

## Age-Level Overview

	Open the Bible	Activate Faith
<p><b>Lower Elementary</b></p> <p><b>WORKSHOP FOCUS:</b> God gives us good directions.</p> <p><b>GOD'S AMAZING PLACE:</b> Kids form household teams and follow God's directions to arrive in Canaan.</p>	<p><b>SPARK RESOURCES:</b> Spark Story Bibles</p> <p><b>SUPPLIES:</b> Unfamiliar board game without the directions</p>	<p><b>SPARK RESOURCES:</b> Spark Story Bibles</p> <p><b>SUPPLIES:</b> Travel items (stuffed animal, cooking pot, or small rug), adult-size shoes, chairs, large cardboard boxes, bedsheets (one blue), pillowcases or bags, assorted containers with lids, large blocks, strips of plain fabric, crepe paper streamers (including green), construction paper, markers, kid-safe scissors, tape, envelopes, God's Amazing Place Direction Cards (page 97)</p>
<p><b>Upper Elementary</b></p> <p><b>WORKSHOP FOCUS:</b> God blesses us so we can bless others.</p> <p><b>THE TWELVE BLESSINGS OF ABRAHAM:</b> Kids present the story of Abram's journey by making up new words to an old song.</p>	<p><b>SPARK RESOURCES:</b> Spark Bibles, Spark Bible Stickers</p> <p><b>SUPPLIES:</b> Pencils</p>	<p><b>SPARK RESOURCES:</b> Spark Bibles, Spark Bible Stickers</p> <p><b>SUPPLIES:</b> Fabric pieces, scarves, costume jewelry, sandals, beard, pots and pans, burlap sacks, container of rocks, artificial food, baskets, stuffed animals, craft foam, craft sticks, paper, yarn, markers, scissors, glue sticks, tape, pencils, bedsheet, The Twelve Blessings of Abraham Writing Prompts (page 99) and Sample Song (page 100), "Twelve Days of Christmas" instrumental recording (optional), "Twelve Days of Christmas" lyrics (optional)</p>
<p><b>All Kids</b></p> <p><b>WORKSHOP FOCUS:</b> God's blessings never end.</p> <p><b>GOD'S BIG BEDTIME STORYBOOK:</b> Kids write and act out Abraham's story as if they were reading a story before bed.</p>	<p><b>SPARK RESOURCES:</b> Spark Story Bibles, Spark Bibles, Spark Bible Stickers</p> <p><b>SUPPLIES:</b> Pencils</p>	<p><b>SPARK RESOURCES:</b> Spark Story Bibles, Spark Bibles, Spark Bible Stickers</p> <p><b>SUPPLIES:</b> Bathrobes, oversize pajamas, large fluffy socks, slippers, teddy bears, small blankets, Bible-time costumes, beard, baskets, jars, baby doll, small tent, rocking chair, poster board, markers, pencils, tape, bedsheet, God's Big Bedtime Storybook Writing Prompts (pages 101-102), God's Big Bedtime Storybook Skit Script (page 103)</p>



Visit [www.sparksundayschool.org](http://www.sparksundayschool.org) for more Spark content. Watch a short Lesson Prep Video that will prepare you and give you confidence to explore this Bible story with the kids you are leading. You will also find a downloadable Family Page for this rotation's story filled with ideas for families to use to explore this story and live out their faith at home.



**Workshop Focus:** God gives us good directions.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids, it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.
- Be sure to visit [www.sparksundayschool.org](http://www.sparksundayschool.org) to download the Family Page for this story. Make copies of it and ask Shepherds to distribute it during the Wrap Up.

## Open the Bible (10 minutes)

### Abraham and Sarah Storytelling

**Set Up:** Spread the contents of the game out in front of you.

**Welcome to Creative Drama. I hope you can help me. I'm trying to learn this game, but something is missing. What's missing? (directions) What are some other things you need directions for? (assembling a model, cooking, going someplace new, etc.) In today's story, God gives someone directions. Let's find out why.**

Pass the Spark Story Bibles out to the kids. Help kids find Abram's Call on pages 26-29. Encourage the kids to follow along as you read. **Pretend you are traveling with Abram. Pat your legs to show how your feet sound when you are walking.** Set the pace of patting, directing the kids to follow your lead. Begin with quick steps and then alternate the pace as the story unfolds.

**Let's talk about the story. Who left home to go to a new land? (Abram, Sarai, and Lot) Who gave Abram directions to the new land? (God)** Point to the picture on page 28. **Do you think Abram, Sarai, and Lot ever got lost during their trip?** Allow kids to respond. **God gave Abram good directions. Abram found the new land.**

**Spark Resources**  
Spark Story Bibles

**Supplies**  
Unfamiliar board game  
without the directions

**When we follow God, we always wind up where we're supposed to be because God gives us good directions.**

**Today we're going to pretend we're traveling to Canaan like Abram. We will need to follow God's good directions to get there!**

## Activate Faith (25 minutes)

### God's Amazing Place

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Divide the activity space into six areas. Set props in each of the six areas as follows.

- Tape a start and stop line inside the space. Set the adult shoes at the start line.
- Place half of the assorted containers along with the corresponding lids in each of the two bags. Set the bags in the space.
- Open the top and bottom of the cardboard boxes. Turn the boxes on their sides. Stagger three or four boxes on each side of the space.
- Fold the blue bedsheet in half. Lay the sheet across the middle of this space.
- Stagger four chairs on each side of this space.
- Group half of the blocks, one bedsheet, and four chairs on each side of this space.

Write "God's Good Directions" on each envelope, numbering them 1 to 6. Cut apart the cards from the God's Amazing Place Direction Cards sheet. Place the corresponding direction card in each envelope. Tape each envelope at the entrance to each numbered space.

Place the travel items where kids can choose among them.

Place the fabric, streamers, and craft supplies where kids can use them.

#### Spark Resources

Spark Story Bible

#### Supplies

Travel items (stuffed animal, cooking pot, or small rug), 1 per kid  
Adult-size shoes, 4 pairs  
Chairs, 16  
Large cardboard boxes, 6-8  
Bedsheets, 3 (1 blue)  
Pillowcases or bags, 2  
Assorted containers with lids (food containers, shoeboxes, etc.), 1 per kid  
Large blocks, 1 per kid  
Strips of plain fabric (2 x 18 inches [5 x 46 cm]), 1 per kid  
Crepe paper streamers (including green)  
Construction paper  
Markers  
Kid-safe scissors  
Tape  
Envelopes, 6  
God's Amazing Place Direction Cards (page 97), 1 copy

## Activity Instructions

Before traveling to God's amazing place:

**Let's pretend to travel with Abram, Sarai, and Lot. We'll form two family groups and follow God's good directions to arrive at this amazing place together.**

- Divide the kids into two groups. Assign one group to be the red family and the other group to be the blue family. Distribute fabric strips to the kids. **This is your family cloth. Decorate it with your family color and then find a place on your body to wear it.** Help kids tie the cloths around their foreheads, arms, waists, etc.
- Invite kids to cut construction paper into the shape of a stepping-stone. Have each kid make one or two stones. **Put a loop of tape on the back of your stone and tape it in the blue "river."**
- Invite kids to drape lengths of green crepe paper over the cardboard boxes. **Some of the "vines" may hang over the open ends of the boxes.**
- Direct each kid to choose an item from the travel items. **We heard in our story that Abram's family had to bring all of their pots and rugs and animals with them. Pick one thing to carry with you while we travel.**

Travel to God's amazing place:

- Gather the kids at the first section of the activity area. Have each family group sit together before you begin. **We're about to begin an adventure, traveling with Abram, Sarai, and Lot to God's amazing place called Canaan. To get there we must follow God's good directions!**
- Show kids the first envelope. **I will read the first set of directions. Then both families will begin to follow the directions at the same time. Whichever family finishes their task first will get to read the next set of directions. Let's travel to God's amazing place!**

The group that completes each task first earns the right to open and read the directions for the next activity. Wait until both groups have completed the task before moving on.

1. **Everyone must put on their traveling shoes to start our adventure.** Have each group form a line. Each kid puts on a pair of shoes, walks from the start line to the finish line and back.
2. **We'll need lots of food for our trip. Find the containers and their matching lids.** Have each group sit in a circle. Place a bag of containers and lids in the middle of each group. Kids dump the bag and attempt to match all of the lids and containers.
3. **I see some vine-covered caves to crawl through.** Have groups form two lines and crawl through the boxes on their side of the space. Kids must enter the second box before the next kid can start.

4. **It looks like we need to cross over this river. Be careful not to fall into the water.** One kid from each group begins to cross the river at the same time. Kids must reach the other side of the river before a teammate may start. Kids may only step on the stones to get across.
5. **This is hill country. It's important to stay together so no one gets lost!** Kids in each group form a human chain by holding on to each other. The first kid leads the chain in a complete circle around each chair in their path before reaching the other side of the activity area.
6. **We're here! We've arrived in Canaan. Let's build an altar, set up a tent, and say thank you to God for giving us good directions!** Kids pile the blocks for an altar, and use the chairs and sheet to make a tent. Everyone gets inside of the tent and yells, "God gives us good directions!"

Following the travel:

Gather the kids to debrief. **Which directions were the most fun to follow?** Allow kids to respond to this and the following questions. **Why did Abram leave his home?** (*God told him to go to a new land.*) **How did Abram know where to go?** (*God gave him good directions.*) Point to the picture on page 26 of the Spark Story Bible. **Do you think it was easy or hard to travel to Canaan?**

**Sometimes God asks us to try new things. Like Abram, we can trust God to tell us what to do. God gives us good directions!**

## Send (5 minutes)

### Wrap Up

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Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**Thank you for coming to Creative Drama. We learned how God told Abram to move his family to a new land. We pretended to travel with Abram and followed God's good directions to find Canaan. Just like Abram, God gives us good directions. What are some directions God has given you?** Allow kids to respond.

Spark Resources  
Family Pages



Supplies  
None

### Prayer Time

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Invite kids to make a circle. **During our prayer, turn and face a different way every time I pause.** Pause after each line.

**Dear God,  
Thank you for giving Abram good directions.  
Thank you for giving me good directions.  
Help me follow you.  
Amen.**

**Workshop Focus:** God blesses us so we can bless others.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

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## Open the Bible (10 minutes)

### Abraham and Sarah Storytelling

**Welcome to Creative Drama! Pretend you couldn't come to Creative Drama because you were on a deserted island. If you could have one thing with you on the island, what would it be?** Allow kids to respond. **Thankfully, God gives us many good things in life called blessings. Let's read about a special blessing.**

Have kids sit in a circle. Hand out Spark Bibles and direct kids to find Genesis 12:1-9 on page 13. **This is a story about Abram before God changed his name to Abraham. Let's go around the circle and each read one verse from the story. If you choose not to read out loud say, "Pass."** Encourage kids to mark the passage with an I Read It, Makes Me Feel, or Makes Me Wonder sticker, using a pencil to write their responses in the margin.

Ask a volunteer to read the definition of *blessing* from the margin on page 13. **Who received God's blessing in this story? (Abram and his family) What did God tell Abram to do? (move to a new land) How would you feel if God asked you to move when you were 75 years old?** Allow kids to respond.

Spark Resources  
Spark Bibles  
Spark Bible Stickers

Supplies  
Pencils

**God didn't ask Abram to move just for fun. God gave Abram a new land that would bless him and his family. God blesses us so we can bless others. Let's tell about Abram's story by writing new words to an old song!**

## Activate Faith (25 minutes)

### The Twelve Blessings of Abraham

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#### Set Up:

- Place the costumes and props in an area of the room where kids can choose among them.
- Place the craft supplies in an area where they can be used.
- Designate a stage area by hanging a bedsheet as a backdrop.
- Make several copies of The Twelve Blessings of Abraham Writing Prompts sheet.
- Display the lyrics for "Twelve Days of Christmas" (optional).
- Have the instrumental version of "Twelve Days of Christmas" ready to play during the activity (optional).
- Review The Twelve Blessings of Abraham Sample Song on page 100 for ideas.

#### Activity Instructions

Create the song:

- Introduce the traditional song "Twelve Days of Christmas," and talk about how the song tells a story in a cumulative way. **God blessed Abraham in many ways. Abraham was able to use those blessings to bless his family and others. We're going to use our imaginations to create a song that tells the story of Abraham's many blessings. The title of the song is "The Twelve Blessings of Abraham."** As a group, brainstorm all of the things God may have given Abraham on his journey. (*food, clothes, shelter, water, livestock, altar materials, blankets, animal food, songs to sing, etc.*)
- Invite kids to choose a day or days to create for the song. Hand out Writing Prompts sheets to the kids. **Write your verse and then choose or create some props to go with your verse. Decide how you will present your props during your verse. What actions will you use? You will sing or say what God gives Abraham for the day(s) you create.**
- Ask a volunteer to act as the director for the song. Talk to the people in each group about what they are doing and how they will present their day. **Use the Writing Prompts sheets to take notes. When we're ready to present the song, you will be in charge of cuing the chorus and cuing people when it's their turn to join the song. Decide where everyone stands after they present their verses.** Ask the director to be in charge of cuing the recorded music as well (optional).

#### Spark Resources

Spark Bibles  
Spark Bible Stickers

#### Supplies

Fabric pieces  
Scarves  
Costume jewelry  
Sandals  
Beard  
Pots and pans  
Burlap sacks  
Container of rocks  
Artificial food  
Baskets  
Stuffed animals  
Craft foam  
Craft sticks  
Paper  
Yarn  
Markers  
Scissors  
Glue sticks  
Tape  
Pencils  
Bedsheet  
The Twelve Blessings of  
Abraham Writing Prompts  
(page 99, 1 per kid) and  
Sample Song (page 100)  
"Twelve Days of Christmas"  
instrumental recording  
(optional)  
"Twelve Days of Christmas"  
lyrics (optional)

- Invite a group of kids to sing in a chorus. They can refer to their Writing Prompts sheet. **You will help by singing the entire song after every verse is presented.** Encourage kids to practice singing the new song together. Have kids practice singing the new song with the music (optional).
- Invite a volunteer or Shepherd to be in charge of playing the recorded music (optional).

Present the song:

Have the director assemble the kids and their props in their starting places. Have everyone else sit in the audience. Begin when the director is ready. **You have heard that God blessed Abraham with a new land for his family, but you've never heard the complete story until now! It's with great excitement I present "The Twelve Blessings of Abraham!"** Cue the director to begin.

Following the song:

Gather the kids to debrief the experience. **What new things did this story and song make you think of?** Allow kids to respond to this and the following questions. **Who did Abram take with him on his move?** (*Sarai, Lot, entire household*) Direct kids to read Genesis 12:2-3 and answer KNOW IT! from the orange box on page 13 of the Spark Bible. Encourage kids to mark the passage with a Spark Bible Sticker of their choice, using a pencil to mark their response in the margin. **How do you think God used Abram's blessings to bless his family? Like Abram, God blesses us so we can bless others.**

## Send (5 minutes)

### Wrap Up

Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**Thanks for coming to Creative Drama. We read how God sent Abram and his family to a new land. We wrote a song about the many blessings God gave Abraham. God blesses us so we can bless others. How can you use your blessings to bless someone else?** Allow kids to respond.

Spark Resources  
Family Pages



Supplies  
None

## Prayer Time

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**Let's close with a blessing. Hold up five fingers. Each finger represents a blessing in this prayer. Repeat after me.**

**Dear God,**

**Bless our families who love us.**

**Bless our bodies as we grow.**

**Bless our friends who gather near us.**

**Bless the places we will go.**

**Bless us with what we need  
throughout the coming week.**

**May we be a blessing  
to all of those we meet.**

**Amen.**

**Workshop Focus:** God's blessings never end.

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## Open the Bible (10 minutes)

### Abraham and Sarah Storytelling

**Welcome to Creative Drama!** I . . . pretend to sneeze until someone says, "God bless you." **Thank you. What does it mean to have God bless you?** Allow kids to respond. **Today, we'll hear how God blesses Abraham and Sarah.**

Hand out the Spark Bibles. Direct the older kids to find Genesis 18:1-15 on page 18 and Genesis 21:1-7 on page 21. **Try to follow along in your Bible as I read from the Spark Story Bible.** Encourage kids to mark one of the passages with a Spark Bible Sticker of their choice, using a pencil to mark their responses in the margin.

Hand the Spark Story Bibles out to the younger kids. Help kids find Abraham and Sarah's Visitors on pages 34-37. **While I read the story, decide if you would like to play Abraham, Sarah, or a visitor.** Encourage the kids to follow along.

**Spark Resources**  
Spark Story Bibles  
Spark Bibles  
Spark Bible Stickers

**Supplies**  
Pencils

**What new names did God give Abram and Sarai?** (*Abraham and Sarah*) Direct the older kids to read Genesis 18:10 on page 18 of the Spark Bible. **What did the visitors say to Abraham?** (*Sarah will have a son.*) Point to the picture on page 37 of the Spark Story Bible. **Did God keep his promise?** (*yes*) **Name all of the ways that God blessed Abraham.** Allow kids to respond. **God blessed Abraham even more than we know. God's blessings never end! Today we're going to write a story about God's blessings.**

## Activate Faith (25 minutes)

### God's Big Bedtime Storybook

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#### Set Up:

- Place the costumes and props in an area where kids can choose among them.
- Place the poster board, markers, and tape where they can be used.
- Draw an outline of a large open book on the bedsheet. Write the words "God's Big Bedtime Storybook" across the pages (optional).
- Hang the bedsheet as a backdrop on the stage. Place the tent toward the back of the stage on one side and the rocking chair toward the front of the stage on the opposite side.
- Make several copies of the writing prompts.
- Make several copies of the skit script.

#### Activity Instructions

Before the story:

- Form three groups of kids to write three parts of the story. Hand out writing prompts to each group. **Think about the part of the story you will be writing. Answer the questions on your writing prompt. Think of all of the different blessings God gives Abraham and Sarah during your part of the story, and include them. The storyteller will be reading what you write while actors act it out on stage.** Provide Spark Story Bibles for inspiration.
- Have a few kids set the props on the stage. **What might have Abraham's home looked like? Where should the props be so the actors can use them?**
- Invite a fluent reader to play the part of the storyteller. Give the storyteller a copy of the script. **Once the three story parts have been written, we'll add them to the script.** Invite the storyteller to create a large storybook prop with the craft supplies and tape the script and written story parts inside.
- Invite volunteers to play the parts of Abraham, Sarah, and the three visitors. **You will act out the three scenes from the story that is written as if you were characters from a book come to life.** Encourage the actors to dress in costume. **Think about the story. How might you use the props on stage? Where might you stand and move?**

#### Spark Resources

Spark Story Bibles  
Spark Bibles  
Spark Bible Stickers

#### Supplies

Bathrobes  
Oversize pajamas  
Large fluffy socks  
Slippers  
Teddy bears  
Small blankets  
Bible-time costumes  
Beard  
Baskets  
Jars  
Baby doll  
Small tent  
Rocking chair  
Poster board  
Markers  
Tape  
Pencils  
Bedsheet  
God's Big Bedtime Storybook  
Writing Prompts (pages 101-102), 1 per 2-3 kids  
God's Big Bedtime Storybook  
Skit Script (page 103), 1 per 2-3 kids

- Encourage kids who are not acting to choose costume pieces and dress as if they were getting ready for bed. **We're pretending the audience is a group of kids listening to a bedtime story.**
- Ask three kids in the audience to each say a simple line (Kid #1, Kid #2, or Kid #3) during the skit. Give kids a script or have a Shepherd teach kids their lines and help them recite them from memory.

Tell the story:

Gather the kids near the stage. Have the storyteller sit in the rocking chair and the actors stand to the other side of the stage. Invite the audience to gather near the storyteller, sitting so they can still see the stage.

**Gather around, kids. Who would like to hear a story? This is a story about blessings. Let's listen as the storyteller reads us a story from God's Big Bedtime Storybook!**

Following the story:

Help kids put away their costumes and then debrief the story. **How many blessings can you name from the story?** Allow kids to respond to this and the following questions. Point to the picture on page 35 of the Spark Story Bible. **How old was Abraham when the visitors came? (99) What did Abraham and Sarah name their baby? (Isaac)**

Have the older kids read Genesis 21:5-7 on page 21 of their Spark Bible. Encourage kids to mark the passage with a Something I Like or Something I Don't Like sticker, using a pencil to write their responses in the margin. **Are we ever too old for God to bless us?** Accept all answers. **God gave Abraham a wife, many servants, a land to live in, food to eat, many cattle, and when he was old, a family that grew and grew. God's blessings never end!**

## Send (5 minutes)

### Wrap Up

Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**Thank you for coming to Creative Drama! Three visitors told Abraham and Sarah they would have a son. Sarah laughed, but God blessed Abraham and Sarah. Even though they were old, Isaac was born. God's blessings never end! How do you think God will bless you when you are older?** Allow kids to respond.

Spark Resources  
Family Pages



Supplies  
None

## Prayer Time

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**A blessing is a spoken word that gives the good things God promises to the person who hears it. Blessings don't have to be things! Let's say a blessing over each other to close.** Have kids form pairs and put their hands on each other's shoulders.

**Dear God, bless my friend with good health, a loving family, and blessings that never end. Amen.**

# God's Amazing Place Direction Cards

1



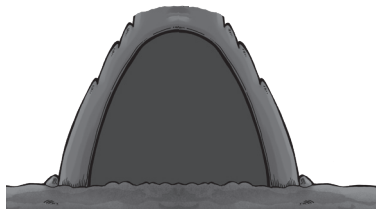
Put on your walking shoes.

2



Pack some food.

3



Crawl through the caves.

4



Cross the river.

5



Walk around the hills.

6



Build an altar and a tent.



# The Twelve Blessings of Abraham Writing Prompts

On the first day of the journey, God blessed Abraham with an awesome plan to give him a new land!

On the \_\_\_\_\_ day of the journey, God gave Abraham

\_\_\_\_\_

On the 12th day of the journey, God gave Abraham

Twelve \_\_\_\_\_

Eleven \_\_\_\_\_

Ten \_\_\_\_\_

Nine \_\_\_\_\_

Eight \_\_\_\_\_

Seven \_\_\_\_\_

Six \_\_\_\_\_

Five \_\_\_\_\_

Four \_\_\_\_\_

Three \_\_\_\_\_

Two \_\_\_\_\_

And an awesome plan to give him a new land!

# The Twelve Blessings of Abraham Sample Song

On the 12th day of the journey, God gave Abraham,

Twelve tents for sleeping,

Eleven stones for stacking,

Ten camels drinking,

Nine servants serving,

Eight bags of laundry,

Seven pots with handles,

Six bags of barley,

Five relatives!

Four furry sheep,

Three brown goats,

Two walking sandals,

And an awesome plan to give him a new land!

# God's Big Bedtime Storybook Writing Prompts

Who is in the story?	How did each person act?	What did each person say?	Did anyone go anywhere?	What happened?
<b>Beginning</b> Genesis 12:1-9; 18:1-2 (Spark Bible pages 13, 18; Spark Story Bible pages 29, 34-35)				
<b>Middle</b> Genesis 18:3-10 (Spark Bible page 18; Spark Story Bible page 36)				
<b>End</b> Genesis 18:11-15; 21:1-7 (Spark Bible pages 18, 21; Spark Story Bible page 37)				

# God's Big Bedtime Storybook Writing Prompts

<p style="text-align: center;">Write this part of the story.</p>				
		<p><b>Beginning</b> Genesis 12:1-9; 18:1-2 (Spark Bible pages 13, 18; Spark Story Bible pages 29, 34-35)</p>	<p><b>Middle</b> Genesis 18:3-10 (Spark Bible page 18; Spark Story Bible page 36)</p>	<p><b>End</b> Genesis 18:11-15; 21:1-7 (Spark Bible pages 18, 21; Spark Story Bible page 37)</p>

# God's Big Bedtime Storybook Skit Script

*The storyteller sits in the rocking chair, book in lap, while the kids clamor around him/her.*

**Storyteller:** Okay kids, it's time to settle down. Tomorrow's a big day and you all need your rest.

**Kid #1:** Please, tell us a story!

**Storyteller:** Oh, all right. I just happen to have my favorite book with me, *God's Big Bedtime Storybook!* (opens the book) Ah! Here's one of my favorites. It's about Abraham. It's called "God's Blessings Never End." Let's see . . . where does the story begin . . .

*(The storyteller checks to be sure the actors are ready and reads **The Beginning** of the story. The story is read slow enough for the actors to act it out.)*

**Storyteller:** Wow, God sure blessed Abraham!

**Kid #2:** Are there more blessings?

**Storyteller:** I'm sure there are. God's blessings never end. Listen to what happens next.

*(The storyteller reads **The Middle** of the story, slow enough for the actors to act out.)*

**Storyteller:** This is getting good, and if I know God, the blessings haven't ended. There's still more!

**Kid #3:** Keep reading!

**Storyteller:** Okay, okay, where were we? Ah yes . . .

*(The storyteller reads **The Ending** of the story slow enough for the actors to act out.)*

**Storyteller:** (closes the book) Well, that's the end of the story, but that's not the end of God's blessings! God blesses Abraham's family for years to come. Just like God blesses us. God's blessings never end! Good night, kids!

**Kids:** Good night!