

FAITH QUEST

St. Mary's Anglican Church, Regina

DIVINE DIVERSIONS

Theme concept: Genesis explains the beginning of many important realities: the universe, earth, people, sin and God's plan of salvation. It teaches us that the earth is well-made and good, that mankind is special to God and unique, and that God sustains all life.

Bible text: The Beginning: Genesis 1, Adam & Eve: Genesis 2, The Fall, Genesis 3

Bible memory verse: —“The earth is the Lord's, and everything in it, the world, and all who live in it” (Psalm 24:1).

This workshop's goal: God created the earth and everything in it, including creating us in His image. Genesis tells us that God created the world in seven days. Each day God created a distinct thing(s). This workshop will focus on learning the order of creation through games and a snack.

Some ideas for this lesson were used with permission from:

Bethany UCC, Bethlehem, PA, Lynda Hassick, DCE found at rotation.org

http://www.daniellesplace.com/html/bible_themes_creation.html

Children's Ministry Magazine, July-August, 2001

Materials: see individual games below. Coordinator could provide small candy prizes for the games.

Opening:

Greet the children. Introduce yourself. Take attendance.

Tell one interesting fact about yourself that will make the kids say “Wow!” Talk about how God's creation usually brings people to say “Wow!” When have the children had that “WOW” moment?

PLAY GAME #1 - God's Colorful Creations

For 1st/2nd grades:

Tape a construction paper square to each child's back without letting them see the color. Tell kids not to reveal any colors yet.

Have children take turns standing with their back to the group. Have the other children, one at a time, call out things that are the same color as the color on the child's back. Child guessing should call out the color they think it is as soon as they know. The child may sit down when he or she guesses the color.

GAME #1 for 3rd/4th grades and up:

Have them form a circle with one person standing in the middle with a spray bottle. (Be sure it's turned to the 'mist' setting.) Have the person in the middle whisper to you (workshop leader) a color and something that is that color without letting the others hear (example: green – broccoli). The person in the middle then tells the group the color and then chooses one person to start guessing things that are that color. They continue around the circle with each person making one guess, then it's the next person's guess. The people in the circle try NOT to name the item the person in the middle is thinking of by naming things God made that are that color. Also they cannot repeat something already said. Because if they guess or repeat, they get a quick spray, then are the next person in the middle. (Say, in turn each person says: tree, clover, peas, then the next person says broccoli. The person in the middle sprays – 1 time – that person, then they are next in the middle.)

Play this game a few times. Tell them you can play again at the end if time.

AFTER GAME #1:

Have everyone sit in a circle.

ASK if anyone knows what the name of the book in the Bible is that tells how God created the world.

ASK if they know where in the Bible the book of Genesis is.

ASK if they know what other stories are in the book of Genesis: (creation, Noah, Abraham & Sarah, Jacob & Esau, Joseph and the coat of many colors.)

SHOW them where it is. Older children can find it on their own.

They should take turns reading Genesis 1:1 - 2:4. Ask for volunteers to read several verses, then have another person read. Or everyone in the circle read one verse and go around the circle.

As you read each part that says "that was the first day" ... "second day" etc. hold up the cue card that shows the picture of that day. They will need to know the symbols for the next game.

After reading the passage, play the next game:

GAME #2 - ORDER UP

Break them up into 2 to 4 teams, depending on how many kids there are.

Each team will be given a set of 8 cards – the cards will say the Day & the thing created, eg. Day 1: light & dark. one for each creation day and one card in the set will say "God".

They will work as a team and when you call out "CREATION!" the teams will race to put the cards in order. When a team finishes and thinks they have the correct order, they should call out "IT WAS GOOD!". This stops play. The team that finished first should call out "Day 1: Light & Dark" and so on to make sure the cards are in the right order. Don't tell them in advance, but their GOD card should be FIRST before the first day because God "was" before He began creating.

If correct, that team "wins". If not, play continues. If the team that finished first calls out "it was good" and you check their cards and they are not in the correct order, don't tell them what's wrong.

SAY: Within your team, discuss this question: "Do you think God was around before creation?"

ASK for each team to report back to you. THEN READ Genesis 1:1 for the answer.

HANG UP one set of cards in the room (use the white board and some masking tape or blutak) so the kids can see them in the correct order for the next game.

GAME #3 – CREATION DICE

Within their team each child should take turns rolling a die. Whatever number a child rolls, he/she has to tell something that God made on that day of creation. For example, if a child rolls a 1, he could say God created light, if they roll a 6 they could say dogs. They should try to remember what was created that day, but if they need a clue they can look at the cards you hung up.

For the older kids you may want to make it more challenging by having them pantomime something for the

others to guess.

End when each child has had at least one turn. If there is still time you can play one of the “warm-up” games from this rotation.