

We Believe Workshop objectives

Abraham, Sarah and Isaac

Genesis 18:1-15; 21:1-6

The Art Workshop explores Genesis 18:1-15 and 21:1-6 through creative art experiences.

Objectives of the Workshop

The children will have the opportunity to:

- Trace their footprints and make a path for a journey.
- Walk the path as they hear the story of Abraham, Sarah, and the birth of Isaac.
- Draw pictures in their footprints of their journey with God

The Audiovisual Workshop explores Genesis 18:1-15 and 21:1-6 through audiovisual media that is heard, viewed or made.

Objectives of the Workshop

The children will have the opportunity to:

- See pictures of people laughing and smiling and imagine the cause.
- Record laughter and hear others laugh.
- Hear the story.
- Demonstrate a grasp of story fundamentals by answering basic content questions.
- Express with words or pictures their own experiences of joy and laughter.

The Computer Workshop explores Genesis 18:1-15 and 21:1-6 using computers. Sometimes computers are used to tell the story and sometimes they are used to respond to it.

Objectives of the Workshop

The children will have the opportunity to:

- Experience the story of Genesis 18 through Sarah's eyes using Abraham and Sarah software.
- Learn the word covenant.
- Answer questions about the story using the Abraham and Sarah software.
- Sing along with "Sarah's Song" from the Abraham and Sarah software.

The Drama/Storytelling Workshop explores Genesis 18:1-15 and 21:1-6 by retelling the story in ways that help children remember it.

Objectives of the Workshop

The children will have the opportunity to:

- Embody the story of Abraham, Sarah and Isaac.
- Explore the concepts of blessing, covenant and faith.
- Hear about the covenant that God made with Abraham and Sarah and how that covenant was fulfilled with Isaac's birth.

The Games and Puzzles Workshop explores Genesis 18:1-15 and 21:1-6 by having children play biblically related games or puzzles.

Objectives of the Workshop

The children will have the opportunity to:

- Share jokes and talk about what makes us laugh.
- Read or hear the story of the birth of Isaac and discuss why Sarah laughed.
- Answer questions about the basic facts of the story of the birth of Isaac using "Abraham, Sarah, & Isaac," a game played on a life-size game board.
- Play "Abraham, Sarah, & Isaac," a game on a life-size game board, that expresses the idea that God surprises us, as Sarah was surprised.

The Music and Worship Workshop explores Genesis 18:1-15 and 21:1-6 through music and makes the connection to worship in PC(USA) congregations.

Objectives of the Workshop

The children will have the opportunity to:

- Hear the story of Abraham, Sarah and Isaac.
- Learn the song "Yahweh Is Calling" which tells the story of Abraham and Sarah following God's call and the promise of a child.
- Create a picture songbook to illustrate the song and story and use the songbook "Yahweh Is Calling" to retell the story as a part of worship.

The Bonus: Discovery Workshop explores Genesis 18:1-15 and 21:1-6 with activities that help children learn about the passage experientially.

Objectives of the Workshop

The children will have the opportunity to:

- Discuss travel experiences.
- Play the game "Going on a Journey."
- Hear the story of God's promise to Abraham and Sarah while traveling on a journey of their own.