located.
3. When all the objects have been located, display them on a tabletop or on the surface of the sand.
4. Children feel each item as the teacher explains their connection to the Unit 6 Bible stories. **The toy snake reminds us that serpent tempted Eve to disobey and eat the fruit. Then, Adam ate it, too. The heart reminds us that God's greatest commands are about loving Him and loving others. The pairs of toy animals remind us that Noah trusted and obeyed God's directions for the ark. The boat reminds us that God provided a way to save Noah and the animals. The toy suitcase or satchel reminds us that God called Abram to go to a new land.**

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or the Unit 6 Bible Memory Verse.

Supplies: None, optional: hand puppet or finger puppets

Directions:

1. Teacher or puppet retells today's Bible story or Bible Memory Verse, pausing after each phrase to say, "Thumbs up or thumbs down?"
 - If retelling the Bible story, read it in phrases. For some phrases, state accurate descriptions. For other phrases, replace the truth with silly facts. For example, say, **God told Noah to build an airplane. Thumbs up or thumbs down?** Children respond with thumbs down. **God told Noah to build an ark. Thumbs up or thumbs down?** Children respond with thumbs up.
 - If reviewing the Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For other phrases, replace a word with another word that makes no sense. For example, say, **I will always obey Your law forever and ever. I will jump up and down. Thumbs up or thumbs down?** Children respond with thumbs down. **"I will always obey Your law forever and ever. I will walk about in freedom." Thumbs up or thumbs down?** Children respond with thumbs up.

THE WAY (GAME OPTIONS) *continued...*

GAME: MUSICAL CHAIRS

Purpose: This version of Musical Chairs familiarizes children with the Unit 6 Bible Memory Verse Song.

Supplies: Unit 6 Bible Memory Verse Song "In the Beginning" or "I Praise You," CD player, chair for each child

Prepare: Set chairs back-to-back in a row.

Teacher Tip: In this version of musical chairs, no chair is removed; all the children remain in the game. Leave one or more spaces at the end of the row of chairs for any children in wheelchairs. Encourage quick listening and affirm those who are the first to hear the music stop and are seated.

To practice our Bible Memory Verse Song, let's play Musical Chairs.

Directions:

1. As the Bible Memory Verse Song plays, children march around the row of chairs and sing.
2. The teacher stops the music at different times during the song.
3. When the music stops, children find the nearest chair and sit immediately.

GAME: FOLLOW THE GARDEN RULES

Purpose: Children practice obeying as they follow the leader.

Supplies: None

God wanted Adam and Eve to enjoy living in the garden. He gave them rules so they would be safe and happy. If you were in the Garden of Eden, what do you think you would see? (Plants, flowers, trees, animals, etc.) Let's pretend we are in the Garden of Eden and see if we can be careful to obey the rules.

Directions:

1. Children line up behind you.
2. Lead the children around the "garden" as they obey your directions.
 - Follow me and pick some flowers.** Children pretend to pick a flower.
 - Follow me and pet the animals.** Children pretend to pet the animals.
 - Follow me and swim through the river.** Children pretend to swim.
 - Follow me and ride a horse.** Children pretend to ride a horse.
3. Allow children to take turns leading the class using similar directions.

GAME: SCENES FROM THE BIBLE BARN

Purpose: To learn applications of the Unit 6 Bible stories, older children act out The Bible Barn scripts.

Supplies: The Bible Barn scripts for Lessons 27, 29, 31

Directions:

1. Choose the script that corresponds with today's Bible story.
2. Assign each child a character name and improvise so all the children can be their favorite character, a new character, or just take turns being the same character.
3. Act it out!

THE WAY (GAME OPTIONS) *continued...*

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," CD player

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 forever and ever. I will walk about in freedom." Psalm 119:44-45a**
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.

GAME: ACT IT OUT

Purpose: To help learn the Unit 6 stories, children act them out in costumes or with stick puppets.

Supplies: Bible times clothing or stick puppets of Adam and Eve, the serpent, fruit, ark, pairs of animals, satchel (for traveling)

Optional: Children can wear costumes and act out the story or they can hold craft sticks with the story characters attached. You may choose one or more stories.

Directions: With each phrase, the teacher says phrase and acts it out with hand motions, then repeats the same phrase and motions with the children.

ADAM AND EVE DISOBEY

- **God explained the garden rule to Adam and Eve.** (Point to heaven.)
- **He told them they could eat the fruit from all but one tree.** (Raise index finger.)
- **The serpent was clever; he tempted Eve one day.** (Move hand as a serpent head.)
- **He told her she should break the rule and eat it anyway.** (Open and close hand, as if the serpent's mouth is speaking.)

- **Eve knew it was wrong, but she ate the fruit.** (Shake head no.)
- **She gave it to Adam, and he ate it, too.** (Pretend to eat fruit.)
- **Then God called out, "Adam where are you?"** (Cup hands around mouth.)
- **Did you do the one thing that I told you not to do?"** (Raise index finger.)

- **Adam blamed Eve, "She gave it to me!"** (Point to someone else.)
- **"What have you done?" God then asked Eve.** (Cup hands around mouth.)
- **Eve blamed the serpent, "He tricked me and I ate."** (Point to someone else.)
- **God punished them all because they all had disobeyed.** (Shrug shoulders sadly.)

THE WAY (GAME OPTIONS) *continued...*

NOAH BUILDS AN ARK

- **God told Noah how to build an ark,** (Pretend to hammer.)
- **So when the flood came, he would be saved.** (Thumbs up.)
- **Noah did everything just as God commanded Him.** (Point to heaven.)
- **Noah trusted and obeyed.** (Nod head yes.)

- **Noah brought the animals two by two** (Raise two fingers.)
- **And his family on board.** (Hold hands.)
- **Then God closed the door of the ark,** (Pretend to close a door.)
- **And for 40 days the rain poured.** (Hold palms up to feel the raindrops.)

- **The world and all its mountaintops** (Touch fingertips to create a mountain shape.)
- **Were covered in water from the flood.** (Make sea wave motion with hands.)
- **But the ark was safe and when the rain stopped,** (Hold palms up to check for rain.)
- **To find dry land, Noah sent out a little dove.** (Flap arms like bird wings.)

- **God told Noah, "Come out of the ark,"** (Make a beckoning motion.)
- **After the dove found dry land.** (Flap arms like bird wings.)
- **God's rainbow is the sign of His promise** (Point to the sky.)
- **To never flood the whole world again.** (Shake head no.)

ABRAM GOES TO A NEW LAND

- **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.)

THE WAY (GAME OPTIONS) *continued...*



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

PICTURE SCHEDULE: COLORING TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the GAMES picture card and place it in the FINISHED envelope. **We have finished our Game Time. Now, is our time for coloring the picture of today's story.**

COMPLETED CRAFT: Take home your "Abram Finger Puppet" craft and tell someone how God showed Abram a new land.

DAILY WAY (ADAPTATION FOR CHILDREN WITH DISABILITIES): Distribute this version of the Daily Way, if available. **Show the Daily Way to your family. Talk about how we can trust and obey God's direction.**

COLOR THIS STORY: "Abram Goes to a New Land." Discuss the Bible story and play the Unit 6 Bible Memory Verse Song "In the Beginning" or "I Praise You" as the children color.

As coloring is completed or parents arrive:

PICTURE SCHEDULE: GOING HOME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the COLORING picture card and place it in the FINISHED envelope. **We have finished our Coloring Time. Now, it is time for Going Home.**

THE DAILY WAY

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

PONDER! Read Genesis 12:1-8 with your family. Discuss how Abram trusted God to show him where to go. Talk about times you or your family members have moved to a new home or city, changed schools, 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.

Unit 6 Bible Memory Verse:

"I will always obey Your law forever and ever. I will walk about in freedom." Psalm 119:44-45a

Unit 6 Bible Memory Challenge Verse:

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways acknowledge Him, and He will make your paths straight." Proverbs 3:5-6