

When finished with activities, return all necessary items to bag and place in the hallway for pick-up.

Program B-2

Pharaoh's Dreams

Genesis 40:1-23/41:1-40
Joseph Series: Lesson #4

Bible Verse: God has filled you with abilities. Exodus 35:35
God cares for you. 1 Peter 5:7
Always be kind to each other. 1 Thessalonians 5:15
He will love and bless you. Deut. 7:13

Bible Story for children:

Focus: God gives us all special abilities and we are special to Him just the way he made us.

Prop Ideas: Bring colorful sheets or shirts. Pretend that the king is putting a royal robe on you just like he did for Joseph.

A gold chain and a ring like the king put on Joseph's neck and finger.

SAMPLE STORY

Joseph was being faithful to God in prison even though he had done nothing wrong. Soon he was put in charge of all the prisoners. There were two special prisoners that Joseph was in charge of: the baker and cupbearer. They were helpers of the pharaoh (the king), and had been put in prison when he became angry with them. They both had a strange dream they wanted to understand. God helped Joseph understand the meaning of these dreams. Joseph asked the cupbearer if he would tell the pharaoh about him and help him get out of prison. He told Joseph he would help him, but when the man got out of prison he forgot all about Joseph.

Two years later, the pharaoh (king) of Egypt had a strange dream. It was about seven skinny cows eating seven fat cows. Pharaoh wanted to know what his dream meant. The cupbearer remembered that Joseph had told him the meaning of his dream while he was in prison. Maybe he could help the pharaoh. Pharaoh sent for Joseph and told him about the dream. Joseph said that the seven fat cows meant there would be seven years that Egypt would grow wonderful crops and have lots of food. But the seven skinny cows meant that the seven years following, there would be a terrible famine and nothing would grow and there would be no food at all.

Pharaoh trusted Joseph and he dressed him in royal robes, placed a gold chain around his neck and gave him a ring from his own finger. The Pharaoh put Joseph in charge of the king's whole palace and told him that all the people would obey his orders. God gave Joseph the special ability to tell people what their dreams meant. Joseph used his special ability to help other people and God helped him by making him a ruler in Egypt.

FYI

First Session Classes will be:

Playing Leap the Nile

Coloring “Joseph Explains Pharaoh’s Dreams” Page

Making Egyptian Headbands

Eating Dreamy Corn

Cow Puppet

Materials: Copy of cow head and legs

Glue

Paper bag

Crayons

Do: Cut out the pieces of the cow. (Teachers can do this quickly if you are short on time) Glue the head of the cow to the bottom of the bag. Then glue the four legs to the sides of the paper bag, two on each side. Let the children color black or brown spots of their cows or they may decorate them the way they choose.

Talk About: Today our story was about a king who had a strange dream about cows. Have you ever had a dream that you remember when you wake-up? Let the children share. Make sure you tell them that most dreams don’t mean anything at all, but that the king’s dream was a very important dream and he needed to know what it meant.

Find the Cow – Card game

Materials: Copy of animal cards cut apart

Do: Turn all the cards face down. Have the children take turns turning over one card at a time to find the cow card. If a child turns over a card that is not the cow card, he turns it back over and the next child takes a turn. The child that finds the cow card wins. You can reward this child by letting him be the first to start the next game.

Talk About: Joseph’s special ability was to tell people what their dreams meant. What are some of your special abilities? You might have a special ability like singing, or drawing, or helping others.

Animal Charades

Materials: Copy of animal cards cut apart (same as find the cow game)

1 Paper bag

Do: Let the children take turns drawing a card out of the bag and have the children try and guess what the other children are acting out. If one child doesn't want to act out an animal by himself or herself, let them choose a friend to help them. Keep playing as long as the children are interested. You can come up with new animals and keep the game going as long as you choose.