



Abram and Lot

Lesson Aim: To see how to live in peace with one another.

THE WORSHIP

Who God Is: The God Who Keeps His Promises

THE WORD

Bible Story: Genesis 13:1-2, 5-11, 14-18

What He Has Done: God gave Abram the land and blessed it.

THE WAY

Whisper Verse: "Let's not argue."

BIBLE MEMORY VERSE

"I am with you and I will watch over you wherever you go." Genesis 28:15

Unit 7: The God Who Keeps His Promises			
	Bible Story	What He Has Done	Lesson Aim
32	Abram and Lot, Genesis 13:1-2, 5-11, 14-18	God gave Abram the land and blessed it.	To see how to live in peace with one another.
33	Hagar and Ishmael, Genesis 21:12-20	God kept His promise when He rescued Hagar and Ishmael in the desert.	To know God watches over us.
34	Abraham's Visitors, Genesis 15:5-6; 18:1-14	God sent three men to say His promise would come true.	To know God can do anything He promises.
35	The Search for Rebekah, Genesis 24:34-46, 61-67	God helped Abraham's servant find Rebekah.	To show how to obey and pray throughout every task we are given.
36	Jacob and Esau, Genesis 27:30-35; 32:5; 33:4-11	God kept His promised plan for each brother.	To know we can forgive each other.
37	Life of Jacob: The Dream, Genesis 28:12-17	God told Jacob in a dream He would keep His promise.	To trust God to keep His promise to be with us wherever we go.

TEACHER'S ENCOURAGEMENT

This week, read 1 Thessalonians 5:12-24. Please join us in praying, "Thank You, Lord, that You have shown us how to love one another. Please help me convey to these little ones the importance of taking care of each other. Amen."



**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Treasure Chest	Treasure chest, stamp or sticker of a smiley face
		Whisper Verse	Sign language for "Let's not argue."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs are available at ResourceWell.org.	Unit 7 Bible Memory Verse Song: "I Am with You" Other Bible Memory Verse Song Suggestions: "Do Not Let Your Hearts Be Troubled" "Give Thanks to the Lord" "He Is Mighty to Save" "How Wide?" "I Will Always Obey Your Law" "Love One Another" "Praise Time: Love the Lord Your God" "The Lord Is Faithful" Additional Song Suggestions: "Father Abraham" "Trust and Obey"
		Offering	Baskets
		Worship Illustration	<i>The Adventures of Delbert and Lello</i> puppet script or storybook: God of Wonders Unit 7, Lesson 32
THE WORD	Up to 10	Watch the Word: Genesis 13:1-2, 5-11, 14-18	Teacher's Bible with bookmark at Genesis 13:15 Visual: Binoculars
THE WAY	Up to 25	Craft: Peacemaker Puppets	Sturdy flesh-colored paper, labels or paper, googly eyes or eye stickers, yarn, craft sticks, crayons or markers, glue, optional: fabric pieces, tissue paper, or other materials for clothing
		Game: Let's Not Argue	Feather or inflated (non-helium) balloon, "Peacemaker Puppets" craft sample
		Game: Herding Sheep	10 medium-sized inflated balloons (preferably white balloons), one large container (large box, laundry basket, or small inflatable swimming pool), masking tape
		Snack: Making Peace	A snack that can be shared
	Circle of Prayer	None	
	Final 5	Final Five	Ponder, Pray & Play: Unit 7, Lesson 32 Color This Story: "Abram and Lot"
GOT TIME?	Up to 10	Say & Do: Genesis 13:1-2, 5-11, 14-18	None
	Up to 10	Game: Feathered Friends	3-6 feathers
	Up to 10	Game: Stand Up and Say It!	None
	Up to 10	Game: Wherever You Go	Chairs (optional)
	Up to 10	Story Time	Any story about sharing or peacemaking

RESOURCES: Supplemental materials are available at ResourceWell.org.



Let's not argue **THE WELCOME**

Welcome each child as they arrive. **Hello _____. I am 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 smiley face. **Let this stamp (or sticker) of a smiley face remind you how happy we can be when we do not argue. Today's Whisper Verse is "Let's not argue."** 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's not argue."

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

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

"(Let's) not" Place thumb under chin and then thrust forward.

"argue." The two forefingers move up and down to represent two people pointing fingers at each other in an argument.

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's not argue," Genesis 13:8. 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 keeps His promises

THE WORSHIP

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.

It's Praise Time—our time to sing praise to the God who keeps His promises. He kept His promise to Abram by giving him the new land. After Abram moved into the new land, it became overcrowded with servants, animals, and tents belonging to Abram and his nephew, Lot. When the servants and shepherds began to argue, Abram said, “Let's not argue.” That is today's Whisper Verse. Let's say it together and imagine Abram saying it to his nephew, Lot. Review the Whisper Verse together: “Let's not argue.” Include sign language.



God kept all His promises to Abram and He keeps all His promises to us today. God made a special promise to us when He said, “I am with you and I will watch over you wherever you go.” That is our new Bible Memory Verse. Let's listen to our Bible Memory Verse Song and then sing along as we give our offering. Sing: “I Am with You” while the offering is collected.



Let's see if our friends Delbert and Lello know the story of Abram and his nephew, Lot. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 7, Lesson 32.



After Abram gave Lot the best part of the land, God showed Abram all the wonderful land He would give to him. Then, God told Abram to take a walk around the new land. As we sing this next song, let's walk around our Praise Time area just as Abram walked around his new land. Sing: “I Will Always Obey Your Law.”

Again, God promised Abram's future family would be very big, with too many family members to even count. Sing: Father Abraham” or substitute “The Lord Is Faithful.”

Abram remembered to give thanks when God gave him the wonderful new land. Let's give thanks to God right now for all He gives each one of us. He has been so good to us! Sing: “Give Thanks to the Lord.”



Abram makes peace with Lot

THE WORD

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

With my eyes on my teacher;

My mouth quiet as can be,

I will listen to hear,

How God loves you and me.

Point to eyes.

Place index finger over mouth as quiet sign.

Cup hand around ear.

Hug self, point to others, and then self.

Last time, we learned what happened when God told Abram to move to a new land. Today, we will learn what Abram did when that land became too crowded. 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 13:15.

WATCH THE WORD: GENESIS 13:1-2, 5-11, 14-18

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 binoculars. Other visual options include the craft sample, Color This Story, or any related picture.

- Lot moved with his uncle Abram.
- Both had many animals and tents.
- But the land did not have enough food
- For all their herds, and flocks, and servants.

- The shepherds for Abram and Lot
- Began to argue about the land.
- "Let's not have any arguing,"
- Said friendly Abram.

- He said, "Lot, let's separate.
- Just choose the land you want."
- Lot looked up. He made his choice
- And took the very best part.

- Then God said to Abram,
- "I will give you all the land you see.
- Go walk through this land of yours
- It is for your future big family."

Abram's servants argued with Lot's servants because the land was very crowded. What did Abram say to Lot about that? The answer is in our Whisper Verse! Let's say it together, "Let's not argue." Include sign language or hand motions.



What did God give to Abram? (A new land.) Let's find our answer in the Bible. Read Genesis 13:15 from the teacher's Bible.



Be a peacemaker

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: PEACEMAKER PUPPETS

Purpose: Child creates two puppets to talk about how to resolve issues without arguing.

Supplies: Sturdy flesh-colored paper, labels or paper, googly eyes or eye stickers, yarn, craft sticks, crayons or markers, glue, optional: fabric pieces, tissue paper, or other materials for clothing

Prepare: Cut out two 8-inch child-shaped outlines. On a label or slip of paper, print: **“Let’s not argue.” Genesis 13:8**

Decorate one puppet to be yourself and the other puppet to be a friend or family member.

Directions:

1. Give each child two child-shaped cutouts.
2. Add yarn for hair and googly eyes or eye stickers for eyes.
3. Children draw in the rest of the faces.
4. Children may use the other materials you provide to decorate the puppets.
5. Attach the label to the back of the cutout of the child.
6. Attach a craft stick to the back of each puppet.

Optional: Use these puppets in the LET’S NOT ARGUE game on the next page.

Craft Discussion:

- **What do you argue about with your friends or family?** (Not taking turns, who goes first, who chooses the game, who broke the toy, whose turn it is to do a chore, etc.)
- **What are some ways you can make peace instead of arguing about these things?** (Share, let the other person have the first choice, take turns, compromise (both of you give a little), etc.)

THE WAY *continued...*

GAME: LET'S NOT ARGUE

Purpose: Children will learn to replace arguing with more peaceful solutions.

Supplies: Feather or inflated (non-helium) balloon, "Peacemaker Puppets" craft sample

Optional: For an additional feather game, play FEATHERED FRIENDS in the GOT TIME? segment.

Instead of arguing, Abram was a peacemaker. He shared the land and gave Lot the first choice of which land to keep. In this game, we will work together to think of ways to be peacemakers. I will tell you about an argument. Before the feather (or balloon) lands on the ground, let's see if we can think of a way to make peace.

Directions:

1. Argument 1: **Sam argues with Joshua because he knocked over Sam's building blocks.** The teacher tosses the feather. Children call out ways to make peace such as Joshua apologizes or the boys rebuild the blocks together.
2. Argument 2: **Jessica argues with Sasha because they both want to be first in line for the pony ride.** The teacher tosses the feather. Children call out ways to make peace such as letting Sasha go first or flipping a coin.
3. Argument 3: **Madeline argues with her younger brother Charlie because he wants to join the game but she wants to play alone with her friends.** The teacher tosses the feather. Children call out ways to make peace such as letting Charlie play or promising to play a game with him later.
4. Have the children sit in a circle.
5. Ask children for other situations where they might argue with a friend or family member.
6. Allow them to take turns acting out a peacemaking conversation with a pair of "Peacemaker Puppets" from today's craft.

GAME: HERDING SHEEP

Purpose: To help children cooperate.

Supplies: 10 medium-sized inflated balloons (preferably white balloons), chairs, masking tape

Abram and Lot had many sheep. Each night they had to bring them home safely before they could go to sleep.

Directions:

1. Mark a starting line on the floor with masking tape.
2. For a sheep pen, place chairs in a circle at the other end of the room. Leave an opening.
3. Have the children stand shoulder-to-shoulder behind the starting line.
4. Place the balloons in front of the children.
5. **Let's pretend these balloons are little sheep and we have to bring them back to their pen safely.** Show children the sheep pen is the circle of chairs at the other end of the room.
6. **Just as Abram and Lot could not carry their sheep, you can not pick up the balloons to get them home. You must only push them gently with your hands and help each other move the balloons carefully into the sheep pen.**
7. Encourage children to cooperate and work as a team to accomplish their goal.

THE WAY *continued...*

SNACK: MAKING PEACE

Purpose: To discuss ways we can live in peace.

Snack Suggestion: A snack that can be shared

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.
 - **It is good to share our snack with each other without arguing. Who remembers the Whisper Verse?** ("Let's not argue.") **Let's say it together.**
 - **Abram and Lot's servants argued about who would get to use the land. Abram was a peacemaker. He made peace with Lot.**
 - **Have you ever argued with a friend or family member about something you both wanted? Next time, what can you do instead of arguing?** (Be a peacemaker and find a way to share.)



CIRCLE OF PRAYER

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 ____, ____, ____ (read every name). We pray for our families and friends. Thank You for teaching us how to love one another. Amen.



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

COMPLETED CRAFT: Take home your "Peacemaker Puppets" and tell everyone how Abram chose to be a peacemaker and not argue.

PONDER, PRAY & PLAY: Distribute Ponder, Pray & Play cards if available. **Show this card to your family. Talk about ways we can live in peace.**

COLOR THIS STORY: "Abram and Lot." Discuss the Bible Story and play the Unit 7 Bible Memory Verse Song, "I Am with You," as children color.



If time remains, choose from the connected activities below.

GOT TIME?

SAY & DO: GENESIS 13:1-2, 5-11, 14-18

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 acts it out with hand motions, then repeats the same phrase and motions with the children.

- **Lot moved with his uncle Abram.** (Walk in place.)
- **Both had many animals and tents.** (Spread arms wide.)
- **But the land did not have enough food** (Sadly hold up empty palms.)
- **For all their herds, and flocks, and servants.** (Spread arms wide.)
- **The shepherds for Abram and Lot** (Point to two places.)
- **Began to argue about the land.** (Make fists and shake head in disagreement.)
- **"Let's not have any arguing,"** (Whisper Verse sign language.)
- **Said friendly Abram.** (Smile.)

- **He said, "Lot, let's separate.** (Raise index finger, as if sharing a new idea.)
- **Just choose the land you want."** (Palms open in giving gesture.)
- **Lot looked up. He made his choice** (Scratch head, as if thinking.)
- **And took the very best part.** (Point to a corner.)
- **Then God said to Abram,** (Point to heaven.)
- **"I will give you all the land you see.** (Point to eyes.)
- **Go walk through this land of yours** (Walk in place.)
- **It is for your future big family."** (Spread arms wide.)

GAME: FEATHERED FRIENDS

Purpose: Children practice kindness as a choice over arguing.

Supplies: 3-6 feathers

God does not want us to argue; He wants us to make peace. One way we can do that is to be kind and gentle with one another.

Directions:

1. Children sit on the floor in a circle.
2. Demonstrate kindness by gently brushing a feather along the forearm of one of the children and say, **"Let's not argue; let's be kind and gentle!"**
3. Give 3-6 children a feather. Have them stand outside the circle.
4. The remaining children cover their eyes with their hands.
5. Each child with a feather reaches over and gently brushes one resting child's forearm or hand with the feather.
6. At your signal, the resting children uncover their eyes.
7. Children who felt a feather brush them stand and guess which child touched them with a feather.
8. Repeat steps 3-7 until all the children have enjoyed a turn being kind and gentle with a feather.

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

"I am with you and I will watch over you wherever you go." Genesis 28:15

GAME: STAND UP AND SAY IT!

Purpose: To help children memorize and review the Unit 7 Bible Memory Verse.

Supplies: None

In the Bible, God made a promise to watch over us. We can remember that promise by saying it to one another. Practice saying the Bible Memory Verse together a few times.

Directions:

1. Say, **"If you are a girl, I want you to stand and say God's promise together."**
2. The girls stand and say, **"I am with you and I will watch over you wherever you go."**
3. Repeat steps 1-2 with various groups such as:
 - If you are a boy,
 - If you love God,
 - If you are wearing something blue,
 - If you have a brother or sister,
4. Play as often as you like, announcing different groups each time.

GAME: WHEREVER YOU GO

Purpose: To help children memorize and review the Unit 7 Bible Memory Verse.

Supplies: Chairs (optional)

Prepare: In this game, the children will pretend to travel to various locations. You may choose to set up two rows of chairs next to each other as a pretend car or the children can sit in rows on the floor.

In the Bible, God made a promise to watch over us wherever we go. What are some of the places we go? (e.g., Grandma's house, store, playground, doctor's office.)

Directions:

1. Children sit in the chairs or sit in rows on the floor.
2. **Let's pretend we're riding in a car.** Ask one of the children, **"Where should we go?"**
3. Have fun pretending to drive the car to that location. Pretend to stop for traffic or to take a wrong return. When you arrive, say, **"We're here!"**
4. You may choose to have the children get out of the car and act out an activity they might do at that location, such as hugging grandma, buying milk, or running in place for the playground.
5. Ask, **"Is God with us when we are at name of location?"**
6. Lead the children in saying, **"God says, 'Yes! I will watch over you wherever you go.'"**
7. If the children got out of the car, have them take their seats again. Play as often as you like or as long as children are interested. You may choose to change the vehicle into a bus, train, or airplane depending on the location to which you are traveling.

GOT TIME? *continued...*



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 sharing or peacemaking.

PONDER, PRAY & PLAY

Unit 7, Lesson 32: Abram and Lot

PONDER! Read Genesis 13:1-2, 5-11, 14-18 with your family. Abram stopped the arguing and gave Lot the first choice of land. If Abram had been selfish, what other choices might he have made? Discuss things your family argues about and brainstorm ways to make peace.

PRAY! Pray this prayer, each day this week: "Thank You, Lord, for the family You have given us. Help us to be like Abram, choosing kindness and peacemaking over arguing. Amen."

PLAY! "Reply His Way" Act out the following situations twice. The first time, pretend to argue. The second time, replay the situation and choose God's way. Be a peacemaker!

1. Two of you cannot agree on which game to play.
2. Someone broke your toy.
3. Two of you want the last cookie.

Unit 7 Bible Memory Verse: Genesis 28:15

"I am with you and I will watch over you wherever you go."