



Language & Creation Handout

Session Theme: Language

Activity: Pictionary

Scripture Story: *Genesis 1:1-13; 2:18-20*

Video Clip: Akeelah and the Bee

Genesis 1

1 In the beginning when God created the heavens and the earth, 2 the earth was a formless void and darkness covered the face of the deep, while a wind from God swept over the face of the waters. 3 Then God said, "Let there be light"; and there was light. 4 And God saw that the light was good; and God called the light Day, and the darkness he called Night. 5 God separated the light from the darkness and there was evening and there was morning, the first day. 6 And God said, "Let there be a dome in the midst of the waters, and let it separate the waters from the waters." 7 So God made the dome and separated the waters that were under the dome from the waters that were above the dome. And it was so. 8 God called the dome Sky. And there was evening and there was morning, the second day. 9 And God said, "Let the waters under the sky be gathered together into one place, and let the dry land appear." And it was so. 10 God called the dry land Earth, and the waters that were gathered together he called Seas. And God saw that it was good. 11 Then God said, "Let the earth put forth vegetation: plants yielding seed, and fruit trees of every kind on earth that bear fruit with the seed in it." And it was so. 12 The earth brought forth vegetation: plants yielding seed of every kind, and trees of every kind bearing fruit with the seed in it. And God saw that it was good. 13 And there was evening and there was morning, the third day.

Genesis 2

18 Then the Lord God said, "It is not good that the man should be alone; I will make him a helper as his partner." 19 So out of the ground the Lord God formed every animal of the field and every bird of the air, and brought them to the man to see what he would call them; and whatever Adam called every living creature, that was its name. 20 The man gave names to all cattle, and to the birds of the air, and to every animal of the field.

NOTES

- Language is the naming of things
- In this story what purpose does the naming of things serve?