

Noah's Ark Charades

Materials:

- Pattern is on the catechist portal; print on card stock and cut ahead of time

This activity will be a version of charades. But the big difference will be that the students are encouraged to make the animal's noise.

Remind the students that God told Noah to find two of every kind of animal to put on the ark, so they are going to play a game where they will try to identify different animals. Choose a volunteer to pick a card. Without showing the class the card, he will act out the animal on the card and can even make the noises. When another student guesses the animal, he raises his hand and names the animal. If he is correct, he gets the next turn. Some cards also cover concepts learned about in the lesson. They are as follows:

- The person who offered thanks to God. (Noah)
- The animal that went to find land. (dove)
- The promise God put in the sky to never again flood the earth. (rainbow)
- The sacrament through which we first receive God's grace. (Baptism)
- The Person who told Noah to build the ark. (God)
- The large boat that Noah was told to build. (ark)

Play as long as time allows or until each student gets a turn.