

Originally Posted by St Elmo's Choir, a group of Christian educators who wrote Rotation lessons for each other.

## BIBLE SKILLS AND GAMES WORKSHOP

Rotation: Abraham & Sarah

Reference: See Workshop Overview

**Objectives:** Participants will follow the journey of Abraham and Sarah and participate through games in some of the major points in Abraham and Sarah's lives.

**Materials:** One soft ball, index cards & pencils, chairs in a circle, bible map clearly marked to point out "stops" on the journey (the New Interpreter's Bible has a GREAT map of Abraham's journey on page 423 of vol. I.) Optional: 5 separate places within the church that can serve as "stopping points" along the journey. If using option, signs for locations and carry map with you to each spot.

**Lesson Plan:**

### I. The Call to Canaan

Location: Haran

1. Gather in a circle and read Genesis 12:1-9. Discuss what the participants know about being "called" and the situations they are called to and from.

2. Play "The Calling Game".

- All participants place their hands in front of them. The leader calls the name of someone across the circle and throws the ball to that person. The leader then puts his/her hands behind her back. (The hands in front helps know who's received the ball and who has not.)
- The person with the ball (person #2) calls out someone else's name who has their hands in front of them and throws that person the ball. Then person #2 puts their hands behind them.
- Play continues until all players have received and thrown the ball - the last person to receive the ball calls and throws to the leader.
- No player should receive the ball more than once.
- You must call out the person's name to whom you are throwing AND establish eye contact with that person BEFORE you throw the ball to them.
- Remember who you threw it to and who threw to you - you are establishing a pattern!
- Once through - try again a bit faster - then again a bit faster.
- For an extra challenge, try to do it by sending the ball through the pattern backwards.

## II. You shall be an ancestor of nations

Location: Oaks of Mamre

1. Read Genesis 15:1-7. Discuss with participants what they think of those verses. How many stars do they really think there are? How might we count all of them?

2. Play "The Counting Game".

- See how high the group can count by shouting out numbers in consecutive order beginning with "One!" ... "Two!" ... "Three!" ...
- Only one person can shout at a time.
- If more than one person shouts, the group must start over at one.

## III. And you shall be called "Abraham"

Location: Canaan

1. Read Genesis 17:1-8, 15-22. Discuss why God changed Abraham's name and how Abraham felt. See if any participants know what their name means. (You might have a baby book on hand to help just in case!)

2. Play the "Guess Who I Really Am?" Game.

- Hand everyone an index card and a pencil.
- Have each of them think of a new name they would like to be called and what that name means. (You will have to help younger learners) MAKE sure they keep their names secret! Write it on an index card.
- Gather the cards and read the new names and have everyone try to guess who is each name.

## IV. And Sarah laughed.

Location: Oaks of Mamre - Hebron

1. Read Genesis 18:1-15. Discuss how Abraham felt when these strangers began to tell him about his wife being pregnant? Why did Sarah laugh when told about being pregnant? Why did she deny the fact she laughed? Why would Sarah not want anyone to know she laughed?

2. Play "I Never" Game.

- Everyone sits in chairs in a circle.
- One person goes into the middle and their chair is removed.
- The player in the middle truthfully complete the sentence, "I never ..."
- For those who are seated, if the statement is false for them, they must get up and change seats. If it is true, they stay seated.
- When those who are switching seats get up, the person in the middle tries to take one of their seats leaving a new person in the middle.

V. Isaac is born

Location: Hebron

1. Read Genesis 21:1-7. Discuss the reasons why they think Sarah and Abraham named Isaac

laughter.

2. Play the "HA" game. The object of "HA" is to see how many times the word "HA" can go through the body chain without anyone laughing.

- Participants lay their heads on each others stomachs.

- The first player in the chain says, "HA". The second player repeats, then the third, and so on through the chain.

- Then the first player says, "HA HA". The second player repeats, etc.

- See how many "HA"s can go through the chain. Can your group set a record?

Close in prayer.