

## **Bible Lessons for Children**

Learning to Know the Triune God through His Holy Word

By Tamarie Tigh

### **Beginner Lesson Six: God's Covenant with Noah**

#### **Overview**

Bible Facts: The Old Testament has 39 books, the New Testament 27  
Bible Reading & Discussion: Genesis 8:1 – 9:17  
Bible Memorization & Art Activity: "A Baptist Catechism: A Catechism for Boys & Girls" Questions #1-5

#### **Opening**

Get students' attention by using a pre-planned silence signal.  
Have students sit in rows or a semi-circle facing you.  
Open in prayer asking God's blessing upon the time.

#### **Bible Facts** 5-10 minutes

Materials: Bible for leader  
Strategies: Hand Motions  
Instructions: Show students the content page in the Bible that lists the names of the books in the Bible. Tell students that the Old Testament has 39 books in it. Have students hold up their fingers to show 3 and then 9. Tell students that the New Testament has 27 books in it. Have students hold up their fingers to show 2 and then 7. Point to various students and ask how many books are in the Old Testament and New Testament. Have students answer by holding up their fingers to indicate 39 or 27.

#### **Bible Reading** 15 minutes

Materials: Bibles for students to use  
Strategies: Stories with Sound  
Scripture: Genesis 8:1 – 9:17  
Instructions: Have students sit at tables. Guide students to add appropriate sound effects during the reading, such as "coo" for dove, "caw" for raven, various animal sounds for living creatures, "oooh" for rainbow, etc.

#### **Bible Discussion** 10 minutes

Materials: Ball of yarn, word poster: add "Just = right"  
Strategy: Yarn Web  
Instructions: Have students sit in a fellowship circle. While holding one end of a ball of yarn, toss the ball to someone who must either answer the question or while holding on to a piece of the yarn, toss the ball to someone else. Each person that catches the yarn must hold on to a piece of it. The ball of yarn will become smaller as a web is built by those catching and tossing the ball. Questions are asked and answered until the ball of yarn has disappeared and become a web.  
Questions: Who made the wind blow over the earth? (God) What did God tell Noah and his family to do after the flood? (Go out of the ark with all the living things, be fruitful and multiply.) What did Noah build after he left the ark and why did he build it? (An altar to offer sacrifices to God) Why are people not supposed to murder other people? (God made man in His Own image.) What did God promise in this covenant? (God would never again destroy everything by flood) What sign did God give of the covenant between God and all flesh? (The rainbow)

Show students the word poster and have them act out the words: Creator = maker (use hands to make a ball), Omnipotent = all powerful (make a muscle), Omniscient = all knowing (tap head),

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Merciful = doesn't punish as deserved (make "safe on base" sign with two arms), Righteous = perfect (with right hand make circular motion), Just = right (thumbs up)

### **Group Prayer**

Through prayer, praise God for "Who He Is". Encourage students to take turns praising God through prayer.

### **Bible Memory**

10-15 minutes

Materials: Hula Hoops, tape, or yarn

Strategy: Hop Scotch

Instructions: Lay out a pattern on the ground. Have students move through the pattern while reciting questions 1-5 with their answers and verses. The pattern can be made with hula hoops, tape, chalk lines, yarn, etc. Have students move in different ways: hop, skip, jump...Note: This should be a fun review experience. Plan accordingly.

### **Bible Art Activity**

As time allows

Materials: Paper, markers, sample project

Activity: Catechism Review Game

Instructions: Have students sit at tables. Give students paper. Have students make a game board of connected squares, circles, or other shapes. Have students write "Start" at the beginning and "End" at the finish. Every few spaces have students write in the shape: Q#, A#, or V# (representing questions #1-5, answers #1-5, and verses #1-5). Allow students to play the game by rolling a number cube and moving a small object the correct number of spaces. If the student lands on a Q, A, or V, the student must share the correct question, answer, or verse to get another turn. Incomplete projects may be taken home to finish.

### **Closing**

Have students assist with clean-up.

Remind students to practice their memory work throughout the week.

Close in prayer.

Dismiss.