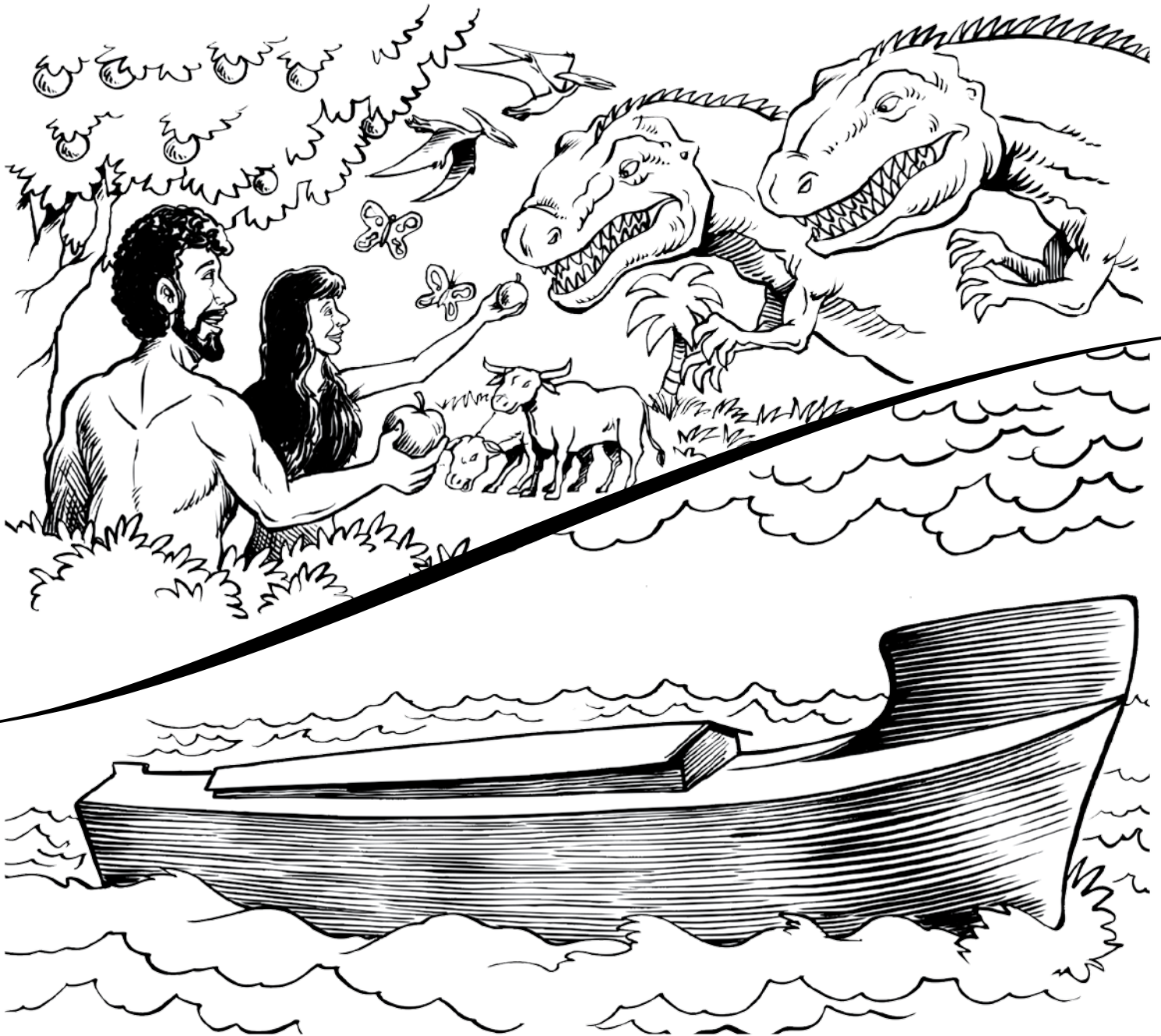


UNIT

# 1

# Creation & the Flood



# Bible History to Read and Talk About

## Creation: Genesis 1:1–2:3

- Discuss together the various things God created.
- Chart the different days of creation and what was created on each day.
- Talk about when some specific animals or plants were created, and name the day of their creation. An example would be, "On which day of creation were horses created?"

## Adam and Eve: Genesis 2:4–25

- Discuss together what duties Adam had, and why God made Eve.
- Together, list as many animals as you can think of and talk about how Adam had to give each one a name! Do you think this was a job Adam liked? Would you like to have this job? Why or why not?
- Talk about what the Garden of Eden might have been like. If you could have a garden planted by God, what would you most enjoy having in your garden?

## The Fall: Genesis 3:1–24

- Discuss together what the serpent said to Eve and what Adam and Eve did in this section of their story.
- List the reasons Eve wanted to eat the forbidden fruit. Why do you think she believed the serpent and not God? Who told Eve the truth?
- Talk about the results for Adam and Eve of disobeying God. What changed in their way of life? How did this change affect life for all of us?

## Cain and Abel: Genesis 4:1–24

- Discuss together the offerings of Cain and Abel and explain God's response to them.

What did Cain do next? Why was he afraid?

- List the sons of Lamech and what accomplishments they were known for. Many people believe that early man did not know how to make bronze and iron. What does the Bible say? Do you think early man was intelligent? Why or why not?

## Noah: Genesis 5:1–32

- Discuss together some of the different people who lived before Noah—especially Enoch and Methuselah. What was unusual about these two?
- Why did Noah's father name him "Noah"? Why might Lamech have wanted a child to comfort him? Do you think Noah lived up to his name? Why or why not?
- Talk about how long people's lives lasted before the Flood. Do you think it would be a good thing to live nine hundred years? Why or why not? Think about the oldest people you know, and talk together about what it might be like to be as old as Methuselah!

## The Ark: Genesis 6:1–22

- Discuss together what the Bible says about people's actions and attitudes just before the Flood. Why do you think God was grieved in His heart about what people were doing on earth? How was Noah different? What do you think it means to "walk with God"?
- List the kinds of things Noah was to bring on the Ark. If you had been Noah and were told to bring food on the Ark, what kind of food would you have chosen? Why?
- Talk about how Noah was to make the Ark. What kind of wood did he use? What did he cover it with? The Ark was about 450 feet long, 75 feet wide, and 45 feet

tall (and perhaps larger!). Talk about what things around your home are 45 feet tall (perhaps a big tree or a tall building); what things around your home are 75 feet wide (perhaps from your front door across the street to your neighbor's front door); what things around your home are 450 feet long (perhaps 2 or 3 city blocks). Try to imagine how big the Ark was!

### **The Flood: Genesis 7:1–8:22**

- Discuss together what it might have been like inside the Ark during the Flood period. Do you think that it was stormy and windy? Do you think Noah and his family were scared? Why or why not?
- List the things that Noah did to find out if

the land had dried. When did he know the waters had receded?

- Talk about what it might have been like to step out of the Ark after the Flood. What do you think the animals did? (Hint: What do horses do when they are let out of a barn after a long time?) What do you think Noah and his family did?

### **God's Promise and the Rainbow: Genesis 9:1–17**

- Discuss together what it means when we see a rainbow. Why do you think God gave this sign of His promise to never again destroy the earth with a flood? Do you think Noah and his family were comforted when they saw rainbows? Why or why not?

## Suggested Books for Reading Together

### ***The Bible Time Nursery Rhyme Book* by Emily Hunter**

For the little ones in your family, this is the sweetest, most delightful book that we know for introducing the events of the Bible.

### ***Adam and His Kin* by Ruth Beechick**

A speculative but fascinating look at what life might have been like during the time covered in the first several chapters of Genesis. Great read-aloud!

### ***A is for Adam* by Ken & Mally Ham**

The whole gospel message from creation to the new heaven and earth presented through pictures and rhymes.

### ***In the Days of Noah* by Earl & Bonita Snellenberger**

Gives a wide-eyed look into what life might have been like 5,000 years ago.

### ***Dinosaur Activity Book* by Earl & Bonita Snellenberger**

This huge activity book is filled with puzzles, games, and other challenging activities; it will provide hours of fun while teaching kids about some of the most popular (and unusual) dinosaurs.

### ***The Great Dinosaur Mystery and the Bible* by Paul S. Taylor**

Children often want to know, "But, Mommy! what about the dinosaurs?" when we talk about creation. This is a great picture book to introduce the answers on a child's level. Great for the family!

### ***Noah's Ark* by Poortvliet**

This is a beautiful, oversize book of paintings and sketches about Noah's Ark. It is quite expensive, so check to see if your library can get it. Great for the family!

### ***Dry Bones and Other Fossils* by Dr. Gary Parker**

Written in an engaging style for children, this is a captivating, information-filled book that will give a basic understanding of the Flood and its impact on the earth. Great for the family!

## Coded Messages

Using the key provided below, decode your vocabulary list. When a letter, such as *A* is given to decode, find it in the crossbars and replace it with the letter in the opposite corner diagonally, so *A* becomes *D*. When a given letter, such as *E*, is in the top space of the crossbars, replace it with the letter below it, in that case *G*. When a given letter, such as *F*, is in the side space of the crossbars, replace it with the letter directly across from it, or *H*. The first one has been done for you. Notice, we replaced *B* with its opposite *C*, *S* with its opposite *R*, and so on.

**bsgdqlmp** creation

**adz** \_\_\_\_\_

**plefq** \_\_\_\_\_

**hdii** \_\_\_\_\_

**Gxg** \_\_\_\_\_

**rgsngpq** \_\_\_\_\_

**sgrq** \_\_\_\_\_

**csmpyg** \_\_\_\_\_

**rwp** \_\_\_\_\_

**dplodir** \_\_\_\_\_

**clsar** \_\_\_\_\_

**Qleslr** \_\_\_\_\_

**rogiq** \_\_\_\_\_

**ilefq** \_\_\_\_\_

**Dado** \_\_\_\_\_

**Ema** \_\_\_\_\_

**Gagp** \_\_\_\_\_

**lsmq** \_\_\_\_\_

**owrlb** \_\_\_\_\_

**ommp** \_\_\_\_\_

**fgscr** \_\_\_\_\_

**gdsqf** \_\_\_\_\_

**Gwnfsdqgr** \_\_\_\_\_

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| A | B | E | I | J | M | Q | R | U | Y |
| H | X | F | P | N | O | S | T | V | Z |
| C | D | G | K | L |   |   |   | W |   |

## Hands-On History Fun

### Create-A-Craft: Sort the Plants and Animals into Days of Creation

First, using poster board, make these three large title cards:

- Day Three
- Day Five
- Day Six

Next, gather as many kinds of plants and animals as you can using one or more of these ideas:

- Draw them on 3x5 cards
- Make them out of Play-dough (3 dimensional art)
- Make them out of sugar cookie dough (edible art!)
- Cut pictures out of old magazines (ask Mom

first)

- Fashion them out of LEGO® bricks
- Find plastic zoo animals, farm animals, trees, etc., in the toy box
- Gather family photographs that show household pets and local flowers, trees, shrubs
- Don't forget the bugs!

Sort these plants and animals by their day of creation and group them with their title card.

Which group is the largest in your collection? Which group is the smallest? Can you find more plants or animals to make the groups even?

### Science Stuff: Create a Fossil

You will need these materials:

- Soft clay (can be purchased at an art supply store, ceramic shop, or some paint stores)
- Shells, leaves, or other material you would like to see imprinted as a fossil
- Brown shoe polish
- Hair spray

**First**, make a smooth ball out of the clay, then press it flat on the table.

A little water may be used to smooth the outside edges.

**Second**, press an object into the clay, then carefully remove it.

If you don't like the imprint your object made, roll the clay into a ball and do it again.

You may enjoy creating a "fossil" out of your own footprint—carefully push your foot into the flattened clay and then lift it out. When you get a good imprint, let the clay dry.

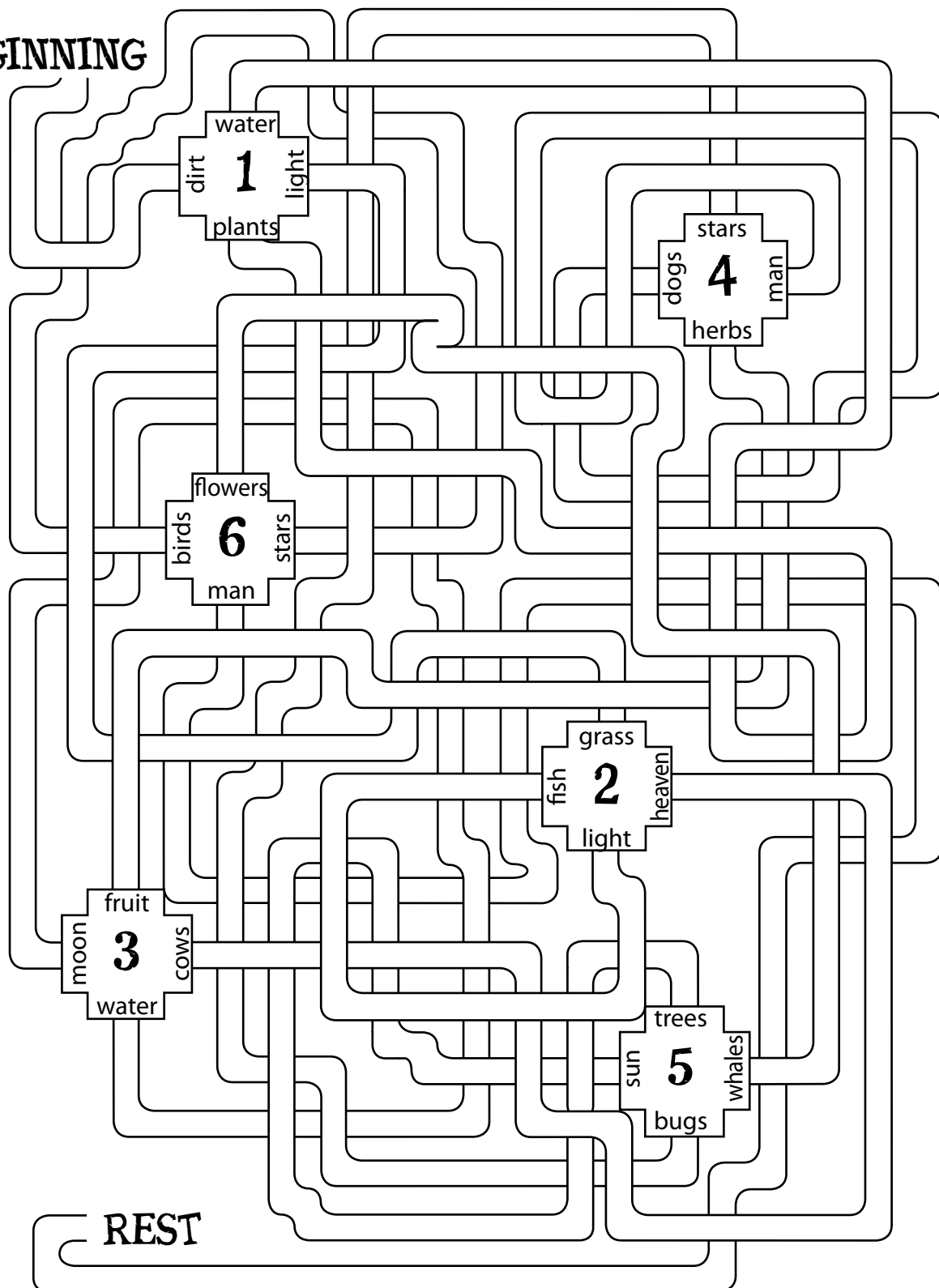
**Third**, when the clay has dried, gently rub the shoe polish over the surface.

**Finally**, when the shoe polish has dried, spray with hair spray.

# Marvelous Mazes!

**BEGINNING**

The object of this maze is to go from *Beginning* to *Rest* on the shortest way possible. In order to do that, you must know what God created on each day of creation! Get to each of the boxes in order. Pick the one thing that God created on that day (Day 1: dirt, water, light, or plants). If you answer correctly, that path will lead you to the next day. You may cross underneath or over other paths. If you select the wrong answer, you'll be taken for a loop! Grab a Bible and get started.



**REST**

# Your Own Masterpiece

Draw a picture of Noah, the Ark, and the animals.

# Creative Fun with History!

## Somewhat Silly Songs

**On Day One** by Melody Waring (to the tune of *This Old Man*)

On day one,  
God made light,  
He made day and He made night.  
With a knick-knack paddy-whack only God alone  
Could make me such a perfect home.

On day two,  
God made Heaven,  
Made it as a place for livin'.  
With a knick-knack paddy-whack only God alone  
Could make me such a perfect home.

On day three,  
God made earth  
With some trees and plants and herbs.  
With a knick-knack paddy-whack only God alone  
Could make me such a perfect home.

On day four,  
He made the sun,  
Stars and moon for sparkly fun.  
With a knick-knack paddy-whack only God alone  
Could make me such a perfect home.

On day five,  
God made fish,  
Birds and whales with tails that swish.  
With a knick-knack paddy-whack only God alone  
Could make me such a perfect home.

On day six,  
God made critters,  
You and me and things that jitters,  
With a knick-knack paddy-whack only God alone  
Could make me such a perfect home.

On day seven,  
God said, "Rest  
'Cause I love you, and it's best!"  
With a knick-knack paddy-whack only God alone  
Could make me such a perfect home.

Some people  
Seem to think  
God did not make everything, but  
With a knick-knack paddy-whack only God alone  
Could make me such a perfect home.



## Going-Goofy Games

### The Adam Name Game

Everyone will get a turn to be “Adam” as the game progresses, so choose someone to be Adam first, someone else to be second, and so on. Everyone else will pretend to be an animal (bird, domestic animal, dinosaur, etc.). When Adam says, “Go!”, all of the animals start moving, making sounds, eating, etc., to pantomime their animal. As Adam recognizes an animal, he should touch that animal’s shoulder and name them—for example, “Cow.” If that is the right name, the animal sits down. If that is the wrong name, the animal remains standing and Adam interviews it. Adam may ask three questions, such as, “What color are you?” “What do you eat?”

“Where do you live?” “What kind of feet do you have?” If Adam recognizes the animal from its answers, then he names the animal, and it sits down. If Adam does not recognize the animal, it remains standing. After Adam has attempted to name all of the animals, count and record how many are sitting (that number becomes Adam’s “points”). Then, allow the next Adam to name the animals. You may want to become different animals for the different Adams.

The object of the game is to have the greatest number of points.

But, remember, everyone (including you) will get a chance to be Adam, so don’t make your animals too hard to guess!!!

## Action Activity

### How Big was the Ark?

This is an outdoor measuring and comparison activity for the whole family. You may want to do this activity in a park or a soccer field. Prepare to compare by putting a marker at the starting place at one end of the field. First, measure your dog or cat (or your neighbor’s dog or cat).

#### How big is it?

Measure out this length from your marker and put another marker at the end of the measurement. Second, using a measuring tape, measure out the length of an elephant.

#### How big is it? 10 feet long

Put a marker at the end of the ten foot

measurement. Third, using a measuring tape, measure out the length of a blue whale.

#### How big is it? 100 feet long

Put a marker at the end of the 100 foot measurement. Wow! Finally, using a measuring tape over and over and over and over again, measure out the length of the Ark.

#### How big is it? 450 feet long

Put a marker at the end of the 450 foot measurement. Double Wow! To really get a good idea of the size of the Ark, measure a seventy-five foot width to go with the four-hundred-fifty foot length. Stand one family member at each point of the Ark’s measurement and see how small everyone looks from that distance.

## Rhyme Time:

### Noah Calls the Animals Two by Two

Pick one person to be Noah. Have Noah stand against one wall while everyone else stands against the opposite wall. Noah will call out one of the following animal names:

|          |       |       |       |       |
|----------|-------|-------|-------|-------|
| squirrel | bat   | mouse | bear  | ant   |
| bee      | dog   | fox   | seal  | moose |
| deer     | horse | skunk | shrew | duck  |
| snake    | jay   | toad  | owl   | fly   |

The first two players to raise their hands get to work together on this Rhyme Time game. Whatever animal was named becomes the word the players must use to make two rhyming words.

For instance, if "sloth" were named, then the words said by the players must rhyme with sloth.

"Moth" and "Cloth" would be correct responses.

For each correct pair of rhyming words, the two players both take a hop toward Noah. You see: two players, two rhymes, one hop each. When they can no longer make a pair of rhymes, they sit down there. Noah then calls out another animal, and the next two players take a turn. Whoever gets closest to Noah wins the round. If a team hops all the way to Noah, they win the round. If you keep score, write down the team names (such as "Mary/Tim"). Remember that the teams may change players on different rounds. Give one point for each rhyme made by a team. After all the animals are named, award the team points to each member of a team and count to see who had the greatest number of rhymes. If the group is too small to use teams, then do one player, two rhymes, one hop.