

Preschool Leaders Guide

Where	Who and What	What you Need
Classroom	Teacher takes attendance Give students a sticker	Paper on table, check off who is here, put onto the clipboard
	Session Starter: Play either of the games Make a Choice or Stop and Go.	
Large Group	Large Group Time: Leader is Shena. She will get you when she is ready!	
Classroom	Coloring page: Colour in the shapes.	Worksheet
	Jump Snake: This jump rope game is great younger to help with fine motor skills. For Snake, the rope stays on the ground. Have one person hold it at each end (or weigh one side down). Wave the rope gently along the floor to look like a slithering snake. The child should attempt to jump over it without touching the rope. Take turns being the jumper and the snake-mover.	Skipping ropes
	Robot commands This game is a twist on the classic 'Simon Says'. In our lesson, it will remind children that God did not make them into Robots but gave them free will. Introduce the game by explaining how Robots always follow commands. When the grownup says 'Robot, ...' the child must do what is said. If the instruction does not begin with 'Robot', the child must ignore the instruction. To make it extra fun, say command in a Robotic voice. If a child is old enough, take it in turns being the Robot.	

UNIT 1 | SESSION 2

SIN ENTERED THE WORLD

GENESIS 2-3



CHRIST CONNECTION: Adam and Eve did not follow God's good plan. They sinned by disobeying God's command. Sin separates people from God, but God had a plan all along. Jesus came to earth as a man to live a sinless life, die on the cross, and rise again to rescue people from sin.

BIG PICTURE QUESTION: Who is God? God is our Creator and King.

KEY PASSAGE: Psalm 104:24

STORY POINT: Sin is disobeying God.



WELCOME Preschoolers

Post an Allergy Alert, if needed. Set out supplies to engage preschoolers as they arrive. Play music as you welcome preschoolers. Greet children by name at eye level. Follow your church's security procedures.

1 ACTIVITY PAGE

Lead preschoolers to complete "Color the Fruit" on the Activity Page.

SAY 🗨️ What did you just color on your paper? **[Allow responses.]** That's right, you colored fruit. Do you see the fruit on the tree? In today's Bible story, God told Adam and Eve that they could eat fruit from any tree in the garden, just not this one. What do you think Adam and Eve chose to do? 🗨️

2 SESSION STARTER

Use one or both of the following options to engage curiosity about today's Bible story.

MAKE A CHOICE



Play a game where you offer children two choices. Instruct children to stand up for one choice and sit down for the other. Choices could include playing outside or inside, riding a bike or riding in a wagon, eating pancakes or waffles, watching TV or reading a book.

SAY 🗨️ You had a lot of choices to make, but for the most part choosing was easy. In today's Bible story, we will hear about when Adam and Eve made a choice to sin by disobeying God's command. **SIN IS DISOBEYING GOD.** 🗨️

STOP AND GO

Gather one piece of red and green construction paper. Line the children up on the opposite side of the room from you. Tell preschoolers when you hold up the green paper they will walk toward you, but when you hold up the red paper they must stop. Continue holding up the different papers until the preschoolers make it across the room. Play again and choose a child to hold up the different papers.

SAY 🗨️ In our game, green meant go and red meant what? (stop) Today we will learn that Adam and Eve did not follow God's plan, but that did not stop God. God had a good plan the whole time! Jesus came to earth as a man to live a sinless life, die on the cross, and rise again to rescue people from sin. 🗨️

3 TRANSITION TO LEARN

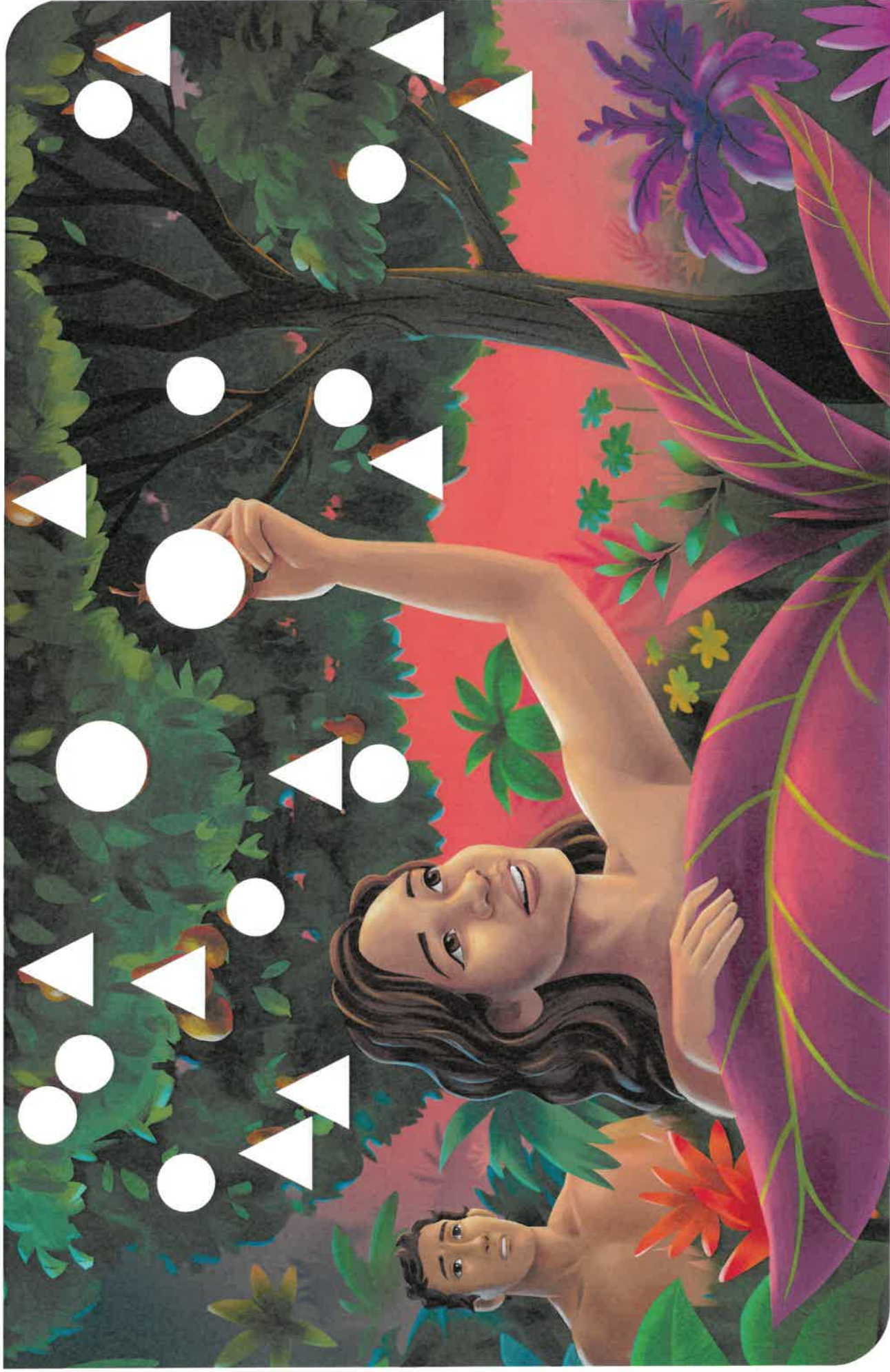
Gain preschoolers' attention by showing the countdown video, turning the lights off and on, or clapping a simple rhythm for children to copy. Invite preschoolers to pretend to eat as they transition to Learn.

Transition from **WELCOME** to **LEARN**



Color the Fruit

INSTRUCTIONS: Color the circle-shaped fruit blue and the triangle-shaped fruit red.



Games and Activities

Bubble snakes

You will need

- 1 x 500 ml water bottle
- 1 x sock
- 1 x rubber band
- scissors
- water
- Dish liquid
- (optional for better bubbles: Glycerine (found in the baking section at the supermarket))



Grown-up: Cut the water bottle in half. Keep the top end.

Place a sock over the cut part of the bottle and secure it with a rubber band.

Mix about 3 tablespoons of dish liquid with 8oz of water and optional 1 tablespoon of glycerine. (This mix can be made in advance and stored)

Put bubble mix into a dish or bowl. Dip the sock end of the bubble blower into the soapy water.

Blow into the other end. Keep blowing. You'll soon see a long snake of bubbles coming out the other end.

NOTE: The bubble mix is not safe to drink. Make sure your child is able and understands to blow and not inhale.

Jump Snake!

This jump rope game is great younger to help with fine motor skills.

For Snake, the rope stays on the ground. Have one person hold it at each end (or weigh one side down).

Wave the rope gently along the floor to look like a slithering snake.

The child should attempt to jump over it without touching the rope. Take turns being the jumper and the snake-mover.

Robot commands

This game is a twist on the classic 'Simon Says'. In our lesson, it will remind children that God did not make them into Robots but gave them free will.

Introduce the game by explaining how Robots always follow commands. When the grown-up says 'Robot,' the child must do what is said. If the instruction does not begin with 'Robot', the child must ignore the instruction.

To make it extra fun, say command in a Robotic voice. If a child is old enough, take it in turns being the Robot.