

Cows and Corn Matching Game

Materials

- ☐ Game cards (following pages)

Instructions

Print and cut out one or more sets of game cards, depending on how many students or teams are playing and how long the game should last.

Lay the cards out face down. Players take turns flipping over two cards at a time. If the cards match, keep them and take another turn. If the cards don't match, turn them back over and allow the next player to take a turn. Cards with a picture of Joseph count as a wild card and can be matched with any other card. When no more matches can be made, have players count up the pairs of cards they collected to determine a winner.

Option 1: Divide the class into teams. Lay several sets of cards out on the floor or stick them up on the wall. Have each team work together to match pairs of cards.

Option 2: Have each student or teams of two race each other or against the clock to match pairs of cards.

Suggested Discussion

Pharaoh's dreams were really strange, weren't they? But these dreams were actually a warning from God. And God knew that Pharaoh would need Joseph to explain them.

- ? Did Joseph think he was special because he could explain dreams? *No.*
- ? Who gave Joseph the ability to explain dreams? *God.*

Yes. God gave Joseph this ability. And Joseph gave God the credit. He told Pharaoh that it was God who was telling him what these dreams meant.

God gives us all different abilities—things we can do really well. But we need to remember to thank God for helping us in everything we do because we couldn't do anything without Him.



