



MYSTERIOUS HAPPENINGS IN GENESIS

Project Pack for Juniors (age 7-10)

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.

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.

To make Play-doh you need:

2 cups of plain flour
1 cup salt
2 tbsp cooking oil
1 cup of water
food colouring (optional)

What to do:

Mix the dry ingredients and the oil.
Add the water (and food colouring if using) a little at a time, mixing and kneading thoroughly to make a smooth pliable dough. (You may not need all the water)

Whodunnit?

Can you solve these mysteries?

Unit 1: Who made sprouts?

A short unit to help children realise that EVERYTHING comes from God. Follow up by making a Vegetable Man/Creature and remember to thank God for all his creation.

Unit 2: Who was the first murderer?

In this unit, children solve clues about who murdered whom in the story of Cain and Abel and play a game to reinforce some facts about the story.

Unit 3: What took maybe 100 years to build?

There are more clues to solve in this unit about Noah. As follow up, you can play a Noah's Ark game using a play parachute and make a Noah's Ark wall hanging to put in a place at home where children will be reminded of God's promise regularly.

Unit 4: Why did a tower of bricks make God angry?

Find out what happened at Babel, have a mock Babel experience and play a game in order to gain understanding of what it must have been like and why it happened.

Unit 5: Who saw angels climbing a ladder?

Find out more about Jacob and why he was given the vision of angels ascending and descending on the ladder. As follow up, children can make a Jacob's ladder, a bracelet to remind them that God is always with us and make a sculpture to remind us God sticks to us and surrounds us like glue.

Unit 6: Who cheated?

Explore the problems that arise through cheating and how important it is to be honest. Make a 'Well of Kindness', be challenged by a messy activity and play a couple of games about being honest.

Unit 7: Who saw thin cows eat fat cows?

Enjoy the story of Joseph and Pharaoh's dream of fat and thin cows through a craft activity, a game and a way of telling the story through home-made figures.

Appendix: Four Extra Games to use with any story.

Choose which units you prefer to use and then which activities you want to use from within them.

Unit 1: Who made sprouts?

'Then God said, "Let the earth SPROUT vegetation, plants yielding seed and fruit trees on the earth bearing fruit after their kind with seed in them" and it was so. God saw that it was good. There was evening and there was morning, a third day.' Genesis 1:11

Genesis 1 tells us God made all plants so he must have made sprouts too!!



Not only did God make sprouts but he also made parsnips and carrots and beans and peas, asparagus and rice, potatoes and beetroot. How many vegetables can **you** name? Which are your favourites?

Did you know?

Sprouts contain vitamins A, C and K as well as fibre, protein and carbohydrates. They're a 'must-eat' food!!

"Only smart people eat Brussel Sprouts!!!"

Sprouts are easier to eat than putting on a wet suit at the bottom of a swimming pool!!

Have some fun with vegetables of your own choice: Make a skeleton as in the picture below or make a bicycle or a train engine or a creature or anything you can think of. Just arrange your chosen veggies to make a picture. Take a photo of your picture before you eat it!! Remember to thank God for his creation - even sprouts!!



Unit 2: Who was the first murderer?

Genesis 4

Teachers should read out questions and help the children hunt through the chapter to find out more about Cain and Abel and who committed the first murder.

Was he the owner of sheep and goats?

Did anyone see him kill his brother?

Was he the firstborn?

Was his mother Eve?

Did he like being out in the fields?

Did he listen to God?

Was he a jealous man?

Are you Cain or Abel?

You need: A games board such as a Chess board; a die; a set of cards for each pair of children playing and 2 card counters overleaf (for help on printing see 'About Project Packs' on the second page of this pack)

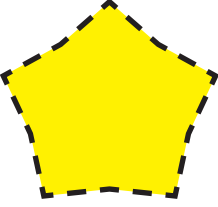
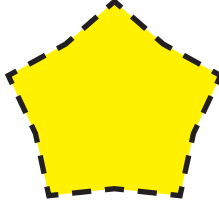
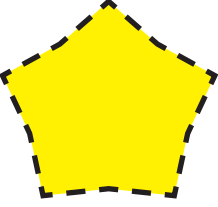
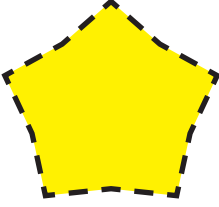
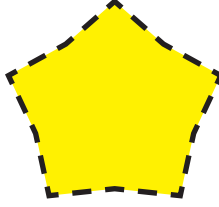
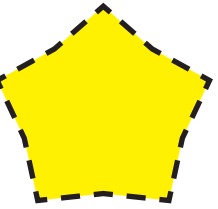
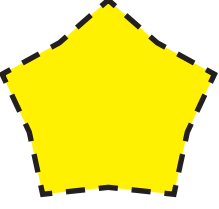
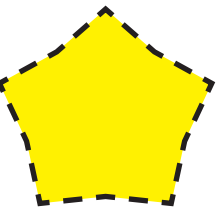
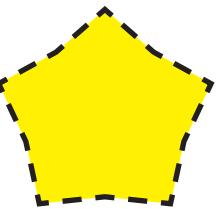
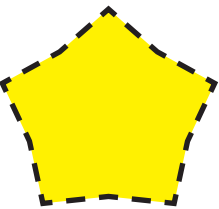
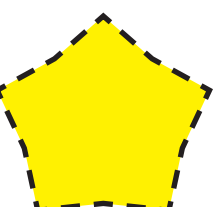
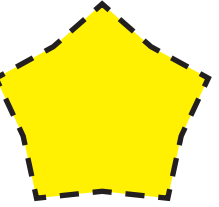

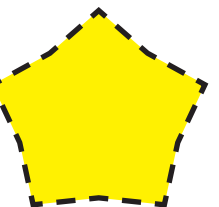

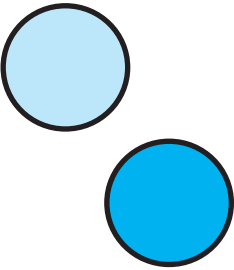
The object of the game is to be the first to get to the end of the board and then to be able to identify which character they are.

Any number of players can play but you will need a matching set of cards and a counter for each player.

Set up the game with players having a counter which corresponds to the set of cards he will be collecting. Position the star cards randomly on squares on the board. Have the 2 packs of word cards face down beside the board.

Play: Throw the die, with the youngest player going first. Travel that number of squares on the board along the rows from left to right to left etc. If a player lands on a star square he can collect a card the same colour as his playing piece. The more cards a player collects, the easier it will be for him to guess his identity but he should not say anything until he has got to the end of the course. The winner is the one to complete the course and identify his character - Was he Cain or Abel?

Teachers: Draw out discussion about why we should try not to get angry even if things don't go the way we want them to.

				
				
				
I was the firstborn child.	I worked the soil	I offered God some fruit of the soil.	God did not like my offering	I was angry with God
God told me I should try to do better.	My brother annoyed me.	I plotted against my brother.	I killed my brother.	I was not my brother's keeper.
God put a mark on me to protect me	I named a city after my son Enoch.		I was the second child to be born.	I kept flocks of sheep and goats and cattle.
I offered God some of the firstborn of my flock.	God was pleased with my offering.	I understood what God wanted.	God forgave me when I did wrong.	I tried to help my brother but he wasn't interested.
My brother plotted against me.	My brother killed me.	I cared about my brother and tried to help him.	My brother had to live in the land of Nod.	God was very upset that my brother killed me.

Unit 3: What took maybe 100 years to build?

Only 8 people were saved from the world's worst ever flood

It was made of cyprus wood.

It had 3 decks and was at least 14 metres high.

Genesis 6:14-19

It was made to float.

Pitch was used to make it waterproof.

It was over 140 metres long.

Teachers should read out the clues and help the children to think more about the details and measurements of the ark.

It carried 2 of every animal to safety.

It was called

.....

Noah was years old when he finished building.

Gen 7:6

Playchute Funtime

You will need: A play parachute *

To play:

All sit around the chute. Give pairs of children the name of an animal. Ensure pairs sit on opposite sides of the chute. Help the children to decide on an action for their animal: For example, rabbits hop; giraffes make neck with arm overhead; lions roar..

All stand up holding parachute. Teacher speaks the words in italics and all move the chute accordingly:

"Noah built an ark, a big ark, a huge ark" (lift chute up above heads and step under, holding chute behind you, lean forward.)

"He hammered all the planks in place" (lift chute and step outside it. Move hands up and down on chute as if hammering nails.

"He sealed it well with pitch" (sway chute to the left and the right as if painting

"He called the animals in pairs" (ripple chute with excitement)

Call out one of selected animals. Lift the chute high and low continuously while the 2 children swap places, crossing over under the chute and moving like their animal.

Repeat the chant, children joining in as they learn it then choose another pair of animals to crossover.

Continue chanting and crossing over, changing animal types if you want, until exhausted!

* (If you don't own one, you may be able to borrow one from a local school. They can also be purchased online from 'Seamstress', along with a book of games to play, although, once you get the idea, it is easy to invent your own to fit any theme)

Unit 3: What took maybe 100 years to build?

Build your own ark to fix over a flat light switch plate in your house

You will need: Sheets of coloured foam, pre-made foam animals, sequins or googly eyes, lollipop sticks (all available from online craft suppliers, Hobby-craft, The Works, etc), pens, scissors, tape, glue, nylon thread or fishing line, double and single-sided tape.

Copy a set of ark shapes (opposite) onto card for each child to use as templates. (for help on printing see 'About Project Packs' on the second page of this pack)

This is what to do:

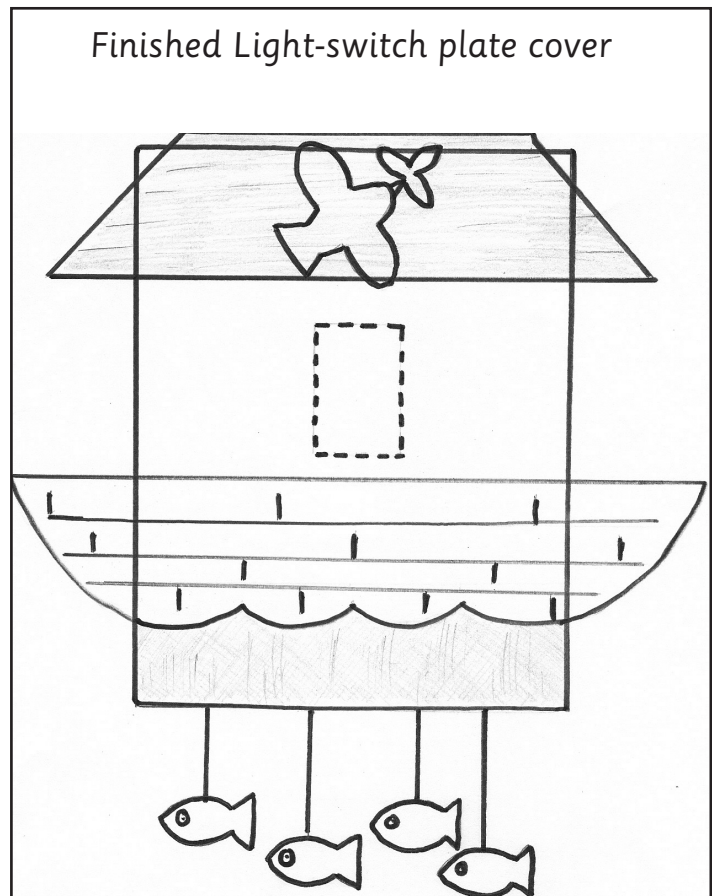
1. Draw round the ark-shaped templates on different coloured craft foam and cut out.

2. Glue the boat pieces together. (see picture) Use lollipop sticks to represent planks of wood and glue in position on the foam boat.

3. Use sequins and eyes as features for the animals as required. Glue in place on the boat, except for the fish.

4. Cut lengths of fishing line, 2 of 8cm and 2 of 10cm in length. Tape one end of each to a fish and the other end to the back of the ark so they hang down at different levels.

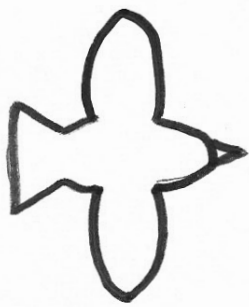
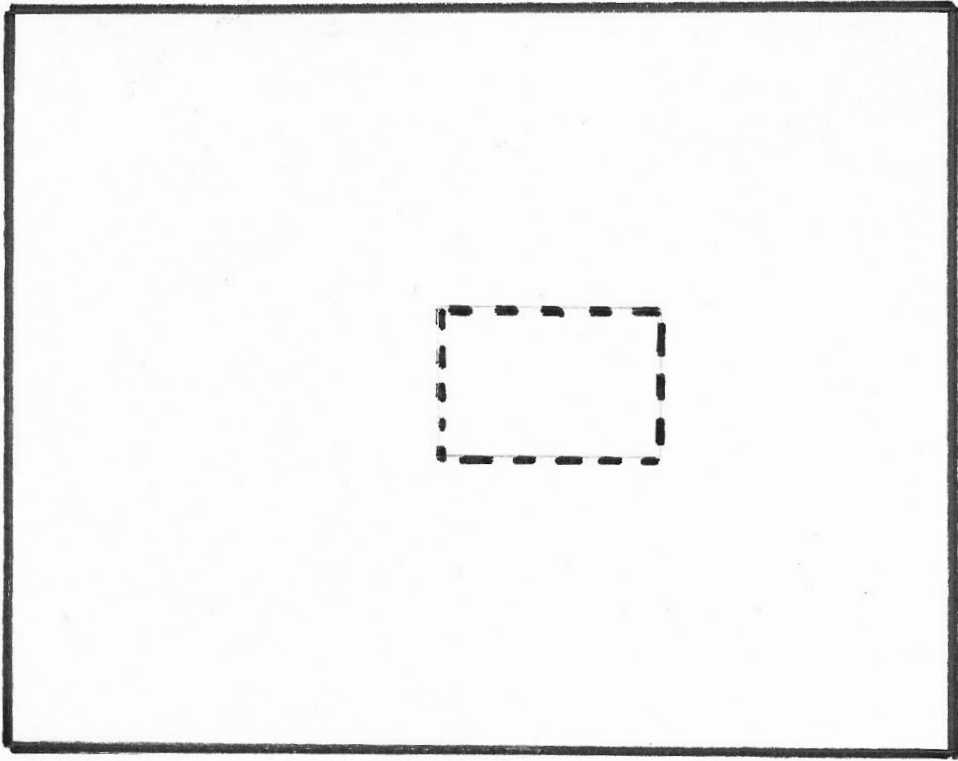
5. Stick two strips of double sided tape to the back of the ark. At home, peel off the tape covering and stick the ark on a light-switch plate. Please ask permission from parents before doing so!



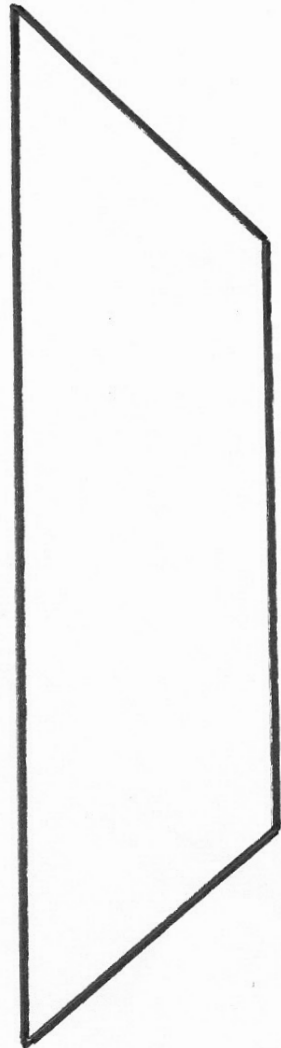
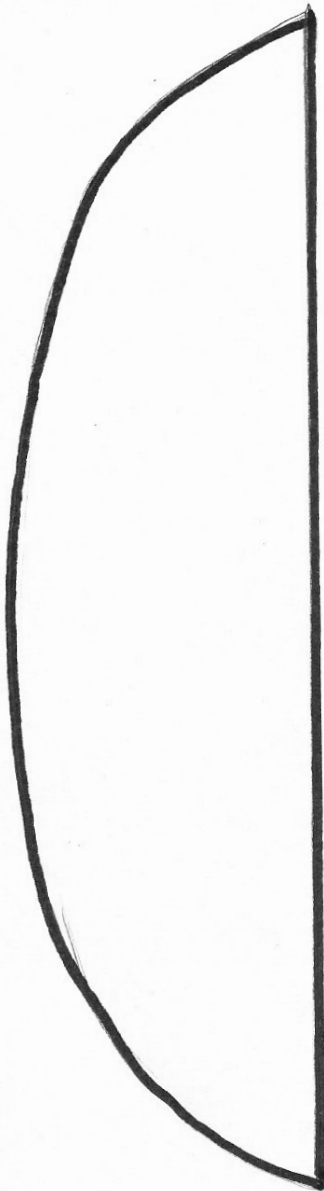
Things to remember when you switch on the light!

- That we must be obedient as Noah was.
- That we should trust God as Noah did.
- An idea of your own?

.....



Sea



Ark Template

Unit 4: Why did a tower of bricks make God angry?

The people used to speak the same language

Genesis 11:1-9

People baked mud bricks so they could build with them.

The people built a city

The city was so tall it seemed to reach to heaven

God confused their speech so they could not understand each other.

Teachers should read the clues and help the children hunt through the verses until the children guess the answer. Can they tell you anything else about Babel?

The city was called

The people built it because they

A Babel Experience.

You need:

A collection of cardboard boxes or large plastic building bricks.

Words for 'hello' and/or 'goodbye' in a variety of languages written on card.

(the internet will help you with translations of your chosen words)

What to do:

Begin by giving out the word cards and practice saying them.

Next children work together to build a tower of boxes or bricks.

On a signal from the teacher, everyone shouts their own words loudly and repeatedly, creating chaos. The tower is knocked down and all the children should then walk off in different directions.

Afterwards you may like to talk together about where the people might have gone.

Unit 4: Why did a Tower of Bricks make God angry?

Play 'Build a Tower at Babel' Game.

You will need:

Either toy building bricks or a collection of various sizes of cardboard tubes.

Copies of the game cards from next page, printed on card and cut out, allowing one set for every two players. (for help on printing see 'About Project Packs' on the second page of this pack)

Scissors, felt-tipped pens and decorating materials if using cardboard tubes.

Aim of the Game:

To build the highest tower by the end of the allotted time, using only the cards for directions.

How to Play:

1. Share out bricks or card tubes. If using tubes, allow children time to decorate them first with windows and brick outlines. Cut them to make various sizes if necessary.

2. Practise reading the game cards together and then shuffle them and place them face down on the table.

3. Take it in turns to be either the person who reads the instruction from the card or the one who builds. (don't read the English on foreign language cards)

4. The Reader chooses a card from the pile and reads the direction in whichever language it is. If the Builder guesses correctly, he/she should follow the direction accordingly and then be given another go. When a mistake is made, players swap places and play begins again.

To bring out some teaching from the game, try a discussion around these questions:

- What were the people of Babel doing wrong?
- What happened to them when they ignored God?
- Was it easy for you to take directions?
- Did it feel good when you understood what the Reader was saying?
- What happens when God is your partner?



<p>English</p> <p>build on 2</p>	<p>German</p> <p>bauen sie off zwei (bowen zi off svy)</p> <p>English: build on 2</p>	<p>Polish</p> <p>budowac na dwoch (budovach na dvoch)</p> <p>English: build on 2</p>	<p>Swahili</p> <p>kujenga juu ya tatu (kujenga juu ya tatu)</p> <p>English: build on 2</p>
<p>English</p> <p>build on 3</p>	<p>German</p> <p>bauen sie auf drei (bowen zi off dry)</p> <p>English: build on 3</p>	<p>Polish</p> <p>budovac na trzy (budovach na tree)</p> <p>English: build on 3</p>	<p>Swahili</p> <p>kujenga juu ya tatu (kujenga juu ya tatu)</p> <p>English: build on 3</p>
<p>English</p> <p>build on 5</p>	<p>German</p> <p>bauen sie auf funf (bowen zi off funf)</p> <p>English: build on 5</p>	<p>Polish</p> <p>budowac na pieciu (budovach na pientu)</p> <p>English: build on 5</p>	<p>Swahili</p> <p>kujenga juu ya tano (kujenga juu ya taano)</p> <p>English: build on 5</p>
<p>English</p> <p>take off 2</p>	<p>German</p> <p>abnehmen zwei (ab-knee-men svy)</p> <p>English: take off 2</p>	<p>Polish</p> <p>zjac dwa (zdion dva)</p> <p>English: take off 2</p>	<p>Swahili</p> <p>kuchukua mbali mbili (ku-chu-kua bali bili)</p> <p>English: take off 2</p>
<p>English</p> <p>take off 3</p>	<p>German</p> <p>abnehmen drei (ab-knee-men dry)</p> <p>English: take off 3</p>	<p>Polish</p> <p>zjac trzy (zdion tree)</p> <p>English: take off 3</p>	<p>Swahili</p> <p>kuchukua mbali tatu (ku-chu-kua bali tata)</p> <p>English: take off 3</p>
<p>English</p> <p>take off 1</p>	<p>German</p> <p>abnehmen ein (ab-knee-men eye-n)</p> <p>English: take off 1</p>	<p>Polish</p> <p>zjac jeden (zdion jayden)</p> <p>English: take off 1</p>	<p>Swahili</p> <p>kuchukua off moja (ku-chu-kua off moja)</p> <p>English: take off 1</p>

Unit 5: Who saw angels climbing a ladder?

Genesis 28:10-17

Teachers should read the clues given while the children hunt through the verses until they find out the answer. Can they tell you anything else about Jacob?

This man was feeling very alone and worried.

He used a stone for a pillow and slept under the stars outside.

He had a dream about a ladder and some angels.

The ladder sat on the earth and its top touched heaven.

God made promises to this man about his family. God said he would always be with him.

The man called the place Bethel.

The angels seemed to bridge the gap between God and himself.

This man was called

The angels made him

Jacob's Ladder

You need: a metre-long piece of string each.

Tie the ends together to make a loop.

Hold the string on both thumbs and pinkies forming a square. With each middle finger in turn, take the string stretched across the opposite palm.

You have a simple ladder!!

Unit 5: Who saw angels climbing a ladder? - Activities

Stuck Like Glue

You need: a small rock/pebble (to represent Jacob's pillow) and a plastic cup each, some cling film and lots of PVA glue.

1. Line the inside of the plastic cup with some cling film.
2. Put a rock in the bottom of the cup.
3. Fill the cup with enough glue to cover the rock.
4. After about a week, the glue will have dried so take the rock out and remove the cling film so you can now see the rock through the dry, clear glue.

Lesson: God sticks to us and surrounds us like the glue sticks to and surrounds the rock.

Make a Reminder Bracelet

You need two different coloured pieces of wool each about one metre long. (one piece represents God and the other you)

1. Tie the two pieces together at one end. Ask a friend to hold the knotted end while you twist the pieces together until they start to curl and get tangled up.
2. Now gently pull away from each other to straighten out the wool
3. Ask your teacher to hold the centre between the thumb and index finger.
4. Take hold of both ends yourself now and hold them together tightly.
5. Ask your teacher to let go and zip! Tie the ends together around your wrist to make a bracelet that will remind you that God will never leave you.

Unit 6: Who cheated?

Genesis 29

Unscramble the letters to find the name of the man who cheated his brother.

BOJCA??

Jacob first met Rachel, the shepherdess, at a well. She was the daughter of his Uncle. He helped her water her sheep there. Later she became his wife. You never know when a good turn will help you **too!**

Unscramble the letters to find the name of the uncle who cheated his nephew.

BANAL??

Messy Challenge

You need: A large clear container
water
washing up liquid
tin of baked beans
flour
food colouring
pieces of paper
pens
strong clingfilm or tin foil
small stones
bowl of clean water and a towel
disposable gloves

Before the session make up some 'Grandma Grunge' slime dip:

Put some water, washing up liquid, baked beans, flour and food colouring into the container and mix well.

Write sentences (about Jacob?) on pieces of paper, one for each team or person who will play. One sentence only is the truth.

Wrap the paper round a stone and then seal both with tin foil or cling film. Bury in the grunge.

To play: Volunteers from teams or each individual goes in search of truth: They take it in turns to put their hands (with or without gloves) into the grunge and feel around for one of the messages. Who has found the truth?

Play 'CHEAT!'

Players sit round on the floor randomly with an arm span between them. One player is 'It'. 'It' tags any seated player at random and runs away. That player must get up and try to tag 'It' who dodges in and around the seated players. The chaser must follow 'It's' movements exactly. If he doesn't, everyone shouts 'CHEAT!' and the chaser must sit down. So 'It' tags another player. If 'It' is caught, the chaser takes over as 'It'. Keep it moving.

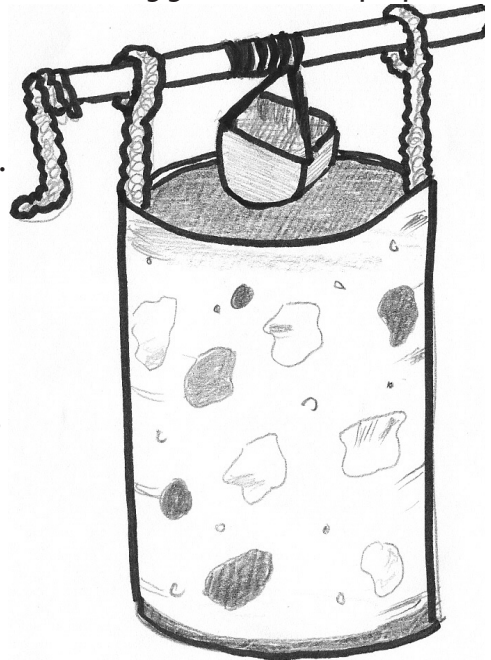
Lesson: The only way to win is to follow exactly. Cheating in life is doing things our own way and not following God exactly.

Unit 6: Who cheated? - More Activities

Make a well of kindness from an empty (soup) can, a 20cm square of light brown card or paper, 30cm length of knitting wool, a 15cm long piece of dowel or unsharpened pencil, 3 pipe cleaners and an egg carton cup per child.

What to do:

1. Measure and cut the card to go round the can. Draw stone shapes on it with a black pen. Tape the card onto the can, making sure any sharp edges are well hidden.
2. Twist 2 pipe cleaners together, leaving the ends sticking out to form a Y shape. Repeat once more and tape these opposite each other inside the can.
3. Place the dowel in the groove of the Ys and twist the ends to secure the wood.
4. Bend a 3rd pipe cleaner on one end of the wood to make a handle.
5. Punch 2 holes opposite each other in the egg carton cup. Thread one end of the wool through both holes and tie it to itself 5cm above the cup.
6. Tie the other end of the wool to the middle of the dowel and wind up.



A Fun Activity that can be used to reinforce the point that being honest can even be more fun than cheating!

String ring doughnuts or iced ring biscuits individually and then hang them spaced out on a horizontal 'washing line', positioned so that the children in your group can just reach the food. On a signal, each child goes to a pre-chosen doughnut or biscuit and tries to eat it without touching it with their hands. Anyone who does touch, is of course cheating! It's much more fun not to! You can make it even more fun by wiggling the washing line up and down! Who will be the first to finish?

Unit 7: Who saw thin cows eat fat cows?

Answer:

Clue: Genesis 40: 17-21

Tell the story through model making

This activity uses plasticene, playdoh or Fimo™ to make shapes that together will tell a story.

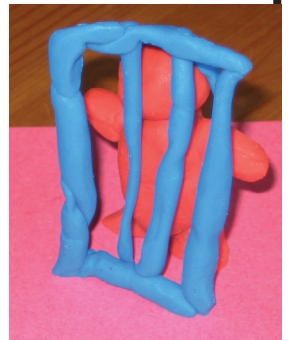
(If you prefer, you can make your own playdoh using the recipe at front of this Project Pack)

Tell the story of Pharaoh's two dreams in your own words. As you do invite the children to create some visual aids for the story, adding them to a display one at a time and in order as you tell it.



Begin with a simple model of Joseph you have made yourself to show them the idea.

Then perhaps ask the first child to make a jail (window with bars to show where Joseph was when Pharaoh had his dreams).



Other models could include Pharaoh asleep (head peeking out from the covers), a pyramid, a palm tree



a wizard's hat for a magician,
a sheaf of corn,
a full plate of food,
an empty plate of food, etc



You will have ideas of your own but encourage the children to keep the models simple so they won't worry and to keep the pace moving.

Unit 7 - Who saw thin cows eat fat cows?



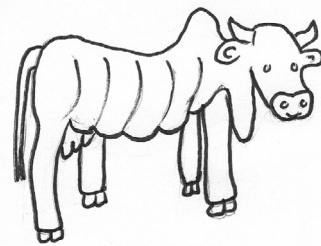
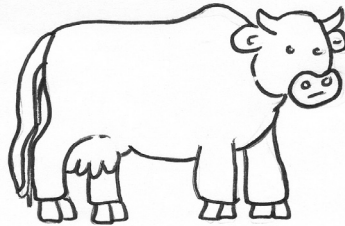
Activity: How to make thin and fat cows out of salt dough:

You will need:

- 300gm plain flour
- 300gm salt
- 200ml water
- 1 tablespoon oil

Also:

- a baking tray covered with greaseproof paper,
- a large mixing bowl
- a rolling pin
- a plastic knife
- cow templates
- poster paints
- varnish and brush
- wire cooling rack



What to do:

Sieve the flour and salt into the bowl. Stir as you pour in the water, then the oil.

Knead the mixture on a floured board.

Roll out the dough and cut out cow shapes using the templates. Mark features.

Bake the cows on a baking tray in a cool oven (130°C or Gas Mark 1/2) for around 5 hours or until the dough is hard.

Cool, then paint and varnish.

Play Changing Places - a game to help recall the story of Joseph.

(You really need at least a dozen children to play this.)

Arrange chairs in a circle, one for each child, facing inwards. Randomly give each child a key word from the story of Joseph (for example, choose from 'brothers, Jacob, Joseph, special coat, stars, cows, sheaves, prison, Pharaoh, camels, slave, blood, pit, Potiphar, silver, corn, granaries, sacks, butler, baker, governor, flocks and herds, Goshen, Canaan, etc')

Explain that you will call out something to do with the life of Joseph. (eg family, dreams, Egypt, a deceitful plan, an unfair decision, a time of famine, Joseph [everyone!]) If they have something written on their piece of paper that seems to fit they stand up and change places with someone else who has stood up.* The last person to sit down has to say why their word fits with what you said. Repeat with different story events. Use the word 'Joseph' from time to time so everyone has to swap places at once.

*One round might be: Unfair decision - Joseph, brothers, camels, pit, blood, slave.

Appendix - Extra Games to use with the Genesis Stories

Charades with a difference

Choose 3 or 4 players to mime and the rest to guess which words they are spelling as they form letters with their bodies! Try to avoid making letter shapes simply with their fingers but get the children to make them using arms, legs, bodies or head, standing, sitting or lying down. eg 2 children standing back to back, with arms out in front of them, would make a 'T' shape; one child lying down in a curved shape would make a 'C' shape.

The leader will need a list of names, places or objects connected with any or all of the Genesis stories you have covered with your class.

To play, whisper the first word on your list to the chosen 3 or 4, who then have to decide how they will form the letters to make that word, while the other children work out what the letters are. Give them a time limit for each letter in order to keep the game moving.

Swap the chosen children frequently to keep them all involved.

Better still, if you have enough children, you could divide them into two groups, who can compete to see who can work their way through the list first.

What a Beautiful Baby!

(appropriate to follow on from the birth of Esau and Jacob or of Isaac)

You will need baby pictures of the children and a list of awards on a strip of paper.

(Awards could include: The cutest baby, the funniest baby, the smiliest baby, etc. Maybe not the ugliest!)

Display the numbered pictures around the room. Give each player an Awards list and ask them to choose a baby that, in their own opinion, best fits each one and write its' number next to the title. Can they also guess who the baby is?!

After a while, gather everyone together and get them to shout out who they have nominated for each award and then which baby is which child! Count the votes and perhaps give a small prize, such as a sweetie dummy, to each child as they find out they've won! Hopefully there'll be plenty of laughs.

You could finish by reminding them God knows just what we are like even before we are born. Perhaps use Psalm 139:13-16.

Appendix - Extra Games to use with the Genesis Stories

Letter Shuffle

This is another fun way to reinforce names or places the children have met in the stories:

You need a list of names, places or objects you want the children to remember. Write the letters from each word as large as you can on a sticky label, one letter per label. During the game, these will be stuck onto a child's back*, one label/letter for each child as needed.

Begin the game by sticking the letters from word 1 onto the children's backs, who then line up randomly with their backs facing a volunteer who should call directions to them to move (eg left 3, right 2, etc) until eventually the letters appear in the right order to make the word. The audience has to guess the word and shout it out as soon as possible. More points if they guess correctly before the word is completely made up. Swap children for the next round.

If you have insufficient children for this, you could scatter the letters around the room for children to collect one at a time and bring to a central point to be made up into the correct word. Points could be awarded for guessing before all the letters are down. If you make two sets of the letters, you could have a competition between two teams, even if you only have enough for one or two per team!

*For even more fun, the labels could be stuck on the soles of the children's feet, in which case they would lie down and shuffle about as directions are given.

Vacancy

Another revision game but mainly fun!

You need: a chair for each player and a stack of key words from your story on cards.

To play: Children sit on chairs in a circle, facing inwards and the stack of words is placed in the centre of the circle. Number each child.

The leader calls out a number randomly. The child with that number has to run to pick up the first card from the pile and return to a chair while the rest of the children move to the right trying to block him. When he finally manages to sit down, he says his word and holds on to the card. If, after say 30 seconds, he still has not been able to sit down, he must forfeit the card and be given a seat. Call out another number and play continues.

The winner is the one with most cards at the end. You could add a challenge where they have to tell you something about the word(s) before they can actually win! This could be for each child at the end or as each word is kept..