

Lesson 46

God Blesses Joseph

God blessed Joseph in Potiphar's house and in prison.

Studying God's Word

Don't forget! Review the Optional Supplements and determine where you can use them.

Introduction

Slide #3

Refer to Lesson 45 Theme Poster. In the last lesson, we studied one of Jacob's twelve sons. Who was it? Joseph.

Yes. Joseph was the first son of Jacob's favorite wife, Rachel. Jacob loved Joseph more than his older brothers, the sons of Leah and the two servants. What did Jacob give Joseph that made his brothers jealous? A coat of many colors.

This coat was a special garment that normally would have been given to the firstborn son, but Joseph was the eleventh son!

Then Joseph had two dreams about his family. In one dream, his brothers' sheaves of grain bowed to his sheaf. In the other dream, the sun, moon, and stars bowed to him. What did his father and brothers think these dreams meant? They would one day bow down to him. Joseph would rule over them.

Refer to the Genesis . These dreams made his brothers even more angry and jealous. They eventually acted on their evil thoughts by violently throwing Joseph into a deep pit. They decided not to kill him but to sell him to slave traders. The traders bought Joseph and took him to Egypt, where he was sold to an officer of Pharaoh named Potiphar. Joseph went from being a much-loved, favorite son to a slave in a land far from home.

Joseph in Potiphar's House

Pass out the Class Notes (PDF) to the students.

Have any of you visited another country where the people speak a different language, or have you met someone from another country? Show of hands.

Visiting another country is interesting because you get to see how other people live, work, eat, and play. If you've met someone from another country, he or she might have talked or done things differently than you do.

Now think about Joseph's life in the land of Canaan compared to life in Egypt. What are some things that were probably different? Allow discussion. Mention things like language, religion, customs, way of life, jobs, etc.

Egypt was a leading country with a powerful king called Pharaoh. Egypt had cities, palaces, ships, farming, trading, and fishing on the Nile River. Egypt's civilization was very different from Joseph's nomadic way of life in Canaan. His family lived in tents and moved around to find grass and water for their flocks.

Joseph worshipped the one true God, who made a covenant with his father Jacob, his grandfather Isaac, and his great-grandfather Abraham. Egyptians worshipped many false gods including the sun, various animals, and even their Pharaoh.

Slide #4

Slide #5

Show pictures of ancient Egypt, if you brought some, to go with the facts below. Here are some other interesting facts about ancient Egypt that you may not know:

Pyramids were built as tombs for pharaohs and their families

Egyptians invented scripts for writing, sort of like an alphabet, including a picture script called hieroglyphics

Egyptian men and women wore makeup

Egyptians used papyrus paper, pens, locks, keys, and even toothpaste

Cats were considered a sacred animal, and many families kept pet cats for good luck

Egyptians believed in more than 2,000 gods and goddesses

Have face cards cut out and in a container ready to pass out.

Today we're going to talk about Joseph's life in Egypt. Joseph went through a lot of ups and downs—some happy times and some not so happy. So as we learn about what happened, we're going to use some face cards to help us think about what each person was feeling. I want you to draw one face card out of this container. You can look at it, but keep it a secret until it's time to put it on the board. You'll have to listen carefully so you'll know when to use your face card. Pass the container around and have each student draw one card, look at it, then keep it secret from others. There are 14 cards. For a smaller class, have students choose more than one card. For a larger class, have students double up to share one card. Have tape or poster putty available.

Slide #6

It would be hard for Joseph to get used to all these new things in Egypt, but Joseph didn't sulk or feel sorry for himself. He set to work doing his best for his master Potiphar, and God was with him. Attach the name strips of Joseph and Potiphar to the board or wall with tape or poster putty.

Have name strips cut out and ready to place on the board.

Who has a face card that shows how Joseph was happy to do his best at his new job? Have one student attach a "Happy" face to the board under Joseph's name.

Genesis 39:1–4

Slide #7

Slide #8

Let's read about his time with Potiphar. Who will read Genesis 39:1–4?

Assign readers.

In verse 2, who was with Joseph? The Lord.

What did God do to help Joseph in Potiphar's house? He made him succeed and find favor with Potiphar.

Slide #9

Some slaves were sent to work in the fields, but Joseph became a house slave, probably because he was educated. Potiphar liked Joseph and recognized that he was being blessed because of Joseph, so he gave him a special position. What was it? Look in verse 4. Overseer of his house. Overseer: a person who directs the work of other people to get a job done. God blessed Potiphar's household because Joseph was there. And that led to Joseph's promotion to overseer. Potiphar trusted Joseph so much that he didn't worry about anything. Who has a face card that shows trust? Bring that up please.

Have one student attach "Trusting" face to the board under Potiphar's name.
Slide #10

Potiphar put Joseph in charge of his servants to make sure all the work in the house and in the fields got done right. That was a big responsibility! Joseph probably also managed Potiphar's farmland, cared for his animals, and kept written records. Joseph didn't know it, but God was training him for an even bigger position in the future.

Even though Joseph was a slave in Egypt, God watched over him. He placed Joseph in the house of Potiphar, an important official in Pharaoh's court. God blessed Joseph and made him and Potiphar prosper. But things were about to change.

Slide #11

Refer to the Lesson Theme Posters. The Bible tells us that Joseph was handsome, and it wasn't too long before Potiphar's wife noticed this. See her looking at Joseph here in the Lesson Theme Posters? She was an ungodly woman, and she wanted Joseph to act like a husband to her, even though she was already married!

Slide #12

Attach the name strip for Potiphar's Wife to the board. Who has the "In love" face? Bring that up and put it on the board now. Have one student attach "In love" face to the board under Potiphar's Wife.

Joseph understood that it would be a sin to be with his master's wife, so he refused to even be near her. But this evil woman was persistent. She kept trying to get Joseph alone with her—day after day! Joseph reminded her that she was married and that what she wanted to do was a sin against God. One day when everyone else was out of the house, she grabbed on to Joseph's clothes and insisted he stay with her. Realizing that she wouldn't listen to anything he said, Joseph ran away from her, leaving his garment behind. He knew he had to get out of there—fast!

Let's add the "Oh no!" card under Joseph's name. Who has that one? Have one student attach the "Oh no!" face to the board under Joseph's name. Well, it made Potiphar's wife really mad that Joseph rejected her and ran off. Who has an "angry" face? Have one student attach the "Angry" face to the board under Potiphar's Wife.

She was so angry that she screamed and called for the other servants to come. She lied and said that Joseph attacked her and then fled when she screamed. When Potiphar came home, she repeated the same lie to him. How do you think that made Potiphar feel? Allow guesses. Potiphar was furious! Who has another “angry” face to put under his name? Have one student attach the “Angry” face to the board under Potiphar’s name.

Genesis 39:20

Slide #13

Will someone read Genesis 39:20 to tell us what Potiphar did? Assign a reader.

So, what did Potiphar do to punish Joseph? Put him in prison.

Yes. This wasn’t a normal prison though. Who was kept in this prison? The king’s prisoners.

That’s right. Joseph could have been killed because of the lies Potiphar’s wife told, but he was put in a prison for the king’s prisoners. Maybe Potiphar knew what his wife was like, so he spared Joseph’s life.

Slide #14

Slide #15

Let’s go to our Class Notes (PDF) now. Who will read #1 and tell us the name of Joseph’s master? Choose a reader. Potiphar. Have students complete #1.

Who will read #2 about Joseph’s job in Potiphar’s household? Choose a reader. Overseer. Complete #2.

And #3? What did Joseph do when Potiphar’s wife grabbed him? Choose a reader. Ran away. Complete #3.

And who will read #4 and answer what happened to Joseph next? Choose a reader. Prison. Complete #4.

Joseph in Prison

Slide #16

This must have been a low point for Joseph. Who has a “sad” face card? Have one student attach the “Sad” face to the board under Joseph.

Just when it looked like things were going his way and God was blessing him, he was thrown into prison—when he did the RIGHT thing! It didn’t seem fair that he was being punished for refusing to sin with Potiphar’s wife. But God had a plan for Joseph, even in prison.

Genesis 39:21–23

Slide #17

Slide #18

Who will read Genesis 39:21–23? Assign a reader.

Who was with Joseph in prison? The Lord.

And who did God give Joseph favor with? The keeper of the prison.

Slide #19

Attach the name strip for the Jailer on the board. Yes! We'll call the keeper of the prison a jailer. And God caused the jailer to be kind to Joseph. What did he do for Joseph? He put Joseph in charge of all the prisoners.

Just as God blessed Joseph under Potiphar, God blessed Joseph under the jailer. The jailer trusted Joseph just like Potiphar had done.

Who has a "trusting" face card? Let's put that under the jailer. Have one student attach the "Trusting" face to the board under the Jailer.

After some time, Pharaoh got angry with two of his officials: the chief cupbearer and the chief baker. The cupbearer poured and served Pharaoh's drinks. Attach the name strips for the Cupbearer and Baker on the board.

Possibly, Pharaoh suspected that his cupbearer and baker were involved in a plot against him. Because they had access to his food and drink, Pharaoh wanted to find out who was guilty. He threw them into the prison where Joseph was in charge.

One day when Joseph checked on the two men, he noticed they were sad. Who has a "sad" face for each of these men? Bring them up, please. Have two students attach the "Sad" faces to the board under the Cupbearer and Baker.

They told him they had both had strange dreams and thought they must be important. But they didn't know what the dreams meant. Joseph asked to hear their dreams because he knew God could tell him the meaning.

The cupbearer dreamed about a vine with three branches that grew blossoms and then clusters of ripe grapes. He squeezed the grapes into Pharaoh's cup and gave it to Pharaoh. God helped Joseph understand that this was a dream about the future. The three branches meant three days, and then Pharaoh would forgive the cupbearer and give him back his job of serving drinks. Joseph asked the cupbearer to remember him when he got out of prison and to help him get out.

Things sounded pretty good for the cupbearer, didn't they? He was probably relieved. Let's put a "happy" face card up for him. Have one student attach the "Happy" face to the board under the Cupbearer.

The baker shared his dream next. He had three baskets on his head, but birds came and ate the baked goods out of the top basket. Joseph understood that the three baskets were also three days, but Pharaoh would be angry with the baker and hang him.

Oh no! I'm sure that wasn't what the baker wanted to hear. Who has an "oh no!" face card for him? Have one student attach the "Oh no!" face to the board under the Baker.

Genesis 40:20-23

Slide #20

Slide #21

So did their dreams happen as Joseph said? Who will read Genesis 40:20–23? Assign readers.

What special event happened on the third day after the two officials had their dreams? Pharaoh's birthday.

At his birthday feast, what did Pharaoh do to the chief cupbearer? He restored him to his position.

So, the cupbearer got his job back, serving Pharaoh again. But what happened to the baker? Pharaoh hanged him.

Wow! The dreams that the two men had, which Joseph interpreted for them, happened exactly as God told Joseph. You'd think that would impress the cupbearer, and he would tell Pharaoh about Joseph.

But what did the cupbearer do in verse 23? He forgot about Joseph.

Can you believe it? The cupbearer forgot about Joseph! God gave Joseph the ability to tell these two men the meanings of their dreams, and it looked like the cupbearer might be able to get Joseph out of prison. But he didn't, did he? Joseph faced another disappointment.

Slide #22

Who has a "disappointed" face card? Let's put it under Joseph's name. Have one student attach the "Disappointed" face to the board under Joseph.

Slide #23

Slide #24

Let's finish our Class Notes (PDF). Who will read #5? Choose a reader. Keeper. Have students complete #5.

Who will read #6 and tell us who Pharaoh threw into prison? Choose a reader. Cupbearer. Baker. Complete #6.

And #7? This is a big word for the meaning of the dreams. Choose a reader. Interpretation. Complete #7.

And finally, who was with Joseph in Potiphar's house and in prison, accomplishing his perfect plan? Choose a reader. God. Complete #8.

Slide #25

Joseph was a righteous man. He worked hard as a slave, he refused to sin, and he trusted God when he was alone in a strange land. But Joseph had a lot of ups and downs in his life. Refer to the face cards on the board.

At the time, Joseph probably didn't understand why all these things were happening to him. But how did Joseph handle it? Did he get mad at God? Did he say, "I'm going to escape on my own"? Allow discussion.

Who has a "trusting" face card? Let's put that up now under Joseph. Have one student attach the "Trusting" face to the board under Joseph.

God was with Joseph through everything that happened. Joseph trusted God through all of it even though it wasn't until later that he finally saw what God was doing. God is sovereign. He had a plan for Joseph's life, and God was in control of everything.

Application

Slide #26

Refer to the Lesson Theme Posters. Joseph had many things change for him in this lesson. He was sold to Potiphar, but he earned his trust and became the overseer of everything Potiphar owned. God blessed Joseph in everything he did. But Potiphar's wife lied about him to her husband, and Potiphar threw Joseph into prison. But God was with Joseph. He made the jailer show favor to Joseph and put him in charge of other prisoners. When Pharaoh's cupbearer and baker were thrown into prison, they both had a dream. Joseph, with his gift from God, interpreted their dreams, and events happened just as he'd said. Joseph hoped the cupbearer would help him get out of prison, but the cupbearer forgot him. God was in control of everything that happened to Joseph, but Joseph had to trust God in some difficult places, like prison.

Joseph made a tough decision to obey God rather than please Potiphar's wife. He refused to sin even though he knew she could get him in trouble. No one was there to see if Joseph sinned, so why did he choose to run away? He feared God.

Joseph told Potiphar's wife that he couldn't sin against God. We will face temptation to sin, too. We may think that no one will see or find out. But who sees and knows everything we do because he is omniscient? God.

Pass out the [Student Take Home Sheet \(PDF\)](#) and remind students to practice the memory verse this week.

What are some sins we may think no one will find out? Sinful thoughts, wrong attitudes, lying, talking about people behind their back, watching bad TV, movies, or things online, etc.

Sin always has consequences. God knows what we think and do, and nothing is hidden from him. Like Joseph, we should avoid sin because we know it grieves the Lord. If you are trapped in sin, you can confess it to God today, and he will forgive you and give you the strength to resist temptation.

Lesson Review

We encourage you to play a lesson review game.

Board Game

Teams will answer questions and make their way to the finish on the Game Board.

Materials

Review Questions

Game Board (provided in the Teacher Kit)

Dice, numbered cards, or spinner

Buttons or other small items as game pieces for each team

Instructions

Print one copy of the Review Questions for your use. Divide the class into teams.

Team members will take turns answering the review questions. If they answer correctly, they will roll the dice, spin, or draw a numbered card and move that number of spaces on the Game Board. Follow the directions on the spaces to move ahead, fall back, or switch places with another team. If someone does not know or does not answer correctly, he may ask his teammates for help. Alternate between teams as long as time permits, repeating questions if necessary. The first team to make it all the way to the Finish wins.

Box Toss

Students will answer review questions then toss the beanbag at the holes in the box to gain points for their team.

Materials

Review Questions
Medium-sized cardboard box
Scissors or knife
Four beanbags
Masking tape

Instructions

Print one copy of the Review Questions for your use. Use scissors or a knife to cut two or three holes in the bottom of the box. Make sure they are large enough for a beanbag to easily pass through. Label each hole with a point number: 5, 10, and 15. Use masking tape to make a tossing line several feet away from the box.

Divide the class into teams. Have the teams line up behind the line across from the box. Give each team two beanbags. Alternate asking each team a review question. Students who answer correctly will toss the beanbags at the target holes in the box to earn points for their team. If they answer incorrectly, they may toss the beanbags for fun without the points counting. Students will go to the end of the line after tossing the beanbags. Keep score for both teams. Continue play until all questions have been answered correctly and students have all had a chance to toss the beanbags.

Draw Dice

Teams will answer questions and complete a simple drawing to win. Who will finish their drawing first?

Materials

Review Questions
One drawing area for each team (paper, white board, etc.)

Pencils or white board markers
One die

Instructions

Print one copy of the Review Questions for your use. Divide the class into two teams. Give each team a sheet of paper and a pencil, or divide the white board in half. Draw a mouse on the board as an example.

Ask the first team a question from the lesson. If they answer correctly, have them roll the die.

To begin drawing their mouse, each team must wait until they get a six. They will then draw the mouse's body on their paper or the board. After they have drawn the body, as they give correct answers to the questions, they can continue to draw the other parts of the mouse according to the numbers they roll.



They can draw according to the numbers below:

- 6 = body
- 5 = nose
- 4 = whiskers
- 3 = eyes
- 2 = ears
- 1 = tail

Continue giving each team a turn to answer a question and roll the die. Repeat the questions as necessary. The first team to finish their mouse wins.

You may choose to draw a simple object from the lesson, such as a crown, an open Bible, a fish, etc. Be sure to assign numbers (as above) to each part of the object to be drawn before the game begins.

Four in a Row

Students will answer questions and add a marker for their team onto the grid. Which team will be the first to get four in a row?

Materials

Review Questions
Masking tape
Red and black paper circles or other markers for each team

Instructions

Print one copy of the Review Questions for your use. Use masking tape to make a 16-section grid on the floor. The grid should be four sections wide by four sections long. Each section should be equal in size. Use eight red circles and eight black circles cut from construction paper or other markers for the two teams.

Divide the students into two teams. Give each team eight markers. They will take turns answering the questions. If they answer correctly, they can put a marker in a square on the grid. The first team to get four markers in a row wins the game.

Goofy Golf

Hit the sock with the noodle? Teams must work together to answer the questions and putt to get a hole-in-one in this crazy golf game!

Materials

Review Questions
Swimming noodles or rolled up newspapers
Rolled up socks
Masking tape
Ten sheets of paper
Markers

Instructions

Print one copy of the Review Questions for your use. Use the markers to number sheets of paper 1–10 (use more or less depending on class size and time). Tape down the sheets of paper around the room in a random pattern to form a golf course. You may want to add chairs as obstacles in the path.

Divide the class into teams. Give each team a rolled up sock and a swimming noodle. Ask the first student a review question from the lesson. If he answers correctly, allow him to use the noodle to drive the rolled up sock toward the first sheet of paper labeled #1. Continue with the next team. Take turns allowing team members to answer questions and continue putting the socks along the course to each hole, continuing from where the last teammate left

off. The sock must touch or roll over the sheet of paper to consider it in the hole. The first team to reach the tenth hole wins.

Oh No

Not every roll of the dice will be good for the team. Answer the question, roll the dice, and be prepared to say, "Oh no!"

Materials

Review Questions
Two dice

Instructions

Print one copy of the Review Questions for your use. Divide the class into teams. Each team will take turns answering review questions. When a team answers correctly, have them roll the dice to determine their points. If a team does not answer correctly, give the answer and repeat the question later. Keep track of team scores.

Numbers aren't always a winner! If students roll:

2 or 3 that team gives 5 points away to the other team
4 or 5 that team takes 5 points from the other team
6–10 face value
11 subtract 10 points from the team score
12 double the team score

(Note: no team can have less than 0 points.)

Pick a Point

Answer the questions correctly to earn the right to pick a point.

Materials

Review Questions
Small paper strips
Cup or basket

Instructions

Print one copy of the Review Questions for your use. Write various numbers in increments of 5 or 10 on strips of paper to use as point cards. Put the point cards into the cup or basket. Divide students into teams of 4–5 students each. Have each team take turns answering a review question. After each correct answer, let a member of the team draw a point card from the cup.

The number of points on the cards will vary, so the score will have nothing to do with how skilled one team might be. Keep track of each team's points. If time allows, repeat the questions!

Toss for It

How many points? Toss for it! Students answer the questions and toss the beanbag to earn points for their team.

Materials

Review Questions

A deck of numbered cards, or numbers and "wild" written on index cards

One beanbag

Masking tape

Two baskets or containers for cards

Instructions

Print one copy of the Review Questions for your use. Place several rows of numbered cards facedown with a few inches between them to form a grid pattern (make sure to put several wild cards or Jokers down, too). Use the masking tape to make a tossing line several feet from the cards.

Divide students into teams and have them line up behind the tossing line. Ask the first student a review question. If he gives the correct answer, have him toss the beanbag onto a card. Turn the card over to reveal the points he receives for his team. Face cards or word cards are 10 points each. Wild or Jokers are also 10—plus another turn. All other cards are face value.

Have the student pick up his card and put it in the team's basket to be counted at the end of the game. Next team's turn. If a student gives an incorrect answer, he should go to the end of the line. Give the answer and repeat that question later. Continue taking turns until all the questions have been answered. Add more cards to the grid if necessary.

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