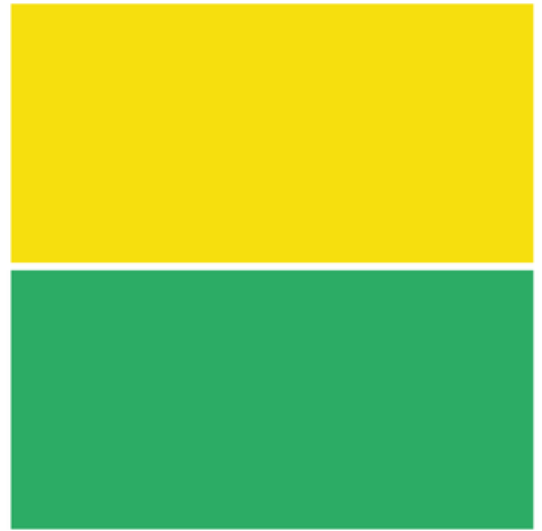
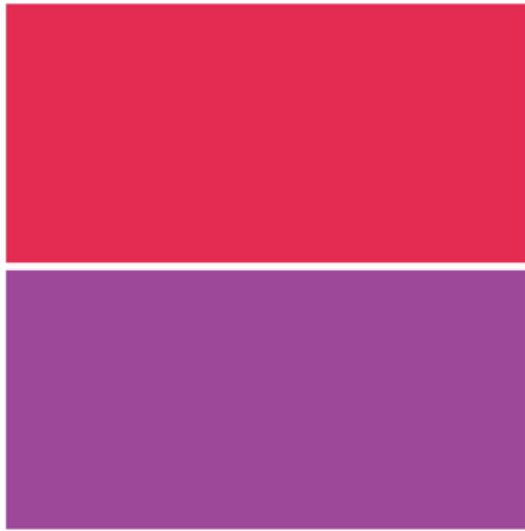




Captivating Kids for Christ!

## Module One: Teacher's Guide

### Creatively Teach 41 Bible Stories

From Creation through  
the Patriarchs



**TEACHER'S  
GUIDE  
INCLUDES  
10 PAGES OF  
GUIDANCE  
AND  
GAME  
INSTRUCTIONS**

**AGES 4-7**

For the word of God is living and active. Sharper than any double-edged sword, it penetrates even to dividing soul and spirit, joints and marrow; it judges the thoughts and attitudes of the heart.

Hebrews 4:12

**Teacher's Guide**  
**Scripture Lady's Hidden Objects:**  
**Genesis Module 1**

**Thank You for Your Purchase!**

I am so grateful that you've chosen this resource for your classroom, homeschool, or church. For nearly 30 years, I've been passionate about helping children discover God's amazing stories in Scripture. This product was created with one goal in mind: to make biblical literacy engaging, meaningful, and fun.

**Why This Matters**

Most Bible-based children's products focus on only a handful of stories, leaving many wonderful accounts unread and unstudied. In my experience, children should be introduced to a comprehensive range of Bible stories at developmentally appropriate levels. This is how real biblical literacy develops.

You'll notice this module includes stories you might not find in typical children's Bible curricula—stories like "Abram in Egypt," "Abram Rescues Lot," and "Jacob Leaves Laban's House." These accounts matter. They're in God's Word for a reason, and children deserve to know them.

### **What You're Getting**

This is Module One of a comprehensive Bible series designed for children ages 4–7. It spans from Creation through the Patriarchs (Abraham, Isaac, and Jacob) with 41 carefully selected stories from Genesis. Eventually, this series will provide complete biblical coverage so your students graduate from your classroom with true biblical literacy.

**Total content:** 145 pages (including Hidden Objects page, Bible Story page, and review card pages—some stories have 2 pages of cards)

### **How to Use This Product In Your Classroom**

Use these stories to complement your existing Bible curriculum. Add depth and variety to your lessons without recreating the wheel. Each story stands alone, so you can use them in any order that fits your teaching plan.

## **In Sunday School**

Need an extra engaging element for your Bible lesson? The Hidden Objects page works perfectly as an interactive activity while you teach the story. Then use the games with the review cards for reinforcement.

## **At Home**

Perfect for family devotions or homeschooling. Parents and children can work through one story together each week, or use multiple stories for deeper study during specific Bible units.

## **How the Hidden Objects Work**

You may remember the "Hidden Pictures" puzzles from your own childhood—those magical moments when you'd find all the hidden objects cleverly tucked into a larger picture. That's the foundation of this product.

Each Bible story in this module comes with beautiful, artistic illustrations that hide common objects based directly on the text of Scripture. Most objects come from nouns in the New King James Version (NKJV) Bible. For example, in the story of Noah (Genesis 6–8), the Scripture mentions "man," "earth," and "heart"—so your

children search for these three objects hidden in the artwork.

Some stories include objects based on verbs as well. In Enoch's story (Genesis 5:22), the Scripture says "Enoch walked with God," so children search for feet as a representation of "walked."

This connection between the hidden objects and Scripture text is intentional. As children find each object, they're actively engaging with God's Word.

### **What Each Story Contains**

#### **Page 1: The Hidden Objects Page**

A beautifully illustrated scene from the Bible story with 4–10 common objects hidden throughout. Children search carefully, building observation skills while discovering key elements of the story. This page is perfect for:

- Individual or group activities
- Quiet time engagement
- Building anticipation before you tell the story
- Fine-motor skill development (searching, pointing, circling)

#### **Page 2: The Read-a-Bible-Story Page**

The Bible account told in child-friendly language

using the very objects your children searched for on Page 1. All text is based on the NKJV, so children hear God's actual words, just explained at their level.

### **Page 3: Object Review Cards**

Simple, colorful cards featuring all the objects from that story. After printing and cutting them out, you have an interactive review tool. Suggested title cards are included for the back of each card set, so you can mix and match stories if you wish.

### **Review Card Games**

Your children learn best when they interact with the material in multiple ways. Use these games to reinforce each story and build lasting biblical knowledge.

#### **For Ages 4–5**

**Game 1: Story Detective** Tell the story again, but skip one important detail. Ask: "What did I forget to tell you about?" Children point to the card that shows the missing element. This game keeps young children engaged in active listening.

**Game 2: I Spy Bible Style** Describe one card without naming it: "I spy something that shows

what God gave us to eat" or "I spy something that happened in the morning." Children point to the correct card. Let them take turns being the "I Spy" person—they love this!

**Game 3: Matching Pairs Memory** If you make two copies of the cards, turn them facedown and play a classic memory game. Children flip two cards, trying to find matches while you talk about what each card represents. Even with one set of cards, you can simplify by laying 3–4 cards faceup, letting children memorize their positions, then flipping them back.

**Game 4: What Comes Next?** Lay out 3–5 cards in random order. Ask: "Which happened FIRST in the story?" Children point to it. Remove it and ask: "What happened NEXT?" Continue until the sequence is complete. This builds story comprehension and sequencing skills.

**Game 5: Act It Out** Show one card and ask: "Can you show me with your body what this card tells us about?" If the card shows "running," children run in place. If it shows "sleeping," they pretend to sleep. Combine multiple cards: "Show me what happened when [character] did [action]." Movement makes learning stick!

## **For Ages 6–7**

**Game 1: Tell Me the Story** Lay out all cards faceup in the order events happened in the story. Ask one child to tell the story using the cards as a guide—they point to each card in order while telling what happened. Then ask another child to do the same. Finally, you tell it together as a group. This reinforces sequence, vocabulary, and story comprehension. Children realize they're building a complete narrative from the visual clues.

**Game 2: Why Did It Happen?** Point to individual cards and ask deeper questions: "Why was this important to the story?" or "What happened because of this?" Example: If the card shows "water," ask: "Why did the water matter in this story?" Children explain the connections, moving beyond surface-level facts.

**Game 3: What's Missing?** Lay out all cards. Let children study them for 10–15 seconds, then hide one card. Ask: "Which card is missing?" Children guess by describing or naming it. Reveal the card and discuss why it was important to the story.

**Game 4: Character Detective** Ask questions about the character(s) in the story using cards as clues:

- "What did [character] do in this story?" (point to relevant cards)
- "Why do you think [character] made that choice?"
- "What did [character] learn?"

Children use cards to support their answers, thinking like readers and thinkers.

**Game 5: Which Story Is It?** Mix review cards from TWO different stories and lay them out randomly. Ask: "Which cards belong to the [First Story] story? Which belong to the [Second Story] story?" Children sort the cards into two piles. This requires them to remember details from two stories and compare/contrast them—a big cognitive leap!

### **Putting It All Together**

Here's a simple 3-part lesson structure:

1. Engage (5–10 min): Show the Hidden Objects page. Let children search for the objects together or individually.
2. Learn (5–10 min): Read the Bible story page together, discussing what the objects represent.
3. Review (5–10 min): Choose one of the games above to reinforce the story.

You can adjust timing based on your age group and setting. Some weeks, you might spend longer on the search. Other weeks, you might focus on the games.

**Teacher's Tip:** Mix and match stories based on your curriculum, holidays, or thematic units. January studying creation? Use "God Creates the World." Teaching about obedience? Try "Abraham is Promised a Son" or "Abraham and Isaac (The Test)."

### **Bible Story List: Genesis Module 1**

1. God Creates the World (Genesis 1–2)
2. Adam and Eve Sin (Genesis 3)
3. Cain and Abel Give Offerings to God (Genesis 4)
4. Cain Kills His Brother Abel (Genesis 4)
5. Enoch Walks with God (Genesis 5)
6. Noah and the Ark (Genesis 6)
7. God Floods the Earth (Genesis 7)
8. The Dove and the Olive Branch (Genesis 8)
9. God's Promise with Creation (Genesis 8–9)
10. The Tower of Babel (Genesis 11)
11. God Calls Abram (Genesis 12)
12. Abram in Egypt (Genesis 12)
13. Abram and Lot Separate (Genesis 13)
14. Abram Rescues Lot (Genesis 14)
15. Abram and Melchizedek (Genesis 14)
16. God's Covenant with Abram (Genesis 15)

17. Hagar and Ishmael (Genesis 16)
18. Abraham is Promised a Son (Genesis 17)
19. Abraham and the City of Sodom (Genesis 18)
20. Sarah Laughs at God's Promise (Genesis 18)
21. Lot's Wife Turns to Salt (Genesis 19)
22. Isaac is Born (Genesis 21)
23. Hagar and Ishmael are Sent Away (Genesis 21)
24. Abraham and Isaac (The Test) (Genesis 22)
25. Isaac Marries Rebekah (Genesis 24)
26. Rebekah Has Twin Boys (Genesis 25)
27. Esau Sells His Birthright (Genesis 25)
28. Isaac Digs Wells (Genesis 26)
29. Jacob Tricks Isaac (Genesis 27)
30. Jacob Escapes Esau (Genesis 27)
31. Jacob's Dream (Genesis 28)
32. Jacob Meets Rachel (Genesis 29)
33. Jacob Marries Leah and Rachel (Genesis 29)
34. Jacob Has 12 Sons (Genesis 29–30)
35. Jacob Leaves Laban's House (Genesis 31)
36. Jacob Prays for God's Favor (Genesis 32)
37. Jacob Wrestles with God (Genesis 32)
38. Jacob Meets Esau (Genesis 33)
39. Sister Dinah is Hurt (Genesis 34)
40. Jacob Gets a New Name (Genesis 35)
41. Rachel Gives Birth to Benjamin (Genesis 35)

Enjoy these stories with your children. May they grow in their love of God's Word and their knowledge of His character.

— The Scripture Lady