



S1.Patriarchs, Joseph & Moses: Joseph Interprets Dreams

Genesis 41:9-42

Multi-age One-Room Sunday School Lesson Plans

Supplies: **1st Activity:** Blindfolds; Cones. **2nd Activity:** 4 cups and 4 plates per team (each team should have @ least 5 people on it); a rope to mark the line teams need to stand behind; 1 foam ball per team. **3rd activity:** 1 long table, 2 plates per team; 1 can of cheese spray per team

OPENING PRAYER

TELL

- For the opening question, I'm going to ask you a question and then we'll go around the circle and say our names and then give our answer to the question.
- I'll ask the question and then I'll answer first, ok?
- Opening question: *In the story we're reading today, we learn that Egypt is going to have a famine for 7 long years. A famine is when there's very little food. What's the longest you've ever gone without eating?*

GO AROUND THE CIRCLE

TELL

- During this Session (Patriarchs, Joseph and Moses), we've been talking and learning about Abraham, Isaac, Jacob, Joseph and Moses.
- These 5 individuals had a lot to do with the beginning of who we call the Israelites.
- By learning the stories of these 5 individuals, we are also getting the chance to learn and see how the relationship between the Israelites and God starts, struggles, and matures.
- All of these stories that we're hearing and talking about in this Session are from the Old Testament. This means these things happened well before Jesus was born. Between 1600 to 2000 years before Jesus was born. This means some of these stories are 4000 years old!
- Last week we heard and talked about Joseph, the son of Jacob, who was the son of Isaac, who was the son of Abraham.
- Joseph, as you may remember, told on his brothers, had dreams where everyone bowed to him and was his father's favorite son, out of 12 sons. All these things made the other sons dislike Joseph. So they sold Joseph into slavery.
- While in slavery in Egypt, Joseph ended up in prison. In today's story, we learn how Joseph gets out of prison and becomes a really important person in Egypt. We'll hear about someone named, "Pharaoh," in the story. Pharaoh is the Egyptian title for "King." He's the guy in charge of the whole country.

READ Genesis 41:9-42

9 The head cupbearer then spoke up and said to Pharaoh, "I just now remembered something - I'm sorry, I should have told you this long ago. **10** Once when Pharaoh got angry with his servants, he locked me and the head baker in the house of the captain of the guard. **11** We both had dreams on the same night, each dream with its own meaning. **12** It so happened that there was a young Hebrew slave there with us;

he belonged to the captain of the guard. We told him our dreams and he interpreted them for us, each dream separately. **13** Things turned out just as he interpreted. I was returned to my position and the head baker was killed." **14** Pharaoh at once sent for Joseph. They brought him on the run from the jail cell. He cut his hair, put on clean clothes, and came to Pharaoh. **15** "I dreamed a dream," Pharaoh told Joseph. "Nobody can interpret it. But I've heard that just by hearing a dream you can interpret it." **16** Joseph answered, "Not I, but God. God will set Pharaoh's mind at ease."

17 Then Pharaoh said to Joseph, "In my dream I was standing on the bank of the Nile. **18** Seven cows, shimmering with health, came up out of the river and grazed on the marsh grass. **19** On their heels seven more cows, all skin and bones, came up. I've never seen uglier cows anywhere in Egypt. **20** Then the seven skinny, ugly cows ate up the first seven healthy cows. **21** But you couldn't tell by looking - after eating them up they were just as skinny and ugly as before. Then I woke up. **22** "In my second dream I saw seven ears of grain, full-bodied and lush, growing out of a single stalk, **23** and right behind them, seven other ears, shriveled, thin, and dried out by the east wind. **24** And the thin ears swallowed up the full ears. I've told all this to the magicians but they can't figure it out." **25** Joseph said to Pharaoh, "Pharaoh's two dreams both mean the same thing. God is telling Pharaoh what he is going to do. **26** The seven healthy cows are seven years and the seven healthy ears of grain are seven years - they're the same dream. **27** The seven sick and ugly cows that followed them up are seven years and the seven scrawny ears of grain dried out by the east wind are the same - seven years of famine. **28** "The meaning is what I said earlier: God is letting Pharaoh in on what he is going to do. **29** Seven years of plenty are on their way throughout Egypt. **30** But on their heels will come seven years of famine, leaving no trace of the Egyptian plenty. As the country is emptied by famine, **31** there won't be even a scrap left of the previous plenty - the famine will be total. **32** The fact that Pharaoh dreamed the same dream twice emphasizes God's determination to do this and do it soon.

33 "This means Pharaoh will want to look for a wise and experienced man and put him in charge of the country. **34** Then Pharaoh needs to appoint managers throughout the country of Egypt to organize it during the years of plenty. **35** Their job will be to collect all the food produced in the good years ahead and stockpile the grain under Pharaoh's authority, storing it in the towns for food. **36** This grain will be held back to be used later during the seven years of famine that are coming on Egypt. This way the country won't be devastated by the famine."

37 This seemed like a good idea to Pharaoh and his officials. **38** Then Pharaoh said to his officials, "Isn't this the man we need? Are we going to find anyone else who has God's spirit in him like this?" **39** So Pharaoh said to Joseph, "You're the man for us. God has given you the inside story - no one is as qualified as you in experience and wisdom. **40** From now on, you are in charge of my affairs; all my people will report to you. Only as king will I be over you." **41** So Pharaoh commissioned Joseph: "I'm putting you in charge of the entire country of Egypt." **42** Then Pharaoh removed his signet ring from his finger and slipped it on Joseph's hand. He outfitted him in robes of the best linen and put a gold chain around his neck.

ASK

- What does Pharaoh summon Joseph to do? (interpret his two dreams)
- Who did Joseph say could interpret dreams? (Joseph says God is the one who interprets dreams)

- What did Pharaoh dream about? (7 healthy cows being eaten by 7 scrawny cows; 7 healthy ears of corn being eaten by 7 dried out ears of corn)
- What did Joseph tell Pharaoh the dreams were about? (7 plentiful years in the land being followed by 7 years of famine [which means the crops don't grow, often caused by drought/no rain])
- What did Joseph also tell Pharaoh? (how to prepare for the famine)
- Who did Pharaoh pick to be the person in charge of preparing for the famine? (Pharaoh picked Joseph)

TELL

- So, the first thing to notice is that unlike last week's story, God is mentioned in this week's story.
- Joseph is clear to point out that God is in charge, not he, Joseph.
- And Pharaoh chooses Joseph because he thinks God favors Joseph, and if God favors Joseph who is in charge of Egypt, then God would favor Egypt too. That's pretty clever thinking on Pharaoh's part, but it is still quite the turn of events for Joseph – to go from an enslaved prisoner to the second most powerful person in the most powerful country in the world.
- So what's also interesting is to note how God helps and how God doesn't help.
- God doesn't free Joseph from slavery or from prison. God also doesn't stop the famine from happening for Pharaoh/Egypt.
- However, what God DOES do is give Pharaoh the dreams and give Joseph the understanding of the dreams.
- What this story reminds us about God is that God does not remove hard or challenging situations from our lives.
- But, if we pay attention to God, what God DOES do is show us how to move through the hard and challenging situations.
- With that understanding in mind, we're going to do some relay/obstacle course activities today where the obstacles are not removed, but often someone is there to help us move through it all.

EXPLAIN 1st Activity – Airport Game

WHAT YOU NEED: Blindfolds; Cones

- You'll notice that I've setup a "runway," which is an open space about 20 yards long and 6 to 8 feet wide.
- I've marked it off using cones.
- I need one volunteer who will be the pilot.
- The pilot will stand at the beginning of the runway and will be blindfolded.
- I will need another volunteer who will be the air-traffic controller. The air-traffic controller will stand at the far end of the runway and will help land the pilot land.
- The pilot can move, but can't see. The air-traffic controller can see but can't move.
- Everyone takes off their shoes and throws them on to the runway, creating an obstacle course.
- The pilot must then walk the runway with his/her arms outstretched like wings on a plane, being guided by the controller's voice.
- If the pilot crashes (by stepping on someone's shoes), then s/he must start over, however, since it's a busy airport, another pilot/airplane will be trying to land and will join the other pilot in landing.
- Every time a plane crashes, that pilot must go back and another pilot/airplane joins to come in for a landing.

- For every two pilots, we'll add another air-traffic controller. (So when the third pilot joins to come in for a landing, then a second controller is added. When the 5th pilot adds on, then a 3rd controlled is added, etc).
- A pilot safely lands by navigating through the obstacle course and reaching their air-traffic controller.

DO Airport Game

EXPLAIN ACTIVITY #2: Cup Stack/Knock Down Relay

What you need: 4 cups and 4 plates per team; a rope to mark the line teams need to stand behind; 1 foam ball per team

- We're going to get into teams with the same amount of people in them. Each team must have at least 5 people in it. (So you'll have to do some math to figure out how many teams and how many people on each team in order to get even teams)
- This is a relay race.
- How it works is that the first person in the team, runs to where the plates and cups are (about 20 feet away), and stacks the 4 cups and plates.
- The way you stack the cups and plates is like this: You start with a cup, open part down on the floor, then you put a plate on top of the cup. Then you put another cup, open part down, on top of that plate, then you put a plate on top of that cup. Do that until you run out of cups and plates.
- Then you run back to your relay team and slap hands with the next person in line.
- Next person in line runs to the cup and plate tower and knocks it down and then restacks it, then runs back to the team, tags the next person in line and that person does the same thing.
- Repeat this pattern until everyone in the team has gone.
- First team that's done, wins.
- There is, however, one more component to the game.
- Each team is now receiving a foam ball.
- The person on each team who is waiting for their team member to finish stacking, may, if they wish, throw their ball at one of the other team's tower.
- If you hit and knock down that tower, then the person who had built that tower on that team must GO BACK and rebuild it.
- However, whether you hit the tower or not, the person behind you must go and retrieve the ball before you can run to the cups and plates and build your own tower.
- Each person on the team may only throw the ball once.
- Any questions?
- On your mark, get set, go!

NOTE: If you don't have enough students to make teams with 5 or more, then change the game to a timed activity: Give them 3 minutes – whichever team stacks the most, wins.

DO Cup Stack/Knock down Activity

EXPLAIN 3rd Activity – Leaning Tower of Cheeza Relay

What you need: 1 long table, 2 plates per team; 1 can of cheese spray per team

- At one end of the room, I have a long table with plates, crackers and cans of spray cheese.
- Now, we're going to get into teams of 4 or more (NOTE: teams do not need to be balanced, but you can keep same teams from last activity if you want)
- Object of this game is to build the tallest cheese and cracker tower in 3 minutes.
- The way that you'll do this is by relay.
- First person on your team runs to the table, takes a cracker, puts cheese on top of the cracker and runs back to the team.
- First person slaps hands with second person;
- Second person runs to the table, puts a cracker on top of the cheese and put cheese on top of the cracker, then runs back to the team and slaps hand with the third person.
- This pattern continues until time runs out.
- Again, tallest tower wins.
- Any questions?
- On your mark, get set, GO!

DO Leaning Tower of Cheeza Relay

TELL

- In all three of these activities today, there were challenges and obstacles that you had to figure out the best way to move through and around.
- And in these activities, there was some learning, right? You had to figure out the best way to deal with the obstacles. And maybe one of the ways you figured this out was by watching or talking to your teammates.
- In the story, Joseph doesn't have human teammates to watch or talk to, but he does have God.
- The Good News for today is that when we pay attention to God, God, like a helpful teammate, will show us how to navigate the situations and obstacles in front of us, just like God did for Joseph.

CLOSING PRAYER