



A Bible Timeline

A Project Pack for Infants (age 3-6)

Published by
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About Project Packs

Project packs are a series of themed activities for use in CYCs, holiday clubs or as additions to the syllabus. They are intended to be a starting point for ideas because the children you are working with will dictate the activities you use and the way you use them

Most of the activities need quite a lot of preparation such as collecting items and making games so it's worth reading through what you might want to do well in advance of the session. It is also advisable to try out before hand what you are expecting the children to do later.

If you need to make board games or cards the pages are free to photocopy. You could copy and print onto paper and stick onto card or print straight onto card if your printer allows for this. If this project pack is on our website www.cssu.org.uk you could download the page and print straight onto the paper or card.

Feel free to pick and choose what activities will suit your needs and adapt for your particular class.

Keep asking questions while the children are working on a model. Some children will talk when they don't feel the pressure of you waiting for an answer. Some of course won't shut up so should be encouraged to listen to what others are saying.

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A Bible Timeline for Infants

Contents

Infants will have very little idea of timescales. They will not understand what dates are. For them, language is more important than numbers. You need to use lots of words like oldest, youngest, before, after, first, last and in between. It's really valuable to help the children use these words in a meaningful context as they look at familiar stories from the Bible; and will build the foundations of a thorough knowledge of the Bible later on.

If you are doing a whole Sunday School project, the infants will be really interested to look at what older children are doing and be able to make parallels between their work and that of the older children. Many of the games and activities used in the other Timeline project packs are similar or the same as those suggested in this one so some activities could be combined.

In each unit, there are activities which revise what happened and suggestions for games and activities which can be played to review what the children have learned and to help establish a sense of chronology and sequencing. Many of the games are flexible and can be adapted to use with other units. It would be well worth keeping the games to use at odd moments during normal Sunday School lessons as a bit of revision.

The project is divided into 5 broad time periods for the 5 work units which are the same in the Junior and Senior project packs.

Unit 1: Creation to Noah

Unit 2: Abraham to Joseph

Unit 3: Moses and the Judges

Unit 4: Kings and Prophets

Unit 5: Jesus and the Apostles

In each unit, there are activities which briefly review what happened; and games which help the children to learn which order things happened in, in an informal way. At the back of the pack there are picture cards for each of the major Bible characters mentioned; you can of course add more of your own. There is also a simple song which you can use to help the children remember what happens.

Making a Timeline

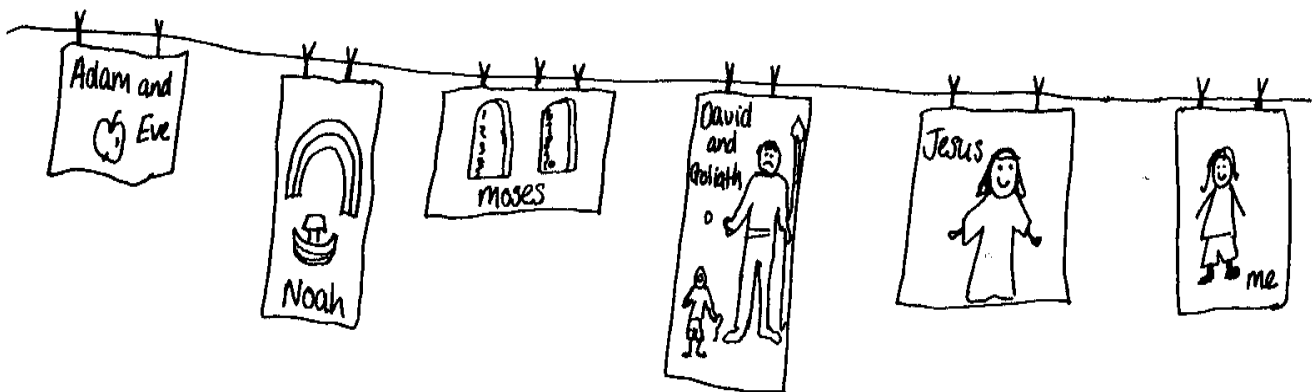
The main focus of the Project is going to be a timeline.

The children in your infant group would be very confused if they were presented with a large diagram with numbers and dates on it. The best thing for you to use with infants is a washing line stretched across the room, with pegs to hang work on. Have them put a picture representing the Creation at one end, and then pictures of themselves at the other end. Timescale is not important so it's fine to put Moses, Jesus and the present day equidistant from each other on the line, so long as they are in the right order!

Making a timeline is dependent on the space you have available, and because of this your timeline is likely to be unique. Some of the following ideas may be useful to consider:

- A permanent mural painted onto the wall
- A large sheet of paper from a roll - for example, paper for newsprint or the reverse side of a roll of wallpaper
- A series of pinboards or display boards, one for each thousand years, which can be taken down and stored between Sundays
- A banner, printed with a basic blank timeline, which can be rolled up and stored compactly. This could be made with fabric paints and a length of cheap fabric, or could be printed by a firm who make advertising banners.

Most of the learning your children do will be through games and activities where they have to physically put things in order. The pictures on the timeline you make will reinforce what they learn through practical activities.

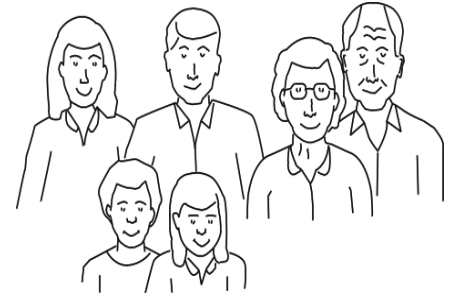


Unit one: Creation to Noah

Introduce the timeline to the students

Time spent on this is important as it will help the children to understand what a timeline is and to have some idea of how to put things into context with things they already know.

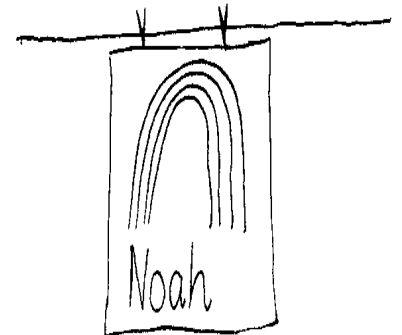
- Use pictures of 3 or 4 generations of a family to make sure children know these important timeline words:
old, oldest and the difference between old and very old, young, youngest and the difference between young and very young
new, newest
first, last
before, after
Look at the pictures and ask questions which include the words.
The children can show they understand by picking the correct picture in answer to your question.



- Talk about who is the oldest and youngest in the group (include yourself) and play games like musical chairs where when the music stops you have to get in order oldest - youngest.
- Ask the children if they can tell you anything which happened a very long time ago.
- Make self portraits and put them at the current day end of the timeline. Younger children may need to reinforce the idea of older and younger by drawing pictures of parents and grandparents and putting them behind their own picture on the timeline.

Talking points

- Tell the children that the timeline is about things which happened a very long time ago in the Bible. Explain that you are going to use the timeline to find out which Bible stories came first and which came last.
- Choose one or two stories from the time period to tell to the children. Adam and Noah would be a good choice. The children will probably already know the story so see how much they know by asking them questions rather than telling them facts.



For the timeline

- Make illustrated name cards of the people you have talked about and put them on the timeline.
- Make simple models, for example toilet roll models, of the people you talk about. Put them on or under the beginning of the time line. Keep the models to use next time.



Other Activities

Use the relevant picture cards from the end of the pack to play these games with. Include a sketch or photo of the class group.

- Put all the pictures in a bag. Pass the bag round the group, taking it in turns to pull out a picture and arrange it in sequence on the table.
- Put all the pictures in a pile on the floor. Get the children to run around the room. When you clap hands they have to collect one picture and then stand in order.

- Play the musical chairs type game you played earlier, using the Bible pictures.

- Sing the verses for this unit from the song. Include the last verse.

- Use the game grid on the next page to play a simple counting on game to see who gets to the end first. Enlarge the game board onto A3 paper (or larger). Talk to the children about what happened at the start of the Bible, and do a simple sketch of, for example, a scene from the creation. Continue asking what came next, spacing out the pictures along the length of the track. Alternatively, you could make copies of the picture cards from the back of this book and stick them in place along the track. Give the children a counter each and a dice and take it in turns to throw the dice, moving the counters along the track. The person who reaches “finish” first, wins.



Make 5 copies of the game board as you will make it bigger each time you do another work unit.

Timeline song

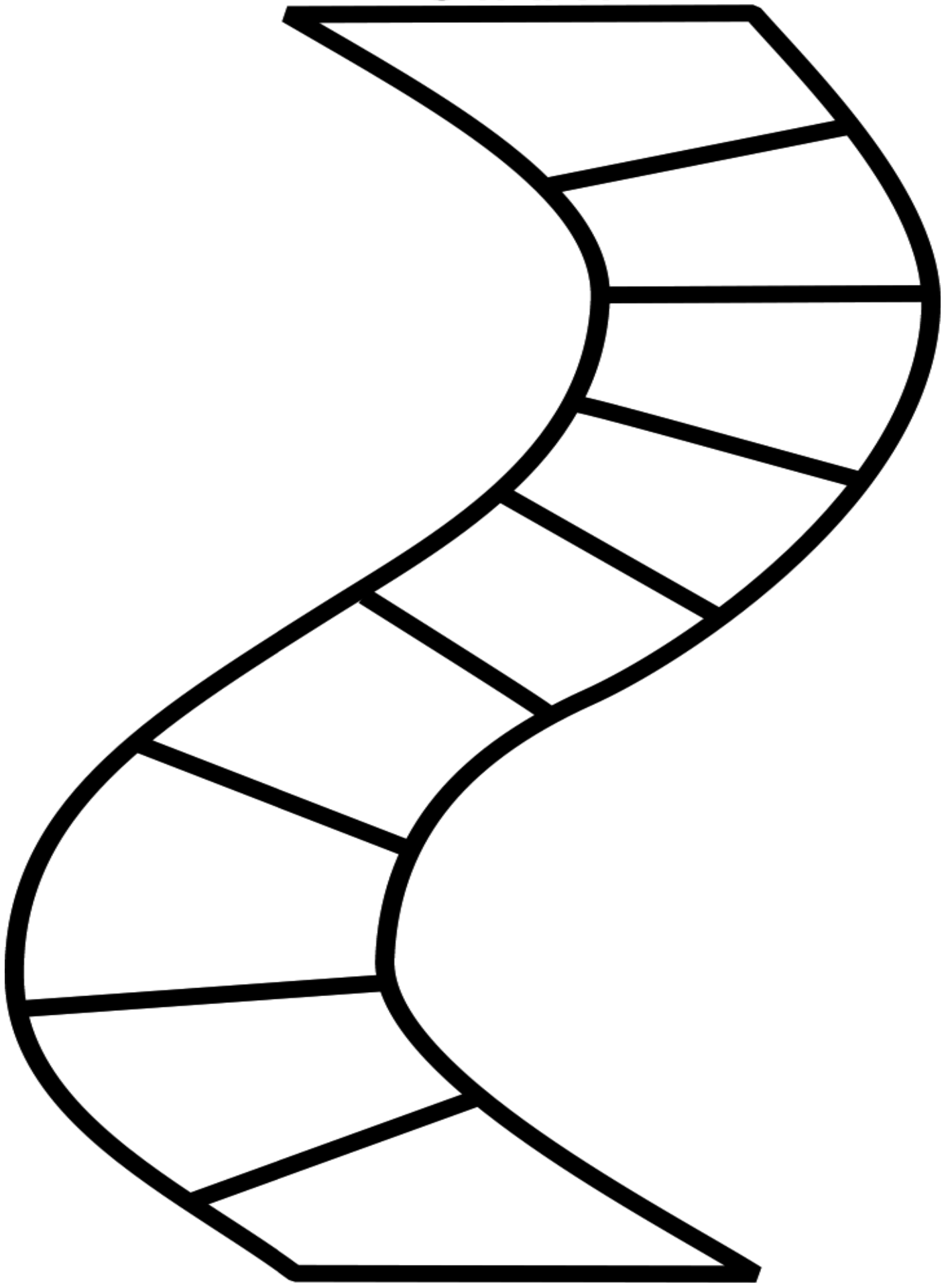
To be sung to the tune of “Old MacDonald had a Farm”

Introduce the verses progressively, and only use those which are about people you have talked about in the lessons. The children will find it much easier to learn if you invent actions to do for each verse. The children will probably have lots of ideas about which actions they could use.

1. God made all the earth and sea
Long long time ago
He made the flowers and made the trees
Long long time ago...

For the Bible tells
Tales from long ago
Things that God wants everyone to know
God made all the earth and sea
Long long time ago.
2. God made Adam and made Eve
Long long time ago
They ate some fruit from the tree
Long long time ago
For the Bible tells...
3. Then came Noah who built a boat
When rain came Noah stayed afloat...
4. Then came Abram, faithful man
God promised him a special land...
5. Then came Joseph, coloured cloak
He saved the food for hungry folk...
6. Moses next, who taught God's law
He led the people home once more...
7. Then came David, shepherd king
He killed Goliath with his sling...
8. Then came Daniel, always brave
God saved him from the lions' cave...
9. Then came Jesus, God's own son
He died to save us - everyone...
10. Then came Paul who tried to preach
His boat was shipwrecked on a beach...
11. Now we learn at Sunday School
Things we need to know...
The stories which God's pages teach
Help us all to grow
For the Bible...

START

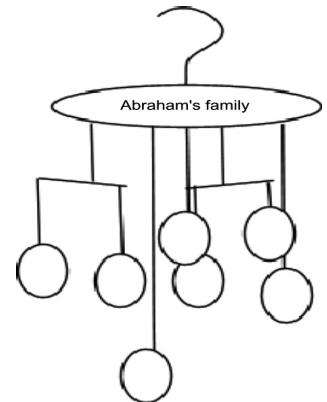


FINISH

Unit 2: Abraham to Joseph

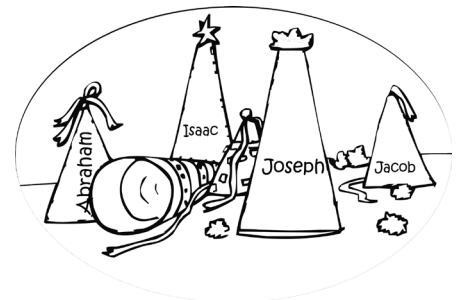
Talking Points

- Ask the children to tell you about what they did last time and to explain what the timeline is and what the models they did last time are about.
- Choose one or two stories from this time period to tell to the children. Use picture books and see if the children can tell you the story from the pictures without you having to read a single word.
- A good option may be to focus on 3 generations from Abraham and to make a very simple family tree mobile. Only do this if you are sure the children already know something about Abraham, Isaac and Jacob.
- You could talk about Joseph, whose story they will be familiar with.



For the Timeline

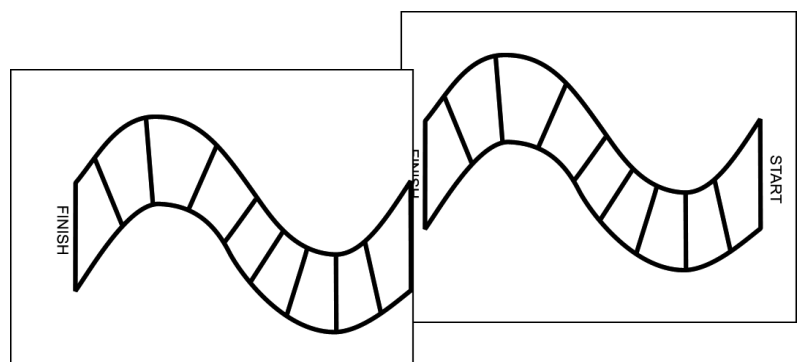
- Make simple models to put on the timeline. Choose from these options:
 - the family tree mobile if you made it
 - 12 pipe-cleaner people to represent Joseph and his brothers.
- Make pictures about God's promises to Abraham - a beach scene or sky scene, if you have talked about them.
- Make a multicoloured coat collage.



Other Activities

Use the relevant picture cards from the last unit and add to them the new names from this unit.

- Play the games from the last unit with the new cards.
- Make simple band hats or necklaces with copies of the picture cards on. Put them in a pile in the middle of the room. Take it in turns to pull a hat or necklace from the pile and then go and stand in the right order. You could play the musical chairs game with the hats on and swap the hats after each round of the game.
- Add the verses from this unit to the song.
- Use the timeline game grid, either on its own or with the last unit's grid. If you cut the word "start" off the 2nd grid you should be able to stick the beginning of this unit's game board over the word "finish" on the last one, to make a longer game. Add more pictures from this period of time if the children know of the people.



Unit 3: Moses and the Judges

Talking Points

- Before the lesson, muddle up all the things they made in the previous lessons on the timeline. As an introduction, work with the group to put them back in the right order again.
- Choose one or two things from the life of Moses and the Exodus to focus on. Again, tell the story through asking questions about what happened so that the children are encouraged to tell you what they know.
- You could use simple props like a makeshift tent to act out the story of the Exodus.



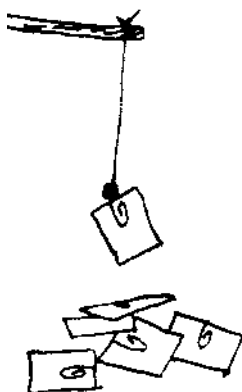
For the Timeline

- Use play dough or Plasticine to make models of the stories you are using in this unit.
- Make illustrated name cards of the people you have talked about and put them on the timeline.



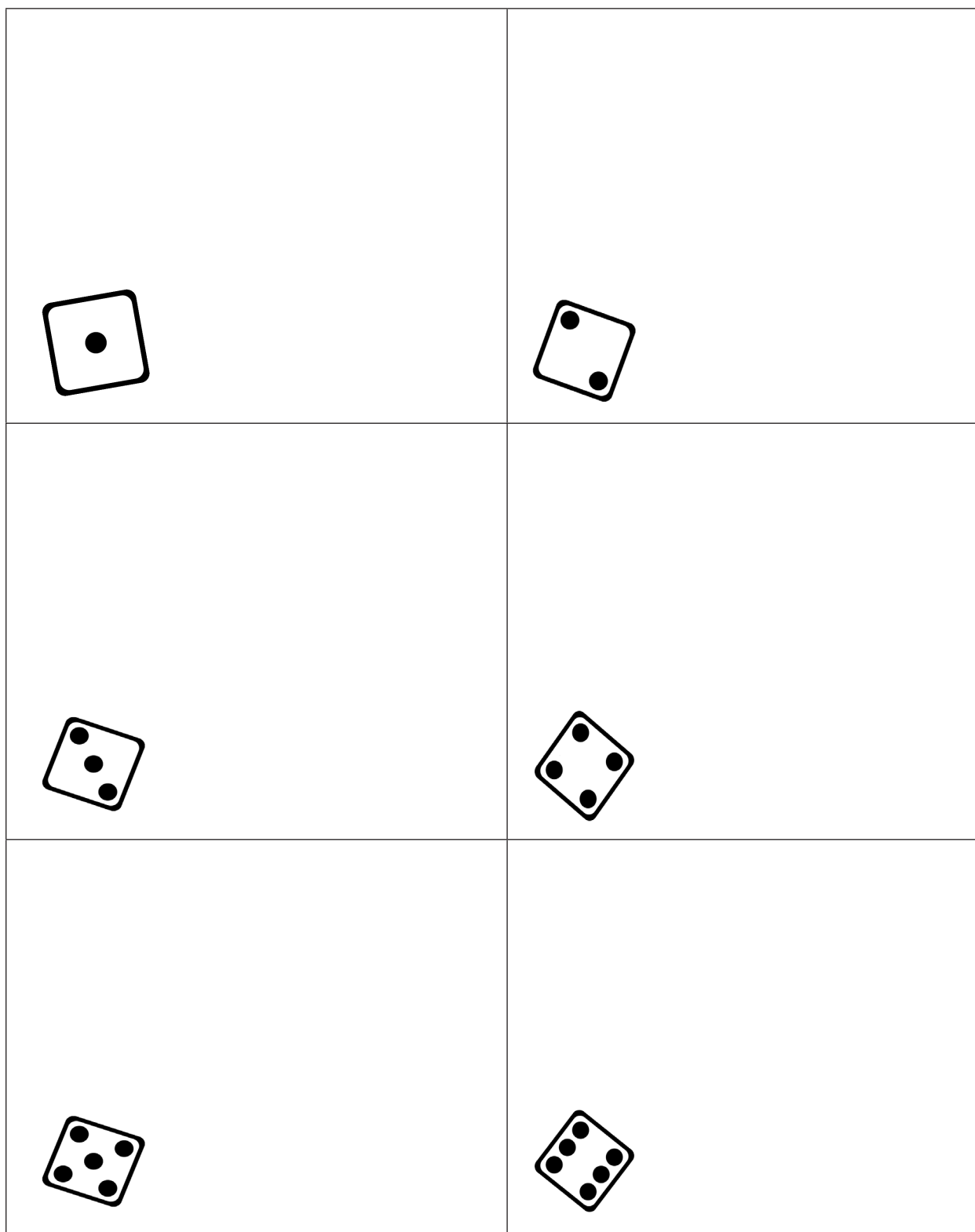
Other Activities

- Add to the picture cards from the last unit and play some of the games you have already played.
- Sing the song, including the new verses.
- Make a fishing game by putting paper clips on each name card and putting them all in a tub. Use a magnet on the end of a piece of string as a fishing rod and take it in turns to fish out a name. If the name is not the next one in chronological order it has to be thrown back and the next person has a turn.
- Play the dice game from the next page.
- Use the timeline game grid, either on its own or with the last unit's grid, adding your own people again.



Dice Game

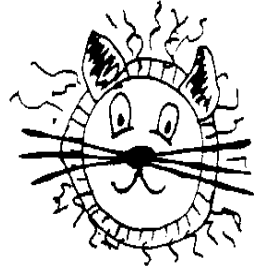
Make one photocopy of this page for each child (or see About Project Packs at the start of this pack). Decide as a group 6 Bible people from the time period you are working with. Sketch or write them, in chronological order, the earliest in box 1, latest in box 6. Take it in turns to throw the dice. Each person must throw a 1 to cross off the first person on their sheet, then a 2 to cross off the second person. The winner is the first person to cross off all the people. Split large groups to play separate games.



Unit 4: Kings and Prophets

Talking Points

- Start by revising what they have done in previous units. Get out the models they have made, and start to put them in order but get it wrong deliberately, and ask the children to help you to put them right. Use the song to help.
- Choose one king and one prophet to talk about. David and Daniel would be good choices.
- Use soft toys and dressing up clothes as props to act out the stories. If you could take pictures of their “production” to display on the timeline that would be useful.



For the Timeline

- Make big illustrated name cards to put the significant names and events from this time period on the timeline.
- Make paper plate faces to display on the time line. Turn one into a king with a crown, one into a lion with a mane and whiskers... the possibilities are endless.

Other Activities

- Add to the picture cards from the last unit and play some of the games you have already played.

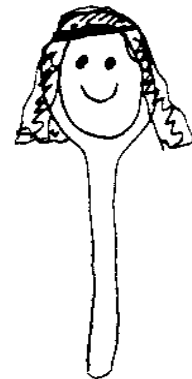


- Put the picture cards in a pile, face down on the table. Take it in turns to pick one up and tell the group something about what happened to that person, before putting it in the right order in a line across the table or floor.
- Sing the song, including the new verses from this unit. Remember to include the children in the process of inventing actions to go with the verses.
- Play a shuffle game. Give each child 3 or 4 postcard sized pieces of card or paper. Get the children to choose 4 different people from the stories you have looked at during the timeline project and illustrate them on the cards. Try to make sure each child draws different people. Ask each child to arrange their pictures in chronological order on the table in front of them. Get the children to pass one of the squares on to the next person. Each child has to then rearrange the pictures in front of them so that they are still in chronological order. If they have 2 pictures of the same event, stack them on top of each other. Continue passing one picture at a time around the group.
- Use the timeline game grid, either on its own or with the last unit's grid, adding your own people as before. You might want to use two dice at a time, if you don't want playing the game to last for ages and ages.

Unit 5: Jesus and the Apostles

Talking Points

- Use picture books to review some of the stories of Jesus and the apostles.
- Talk about the end of the timeline - ask the children what they know about the Kingdom of God and explain that it is still to happen, it is in the future.
- Older children might like to look in a Bible and see how much of it is the Old Testament and how much is the New Testament. Explain that this unit is about the New Testament – though New is obviously a relative term!



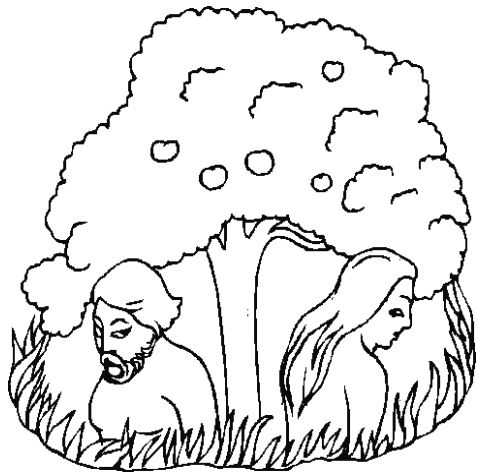
For the Timeline

- Use big illustrated name cards to put the significant names and events from this time period on the timeline.
- Use wooden spoons to make puppets of people you have talked about.

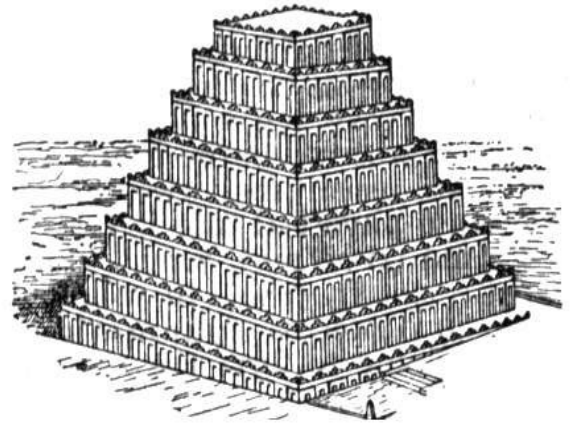
Other Activities

- Add to the picture cards from the last unit and play some of the games you have already played.
- Sing the song, including the new verses from this unit.
- Divide the picture cards out between the group. Use a stopwatch to time how long it takes them to put them in order. See if they can beat that time!
- Use the puppets, pictures and models you have made through the project - muddle them up and see if the children can put them in the right order.
- Get the children to sit in a circle, with the pile of picture cards in the middle. Take it in turns to pick up a card. Ask the child who has just picked up picture questions about what the person did and see if the other children can guess who it is.
- Take it in turns to pick up a picture card, tell everyone who it is; and then think of a person who lived either before or after the person on the card.
- Use the timeline game grid, either on its own or with the last unit's grid, adding your own people. You might like to put this part on a different coloured background, and talk to the children about it being part of the Bible called the New Testament.





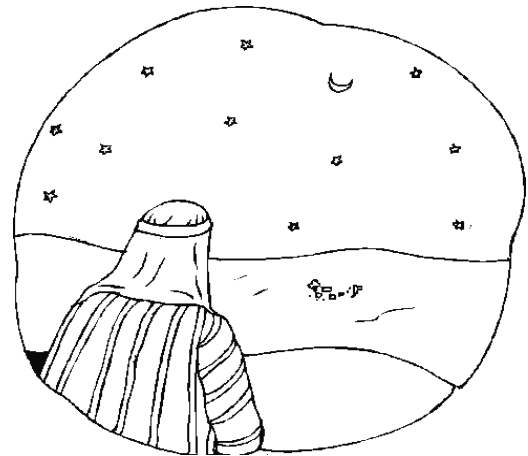
Adam and Eve



Tower of Babel



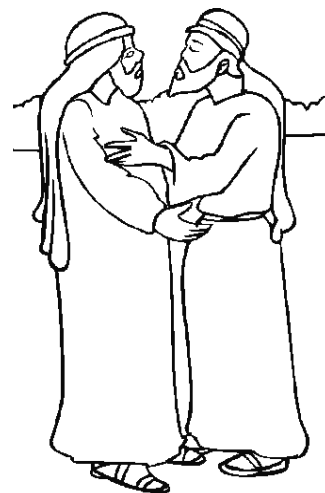
Noah



Abraham



Isaac



Jacob and Esau



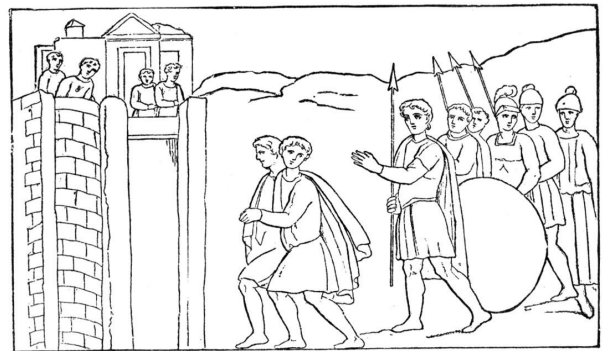
Joseph



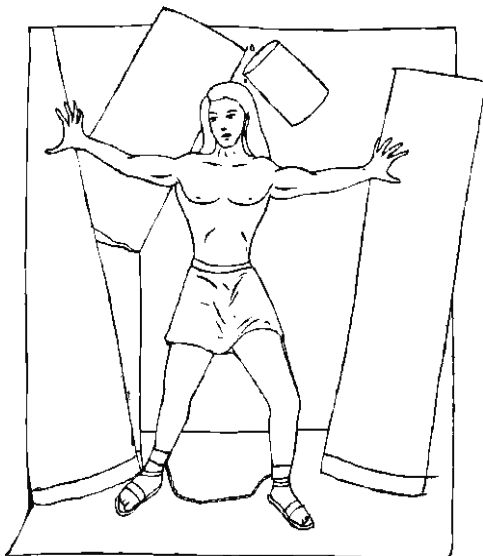
Moses



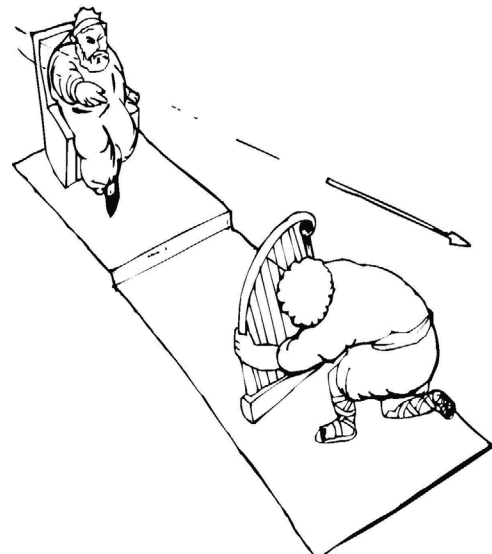
Moses



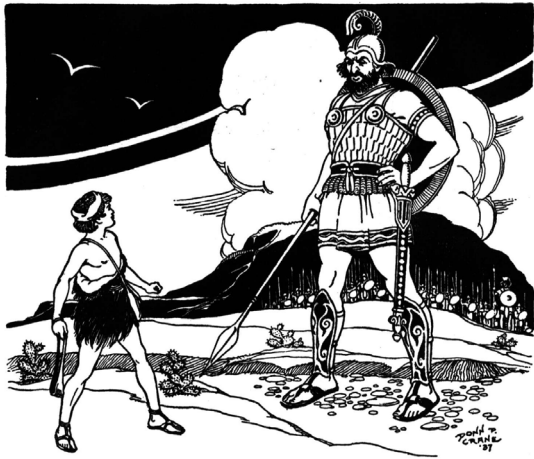
Joshua



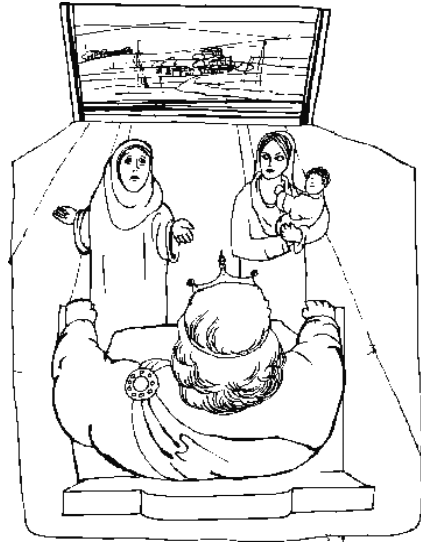
Samson



King Saul



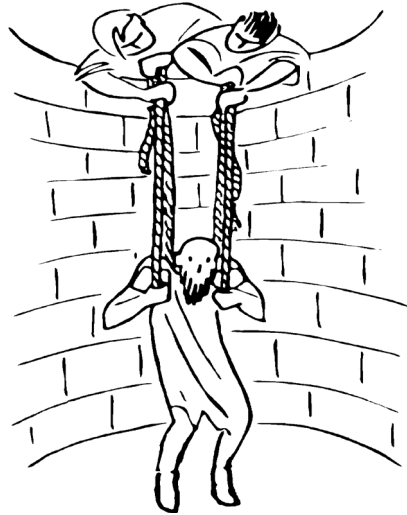
David and Goliath



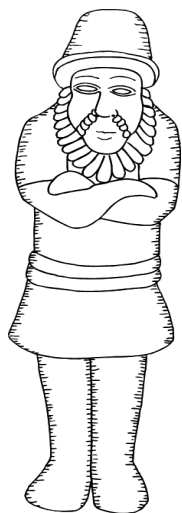
Solomon



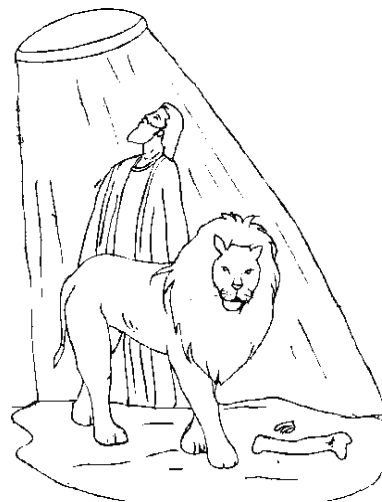
Isaiah's prophecy about
God's Kingdom



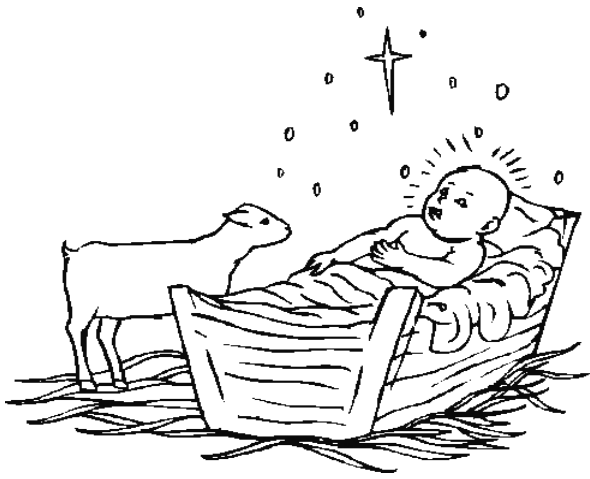
Jeremiah



Nebuchadnezzar's Image



Daniel



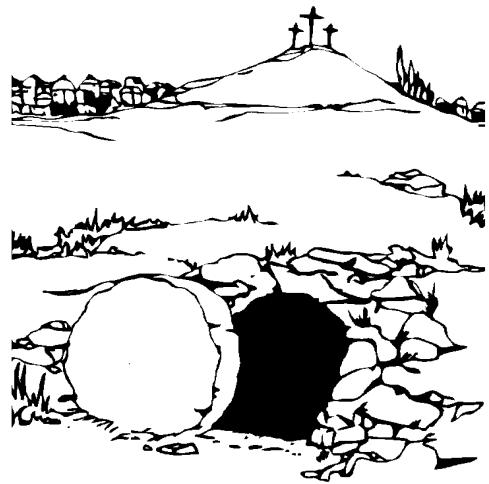
Jesus is Born



John the Baptist



Jesus teaches



Jesus dies and is raised to life



Paul preaches



Paul's shipwreck