

General Church Education



# Noah's Ark

Genesis 6:17-22; 7:1-16

## Lesson 7

Jacob's Ladder Religion Lessons

Level 1: The Lord Is Our Creator

For ages 6-7 years

## NOAH'S ARK

GENESIS 6:17-22; GENESIS 7:1-16

The Ancient Word continues with the story of Noah. It's inner meaning is about the great evil that was present at the end of the Most Ancient Church. Noah and his family represent a new church of people willing to obey the Lord. Because they still lived in innocent obedience, the Lord was able to lift them up and save them from the effects of falsity and evil, represented by the giants that were around them. This story also teaches about how the Lord helps us in times of trouble. He can use the truth in His Word to lift us up and help us to overcome the trials we may encounter in our life. The Noah story describes how the Lord leads a person on the path of regeneration.

It is important to remember that it only appears as if the Lord punishes when people fall into evil. The truth is that people who turn away from the Lord experience spiritual consequences brought on by their own freely chosen decisions. The Lord is always loving, and urges and leads people to return to Him.

As with the other parables from the Ancient Word, children will usually believe them as if they are factual history. This innocent acceptance of the truth of the Lord's Word is a foundation for the Lord to build upon. He can add more spiritual ideas to serve each stage the children will pass through.

### IDEA FOR PARENTS & TEACHERS

- All children will come to stormy times in their life. We can help them turn to the Lord in prayer and in His Word, knowing that the Lord loves all His children and wants to help them overcome difficulties that cause unhappiness.

### FROM THE WRITINGS

People in the stream of Divine providence are being carried along constantly towards happier things, whatever appearance the means may present. Those in the stream of providence are people who trust in the Divine and ascribe everything to Him. But those not in the stream of providence are people who trust in themselves and attribute everything to themselves. *Arcana Coelestia* 8478.4

The Lord never does evil but instead it is man who brings evil upon himself, destroys, and slays himself. In one sense it is not man who does so but the evil spirits who incite him and lead him on. Yet in reality it is the man, for what else does he believe than that he himself does what he does? So then it is here said of Jehovah that He would wipe out man, though in fact it was man who would destroy himself and bring about his own end. *Arcana Coelestia* 592

# NOAH'S ARK

## IMPORTANT IDEAS

The Lord rewards good actions and punishes evil actions.

Noah was a good man so the Lord was able to save him.

The Lord can help us in times of trouble, just as He helped Noah.

Noah was a descendent of Adam. A descendent is someone who is born later in a family. Noah lived many years later than Adam. The Word tells us that Noah was a good man and that he "walked with God." This means that he loved the Lord and obeyed His commandments. However, Noah lived at a time when there were giants on the earth. Over the years, people had turned away from the Lord. They became so evil and full of false ideas about their own importance that their bodies grew huge. Their giant bodies were a sign of how evil they were. There came a time when they were so bad that the Lord had to protect Noah and bring a punishment upon the evil giants.

Noah and his family were the only people left on earth who remembered about the Lord. The Lord spoke to Noah and told him that he was going to send a flood to cover the earth. He told him to build a boat called an "ark." The Lord was going to save Noah and his family from the waters of the flood.



The Lord gave Noah instructions for building the ark. He told Noah to use special wood, to use pitch or tar to cover the wood, and to make one door and one window in it. The window was to face up to the Lord in heaven. The ark was to have three stories. The length of the ark was 300 cubits. A cubit is the length of a man's arm from the tip of his fingers to his elbow. Listen to the story. Read Genesis 6:1-16.




After the ark was finished, the Lord told Noah to take animals and birds into the ark to save them from the flood. Some of the animals were "unclean", or wild and fierce, and could not be used for food or sacrifices to the Lord. Noah was to take two of each animal, a male and a female.

Some of the animals were "clean." That is they were good and gentle, helpful animals. Noah was to take seven of each of these animals, a male and a female. He also was told to take food for his family and the animals.

Noah obeyed the Lord and did "all that the Lord commanded him." He was an old man when he and his wife and three sons, along with all the animals, were safely closed into the ark by the Lord.

Listen to the story. Can you find how old Noah was? (*600 years*) Read Genesis 6:17-22 and Genesis 7:1-16.





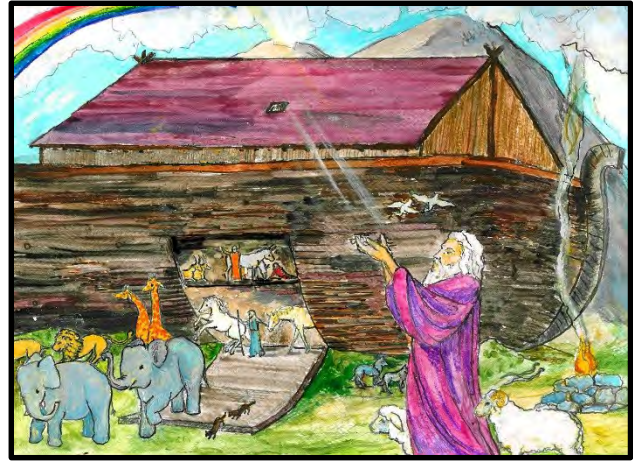
## DISCUSSION

- In our story we read that Noah was to take two unclean animals, a male and a female, into the ark. He also was to take seven pairs of clean animals. Why do you think that the Lord wanted to be sure that there was a male and a female of every kind of animal and bird? (***So that there could be animal and bird babies to fill the earth again.***)
- The unclean animals were wild and fierce. They could not be used for food or for sacrifices to the Lord. Can you think of any unclean animals? (***Answers will vary and may include lions, wolves, skunks, etc.***)
- Can you think of some helpful animals? These were the clean animals. (***Answers may include lambs, horses, rabbits, etc.***) These clean animals were important for Noah and his family. After the flood, they could be used for food and sacrifices.
- The ark was measured in cubits. A cubit is the length of a man's arm from the elbow to the tip of his extended fingers. Read *Genesis 6:15* to see how many cubits long the ark was. How wide was it? How tall?
- How many floors did the ark have? How many doors and windows? If you are not sure, re-read *Genesis 6:16*.
- Why do you think that the Lord told Noah to make the ark so huge?
- Do you remember what else the Lord told Noah to take into the ark? Re-read *Genesis 6:21* to see if you are right.

# NOAH'S ARK | Activities

## Recitation

- Learn the recitation.  
Seedtime and harvest,  
Cold and heat,  
Winter and summer,  
And day and night,  
Shall not cease.  
Genesis 8:22



When the recitation has been learned, give children the recitation picture on the last page of this lesson, and a sticker, e.g. a star, to decorate it.

## Song

- Noah  
Listen at <https://www.newchurchvineyard.org/resource/song-noah/>

## Projects

- Animal Card Games
- Picture to color

## Additional Activities

- Use a string to measure out the length of the ark. Use another string to measure its width. Take the strings outside to a large space. Lay them on the ground to see just how big the ark really was. You will need to go to a place that is very large.
- Make a list of helpful animals and birds. Can you find one for each letter of the alphabet?
- Make a list of wild fierce animals. Discuss the similarities and differences between the animals on each list.

## Animal Card Games

Color pictures of pairs of animals and then cut them out and use them to play a game.

### Supplies needed

- one copy of each Animal Cards page (*optional*: printed on stiff paper)
- crayons or colored pencils
- scissors

### Directions

1. Color the pictures of the animals on the Animal Cards pages.
2. Cut the pictures out carefully along the lines.
3. Use the cards to play one of the following games.

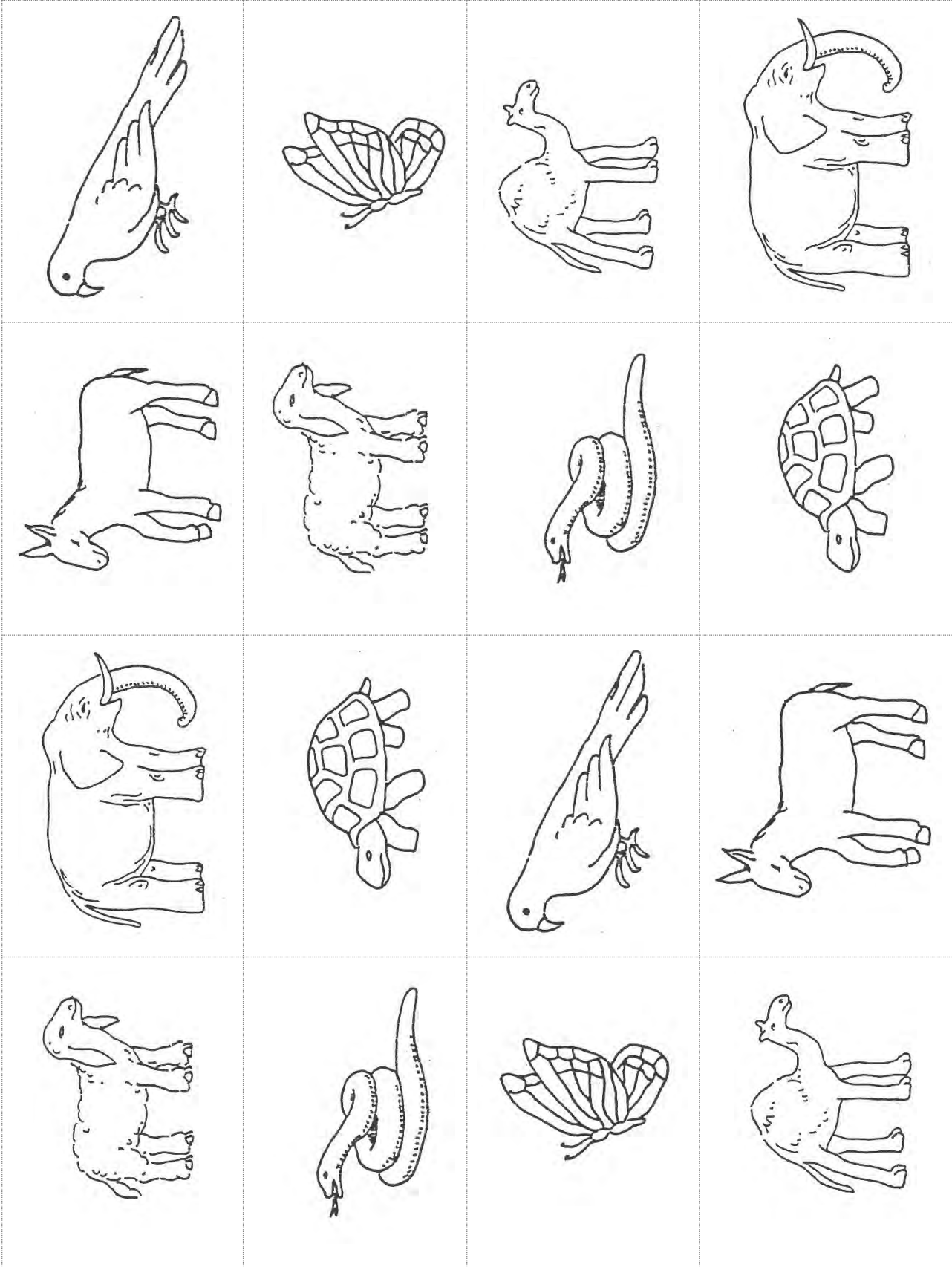
### Memory Game

Shuffle the animal cards and place them all face down on a table. Players take turns carefully turning over two cards to see if they can find two pictures of the same animal. When matching cards are turned over the player gets to keep the pair and take an extra turn. If the cards do not match, they should be turned face down again in the same place. The game continues until all pairs are matched.

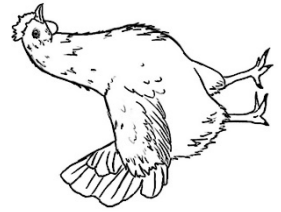
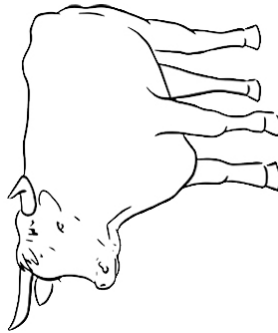
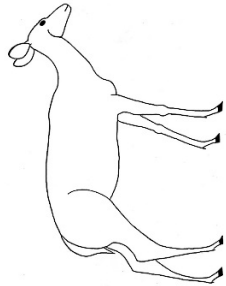
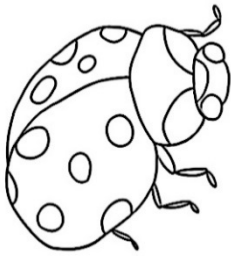
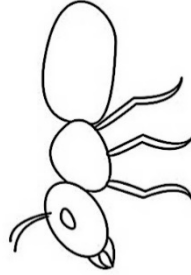
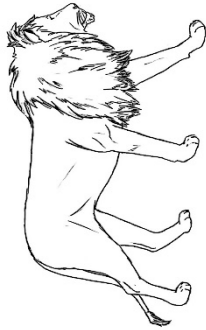
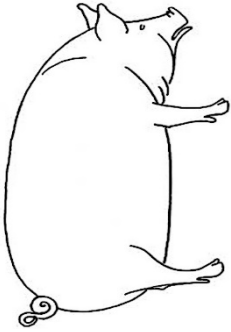
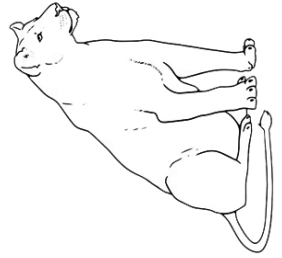
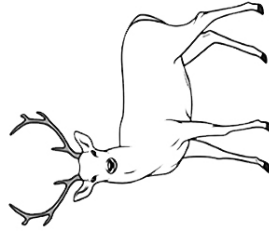
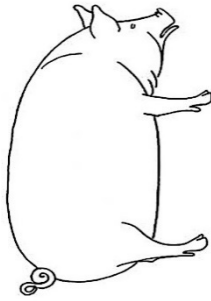
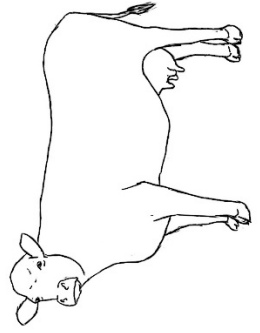
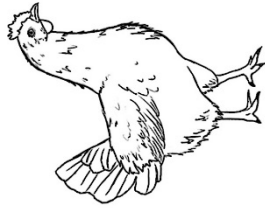
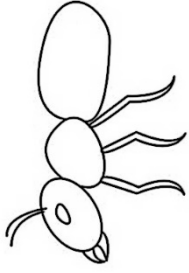
### Go Fish Game

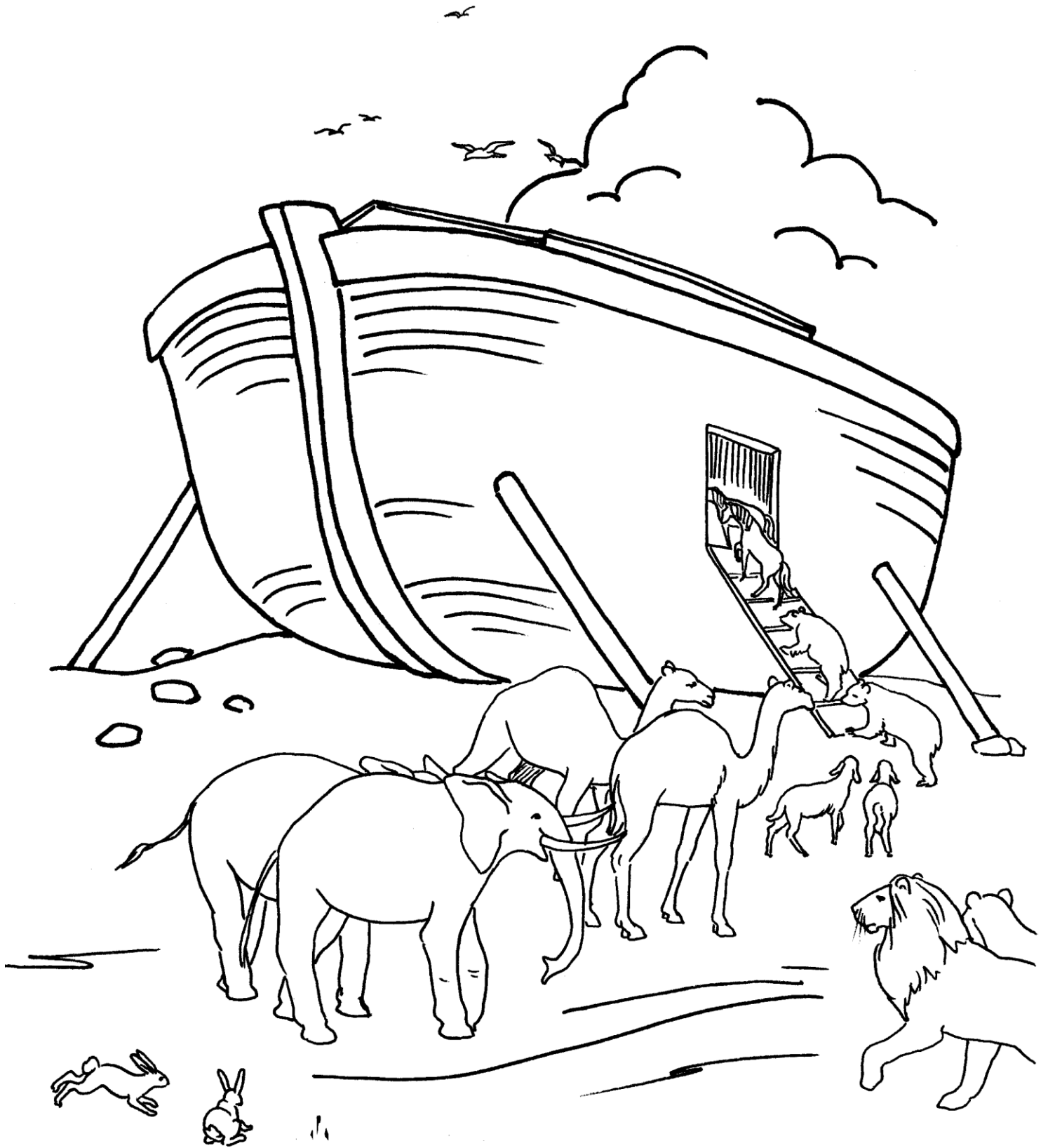
You will need two sets of animal cards to play this game. The goal of the game is to get 4 cards of one type to make a set. The player with the most sets at the end of the game wins. Shuffle the cards. Deal 7 cards to each player. Left over cards should be placed in a stack on the table.

Players should look at their hands to see if they have been dealt any sets. Sets should be laid aside. Play starts with the dealer. The dealer asks any player he or she choose if they have any a particular kind of animal card. (The dealer must have at least one card of this type in his or her hand before asking another player for it. If asked, he or she must verify that he or she has the card.) If the other player has one or more of the cards asked for, the cards must all be given to the person who has asked for them. If the player does not have any of that card, he or she says, "Go fish!" and the player takes a card from the pile on the table. Play then continues to the next player. Play continues until all cards are in matched sets.









# Recitation Award | Lessons 7, 8

