



strengthening
our home
and family

Deseret Book®

Family Home Evening Materials

Theme: Noah

Packet #050307

5 tips for successful Family Home Evenings

- 1. Pray.** Pray about the needs of your family as you consider topics for home evenings, and pray as you prepare.
- 2. Prioritize.** Make Family Home Evening a priority; learn to say no to other activities.
- 3. Involvement.** Involve everyone in the family; help little children take part.
- 4. Commitment.** Be committed and be consistent. Set a designated time and stick to it. Holding Family Home Evening on a weekly basis takes dedication and planning on the part of all family members.
- 5. Relax** and enjoy it. The most important thing your children will remember is the spirit they feel in your family home evenings and activities. Be sure the atmosphere is one of love, understanding, and enjoyment.

Noah

Thought:

Just as the prophets of the Old Testament guided the covenant people through generations of ancient times, so do our prophets guide us during our mortal journey in these latter days. We welcome the opportunity to heed these watchmen on the tower, for we know that in following their counsel, we are following the Lord.

(Gary J. Coleman, "Lessons from the Old Testament: Watchmen of the Lord," *Ensign*, Sep 2006, 64–67)

Song:

"Follow the Prophet," *Children's Songbook*, p. 110, verse 3.

Scripture:

And Noah did according unto all that the LORD commanded him.

(Genesis 7:5)

Lesson:

Display pictures of four or five prophets such as Isaiah, Samuel the Lamanite, Lehi, Moses, and Noah. Ask which one told the people to repent, and live the commandments or they would be punished. (All of them.) Ask which prophet told the people to repent or they would be destroyed by a flood. (Noah.) Tell the family that these prophets were very spiritual men. They loved the Savior and tried to help the people learn about him. Sometimes the people listened to what the prophet said and repented, and sometimes they did not. When a prophet said something would happen, it happened. Heavenly Father helped them to know about future events. This is called revelation.

Discussion: What does a prophet do? (He receives messages from Heavenly Father.)

Who can be a prophet? (A man who has lived righteously, obeyed Heavenly Father's commandments, holds the Melchizedek Priesthood, and is called of God.)

Why does Heavenly Father want us to have prophets? (Following the prophet will help us choose the right, will make us happy, will help us to follow the Savior, etc.)

Who is our prophet today? (Show the Church President's picture.) What has he asked us to do? (Read the Book of Mormon, obey our parents, etc.) Why would Heavenly Father want us to do these things? (Answers will vary.)

Tell the family that when we hear a prophet speak to us it's as though Heavenly Father is speaking to us. If we obey the words of a prophet, we will find happiness in all that we do and we will be able to follow Jesus.

(adapted from Beth Lefgren and Jennifer Jackson, *Sharing Time, Family Time, Anytime*, [Salt Lake City: Bookcraft, 1992], p. 20-21.)

Story:

Noah was a just man who loved God. For 120 years he tried to teach the gospel to the people who lived on the earth. He warned them, "Repent of your sins and be baptized in the name of Jesus Christ, and you shall receive the Holy Ghost. If you do not do this, the floods will come."

But the people were violent and full of anger and wickedness. They wouldn't listen to Noah.

Finally, God told Noah to build a great ship called an ark. He told Noah to build it out of gopher wood. It was to be 450 feet long, 76 feet wide, and 45 feet tall.

Noah went to work and built the ark. When he had finished, God told him exactly what to put inside it. Of all the clean beasts, he told Noah to take seven males and seven females. Of the unclean beasts, he told Noah to take two males and two females. He told Noah to put food in the ark for all the animals and for his family, and seeds to plant after the Flood. Noah did all that Heavenly Father commanded. Then Noah, his wife, his sons—who were named Shem, Ham, and Japheth—and his sons' wives all moved into the ark.

It began to rain. It rained for forty days and forty nights. The water covered the ground and then the houses and the trees. Then it covered the mountains. The people who had scoffed at Noah and refused to repent were drowned.

After the rains stopped, Noah and his family floated on the great sea while the water slowly went down. After 150 days, the ark finally came to rest on the mountain of Ararat. Noah waited forty more days. Then he opened a window and sent out a dove. The dove could find no place to land, and it came back to the ark.

After seven more days, Noah again sent out the dove. It returned again, but this time it had an olive leaf in its mouth. The sight of the leaf filled Noah and his family with hope.

Noah waited seven more days, then sent the dove out again. This time it never returned. It had found a place to live! After more than a year, the day finally came when Noah opened the door and his family and the animals left the ark.

To thank God for being saved, Noah built an altar and offered sacrifices. In return, God made a promise to Noah. This promise is called a covenant. God said, “The waters shall never again come to destroy all living things. As a token of this promise, I will place a rainbow in the sky.”

After leaving the ark, Noah farmed the earth and made a home for his family. Children were born, and the earth was filled again with living things.

(Sherrie Johnson, *Bible Treasury for LDS Children*, [Salt Lake City: Deseret Book, 1999], p. 12.)

Activity:

Seat everyone in a circle with someone standing in the center of the circle. This person will be the “zookeeper.”

The zookeeper points to someone, calls out the name of an animal and counts to ten. The person pointed to must make the sound of the animal before the zookeeper reaches ten; otherwise, he trades places with the zookeeper. If the person makes the sound of the animal before the zookeeper reaches ten, the zookeeper points to someone else and calls out the name of another animal.

Select someone to be an impartial judge to decide if the sounds made are close enough to the correct animal sounds.

If the person pointed to doesn't know the proper sound, the zookeeper must demonstrate it before trading places with the person who made the mistake.

(George and Jeane Chipman, *Games! Games! Games!*, [Salt Lake City: Shadow Mountain, 1983], p. 64.)

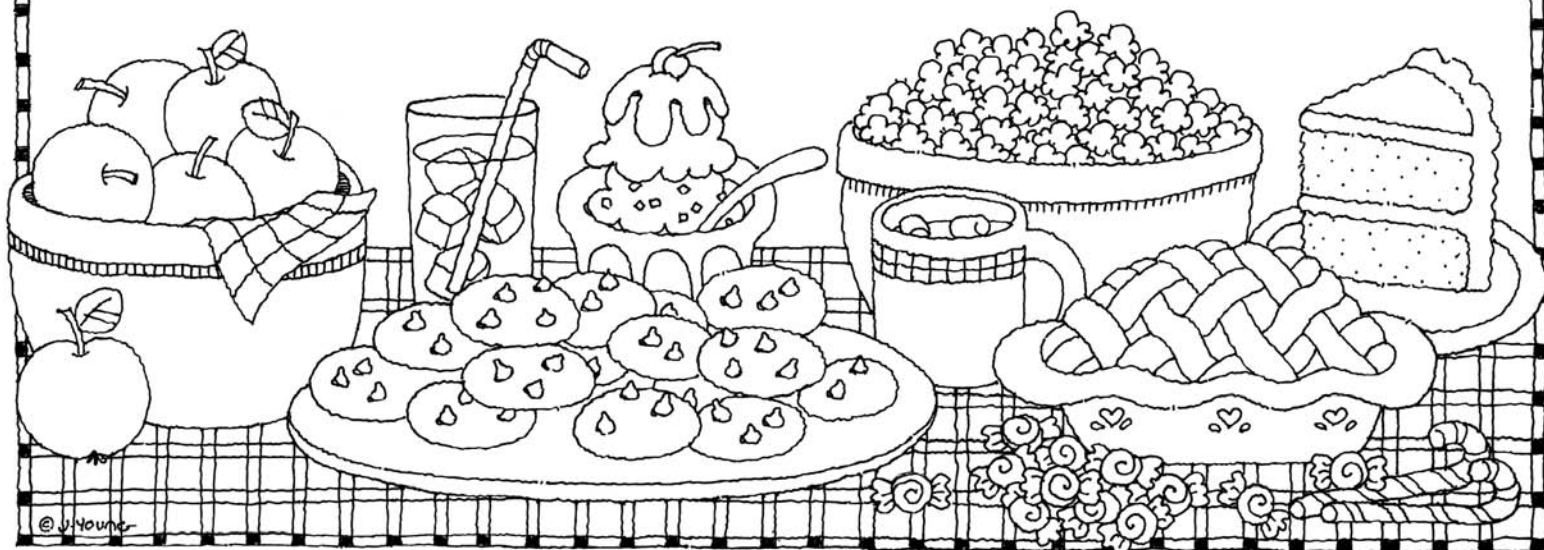
Refreshment

Buttermilk Pie

- 1 1/2 cups sugar
- 1 cup buttermilk
- 1/2 cup Bisquick
- 1/3 cup margarine or butter, melted
- 1 teaspoon vanilla
- 3 eggs

Grease pie tin. Mix all ingredients and pour into pie tin. Bake at 350 degrees for about 30 minutes, or until knife inserted in center comes out clean. Cool five minutes. Serve warm or cold with fresh fruit or caramel sauce and whipped cream.

(Lion House Classics, [Salt Lake City: Shadow Mountain, 2004] p. 116.)



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