

Lesson 47

Joseph Rises to Power

Joseph interprets Pharaoh's dreams and becomes a ruler in Egypt.

Studying God's Word

Lesson Time

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

Have the students assemble in a circle away from the tables—either on the floor or in their chairs.

Bring your stuffed animal, Bible, Flip Chart, and any items you prepared for this lesson.

Prayer

This prayer time is designed to help the students begin to understand some simple concepts about prayer and to encourage them to pray.

We start our Bible lesson with prayer. Turn to the Prayer Page in the Flip Chart. Briefly review the different types of prayer presented there.

Today let's say prayers of thanksgiving and tell God thank you for something.

I'll start. Dear God, you are such a loving Father. I want to thank you for . . . (insert personal prayer here).

Pass a special stuffed animal—prayer bear—around the circle, giving all the students an opportunity to pray, or choose a volunteer to stand beside you and pray.

Very good! Now let's put our stuffed animal away, and we'll answer our Bible Truth questions.

I love you prayers—Adoration
I'm sorry prayers—Confession
I'm thankful prayers—Thanksgiving
Please prayers—Supplication

Bible Truths

These four questions will be repeated each week to help the students learn foundational truths.

What word means God will always keep his promises? Faithful.
Can we trust God only sometimes or all the time? All the time.
What word means God knows and sees everything we do? Omniscient.
What did Jesus come to save us from? The punishment of sin.

Bible Pass Around

Before Bible Pass Around, place a sticky note in your Bible to mark the first passage to be read.

We are going to start out today by looking into God's Word, the Bible. Hold up Bible. God's Word is true, and we can trust what it says. But where should we look? One of you will help me with that. We're going to play Bible Pass Around. Whoever ends up with the Bible must hold it very carefully until it is time to look in it. When it is time to read, you can bring it to me, and we'll open it to see what we are going to talk about today! Here's what we're going to do. I want everyone to count with me up to the number choose a number. (You may also choose to recite the books of the Bible, sing one of the lesson songs, or recite the memory verse as you do this activity.) We'll start right here. Hand the Bible to the first student. As we say each number (or word), you must carefully pass the Bible to the person beside you. Remember, we don't want to drop it or tear it. Then when we get to the last number (or word), whoever has the Bible will hold on to it until we are ready for it in our lesson. Are you ready? Let's begin. Begin the lesson when finished with Bible Pass Around.

K-1st Lesson continues next.

Pre-K Lesson

K-1st Lesson

Pre-K Lesson

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

Review

Hide all the [Dream Cards \(PDF\)](#) around the room before class begins.

Refer to Lesson 46 Flip Chart. In our last lesson, we learned that Joseph was a slave in Egypt. His master, Potiphar, put Joseph in charge of his whole household. Things seemed to be going well for Joseph, until . . .

Potiphar's wife got upset with Joseph and told lies about him. Potiphar was very angry. Where did he send Joseph? To prison.

That's right. Poor Joseph ended up in prison for something he didn't even do! But God was with Joseph, and Joseph was put in charge of the prisoners!

Then Joseph met two of Pharaoh's servants and explained their strange dreams.

Do you remember who these men were? The cupbearer and the baker.

Right. Today we're going to talk some more about dreams. This time Pharaoh, the king of Egypt, had two dreams that worried him. I've hidden some pictures from his dreams around the room. I need all of you to find

those pictures for me. When you find one picture, bring it back to your seat and hold it until it's time to show it to everyone. Are you ready? Go! Allow students to search for the [Dream Cards \(PDF\)](#) and bring them back to their seats. You may want to give clues for those students who have difficulty finding one.

Joseph Interprets Pharaoh's Dreams

Joseph was still in prison. But God was about to do something amazing for him.

Genesis 41:1–2

As you teach, refer often to the [Lesson Flip Chart \(PDF\)](#) to keep the children engaged.

Show the [Lesson Flip Chart \(PDF\)](#). It all started one night when God gave Pharaoh, the king, two scary dreams. Let's read about them. Who has the Bible? Please bring it up. Have the student bring the Bible and open it to the sticky note. Read Genesis 41:1–2.

Reread the verses as necessary so the students can hear the answers straight from God's Word!

Where was Pharaoh standing in his dream? By the Nile.

The Nile was a big river in Egypt. Then what happened? What did he see come out of the river first? Cows. Seven attractive and plump cows.

These cows looked healthy and fat. If you found a picture of a fat cow will you come up and show us? Have students come up front and show the "fat cow" [Dream Cards \(PDF\)](#). So Pharaoh saw fat cows come out of the river and start eating grass.

Genesis 41:3–4

Then, something else came out of the river in Pharaoh's dream. Listen to this. Read Genesis 41:3–4.

What came out of the river this time? More cows. Ugly and thin cows. These cows were ugly and skinny. Who found the pictures of the skinny cows? Bring those up now. Have students come up front and show the "skinny cow" [Dream Cards \(PDF\)](#).

So when these ugly, skinny cows came up out of the river, what did they do? Ate the fat cows.

They gobbled up all the fat cows! What a strange dream. Collect the cards and have students return to their seats.

In Pharaoh's second dream, he saw some plump, good grain growing. One kind of grain is corn. Did anyone find pictures of nice, good corn? Bring those up and show us. Have students come up front and show the "good corn" [Dream Cards \(PDF\)](#).

Suddenly in his dream, skinny grain grew up beside the fat, healthy grain. Who found pictures of skinny, yucky corn? Bring those up. Have students come up front and show their "skinny corn" [Dream Cards \(PDF\)](#).

Can you guess what the skinny heads of grain did to the good grain in Pharaoh's dream? Allow guesses.

They swallowed up the good grain! Collect the cards and have students return to their seats.

Wow! Skinny cows ate the fat cows, and then yucky grain gobbled up the good grain. Pharaoh was upset by these dreams. He wanted to know what they meant, but no one could explain the dreams to Pharaoh.

Refer to Lesson 46 Flip Chart. Remember the cupbearer who had a dream in the prison? Well, he remembered Joseph and told Pharaoh how Joseph had explained his dream when he was in prison.

“Go get Joseph!” Pharaoh commanded. It wasn’t long before Joseph was standing before Pharaoh. Pharaoh told Joseph his problem—that he couldn’t find anyone to tell him what his dreams meant. But he had heard that Joseph could.

Genesis 41:16

Joseph knew that he couldn’t understand dreams on his own. Listen to what he told Pharaoh. Read Genesis 41:16.

Joseph said someone would give Pharaoh an answer. Who was it? God.

Joseph knew God was the one who helped him explain dreams. He was humble and gave God the credit.

Refer to the Flip Chart. So Pharaoh told Joseph about his dreams. Joseph said that God was warning Pharaoh that something bad was going to happen soon. There were seven fat cows and seven good heads of grain in the dreams. That meant that there would be seven years when lots of grain would grow for food. But the seven skinny cows and yucky grain meant that there would be seven years of famine. That means there wouldn’t be enough food for everyone!

Joseph Becomes a Ruler

What do you think Pharaoh did when he heard this? Did he get angry and send Joseph back to prison? Allow guesses.

Pharaoh didn’t get angry. He listened to Joseph. Joseph said that Pharaoh should choose a wise man to be in charge of collecting food during the good years while grain was growing. They should save the grain in storehouses to use later when everyone needed food.

Pharaoh and all his servants thought Joseph’s plan was really smart. And Pharaoh chose Joseph to be in charge over all the land of Egypt!

Refer to the Flip Chart. Pharaoh even gave special gifts to Joseph: a ring, a gold chain, beautiful clothes, and a chariot to ride in!

Wow! In one day, Joseph got out of prison and became a powerful ruler in Egypt, and all the people would bow to him.

And who was in control of all these things that happened? God.

Joseph Prepares for the Famine

Now Joseph had a huge job to do. He had to get the whole country ready for the coming famine when they would need more food! And God would help him do it.

Refer to the Flip Chart. Joseph worked hard. In every city, he collected the grain that grew in the fields and saved it in storehouses for later. There was so much grain, they couldn't even keep track of it all!

Finally, the famine came just as God said. It was so bad that it spread to all the lands, and no one could grow their own food anymore. People got hungry, so Joseph opened the storehouses and sold grain to the Egyptians and to people from other countries so they would have food to eat.

Isn't this amazing? God had a plan all along. Joseph ended up in Egypt because God wanted him to be there. Now Joseph could help save many people. And Joseph knew God was the one who made it all happen.

Continue with the Lesson Review Game below.

K-1st Lesson

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

Review

Hide all the Dream Cards (PDF) around the room before class begins. Refer to Lesson 46 Flip Chart. In our last lesson, we learned that Joseph was a slave in Egypt. Who was Joseph's master? Potiphar.

Potiphar put Joseph in charge of his whole household. Things seemed to be going well for Joseph, until . . .

Potiphar's wife got upset with Joseph and told lies about him, which made Potiphar very angry. Where did he send Joseph? To prison.

Poor Joseph ended up in prison for something he didn't even do! But God was with Joseph, and Joseph was put in charge of the prisoners!

Then Joseph met two of Pharaoh's servants who had some strange dreams.

Do you remember who these men were? The cupbearer and the baker. What did God help Joseph do for them? He explained what their dreams meant.

Right. Today we're going to talk some more about dreams. This time Pharaoh, the king of Egypt, had two dreams that worried him. I've hidden

some pictures from his dreams around the room. I need all of you to find those pictures for me. When you find one picture, bring it back to your seat and hold it until it's time to show it to everyone. Are you ready? Go! Allow students to search for the [Dream Cards \(PDF\)](#) and bring them back to their seats. You may want to give clues for those students who have difficulty finding one.

Joseph Interprets Pharaoh's Dreams

When Joseph explained the cupbearer's dream in the prison, he knew the cupbearer would go back to his job. So Joseph asked the cupbearer to remember him and help him get out of prison, too.

As you teach, refer often to the [Lesson Flip Chart \(PDF\)](#) to keep the children engaged.

Did the cupbearer remember to tell Pharaoh about Joseph and get him out of prison? No. The cupbearer forgot about him.

The cupbearer forgot about Joseph. So Joseph had to stay in the prison for two more years! Joseph probably wondered what God was doing. But God was in control. He was waiting for the perfect time for the next part of his plan.

Show the [Lesson Flip Chart \(PDF\)](#). Then one night, it was time; God was about to do something amazing for Joseph. And it all started with two frightening dreams God gave to Pharaoh, the king of Egypt. Who has the Bible? Please bring it up. Have the student bring the Bible and open it to the sticky note.

Genesis 41:1–2

Listen to what Pharaoh dreamed about. Read Genesis 41:1–2.

Reread the verses as necessary so the students can hear the answers straight from God's Word!

Where was Pharaoh standing in his dream? By the Nile.

The Nile was a big river in Egypt. Then what happened? What did he see come out of the river first? Seven attractive and plump cows.

These cows looked healthy and fat. If you found a picture of a fat cow will you come up and show us? Have students come up front and show the "fat cow" [Dream Cards \(PDF\)](#). So Pharaoh saw healthy, fat cows come out of the river and start eating the grass.

Genesis 41:3–4

Then, something else came out of the river in Pharaoh's dream. Listen to this. Read Genesis 41:3–4.

What came out of the river this time? More cows. Ugly and thin cows. These cows were ugly and skinny. Who found the pictures of the skinny cows? Bring those up now. Have students come up front and show the "skinny cow" [Dream Cards \(PDF\)](#).

So when these ugly, skinny cows came up out of the river, what did they do? Ate the fat cows.

Yes. They gobbled up all the fat cows! But guess what? They stayed skinny! What a strange dream. Collect the cards and have students return to their seats.

In Pharaoh's second dream, he saw some plump, good grain growing. One kind of grain is corn. Did anyone find pictures of good corn? Bring those up and show us. Have students come up front and show the "good corn" [Dream Cards \(PDF\)](#).

Suddenly skinny grain grew up beside the good grain. Who found pictures of skinny, yucky corn? Bring those up. Have students come up front and show their "skinny corn" [Dream Cards \(PDF\)](#).

Can you guess what the skinny heads of grain did to the fat ones in Pharaoh's dream? Allow guesses.

They swallowed up the fat grain! Collect the cards and have students return to their seats.

Wow! Skinny cows ate the fat cows, and then yucky grain gobbled up the good grain. Pharaoh was upset by these dreams. He wanted to know what they meant. So he called for his wise men and told them about his dreams, but no one could explain their meanings to Pharaoh.

Refer to the Lesson 46 Flip Chart. But guess which one of Pharaoh's servants finally remembered Joseph? The cupbearer.

Right! The cupbearer told Pharaoh how Joseph had explained his dream in prison and how everything happened just as Joseph said it would.

"Go get Joseph!" Pharaoh commanded. So Pharaoh's servants ran to get Joseph out of prison. It wasn't long before Joseph was standing before Pharaoh. Pharaoh told Joseph his problem—that he couldn't find anyone to tell him what his dreams meant. But he had heard that Joseph could.

Genesis 41:16

Joseph knew that he could never understand dreams on his own. Listen to what he told Pharaoh. Read Genesis 41:16.

Joseph said someone would give Pharaoh an answer. Who was it? God.

Joseph knew God was the one who gave him the ability to explain dreams. He was humble and gave God the credit.

Refer to the Flip Chart. So Pharaoh told Joseph about his dreams. Joseph listened and said that God was warning Pharaoh that something was going to happen very soon. The seven fat cows and seven good heads of grain meant there would be plenty of food in Egypt for seven years. During these seven years, lots of grain would grow. But the seven skinny cows and seven yucky heads of grain meant that there would be seven years of famine.

What's a famine? A time when there isn't enough food and people go hungry.

A famine is when there isn't enough food to go around, and people can starve or even die.

Joseph Becomes a Ruler

So Joseph told Pharaoh the bad news about the coming famine. Then what do you think happened? Did Pharaoh get angry and send Joseph back to prison? Allow guesses.

Pharaoh didn't get angry. He listened to Joseph, and Joseph gave Pharaoh a plan. He said that Pharaoh should choose a wise man to be in charge of collecting food during the good years of farming. They should save the grain in storehouses to use later when everyone needed food.

Genesis 41:41–43

Pharaoh and all his servants thought Joseph's plan was really smart. Let's see what Pharaoh did next. Read Genesis 41:41–43.

What did Pharaoh say to Joseph? He set him over what? All the land of Egypt.

Pharaoh put Joseph in charge of the whole land of Egypt! He would be second in command. Only Pharaoh would be more powerful than Joseph.

What gifts did Pharaoh give Joseph to honor him? His signet ring, garments of fine linen, a gold chain, and a chariot.

Refer to the Flip Chart. Each of these gifts had a special meaning. The ring gave Joseph power to make laws and important decisions. The gold chain was given to honor Joseph for helping Pharaoh. Then Joseph was given a chariot. Only very important people rode in a chariot!

Wow! In one day, Joseph went from being a forgotten prisoner in filthy clothes to being the second most powerful ruler in Egypt, and all the people would bow to him.

And who was in control of all these things that happened? God.

Joseph Prepares for the Famine

Now Joseph had a huge job to do. He had to get the whole country ready for the coming famine! And God would help him do it.

Refer to the Flip Chart. Joseph worked hard. In every city, he collected the grain that grew in the fields and saved it in storehouses for later. There was so much grain, they couldn't even keep track of it all!

After seven years of gathering and saving food, the famine came just as God said it would. The famine was so bad that it spread to all the lands, and no one

could grow their own food anymore. People got hungry and needed help, so Joseph opened the storehouses and sold grain to the Egyptians and to people from other countries so they wouldn't go hungry.

Isn't this amazing? It was terrible how Joseph's brothers sold him as a slave. And we thought it was awful when he was put in prison. But God had a plan all along. Joseph ended up in Egypt because God wanted him to be there. Now Joseph could help save many people. But Joseph wasn't proud or boastful; he knew God was the one who made it all happen.

Continue with the Lesson Review Game.

Lesson Review

We all learn best with review and repetition! We encourage you to review the lesson with a lesson review game.

Basket Toss

Students give the correct answer and toss the beanbags to see how many points they can collect for their team. Each basket has greater points.

Materials

- Review Questions
- Two beanbags
- Three laundry baskets or boxes
- Masking tape

Instructions

Print one copy of the Review Questions for your use. Use masking tape to make a tossing line. Bring in three laundry baskets or boxes. Set the baskets in a line, making each one a little farther away from the tossing line. Label the baskets with 5, 10, and 25 points so the farther away it is the higher the score.

Divide the class into two or more teams depending on size. Have the teams line up at the tossing line. Take turns asking the first students in line from each team a review question. When a student answers correctly, he will have a chance to toss a beanbag into a basket then go to the end of the line. If the beanbag misses, there are no points scored. If someone does not answer correctly, he may ask his teammates for help. Keep track of the scores for each team on the board. Continue until all the questions have been answered. Repeat questions if necessary.

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.

Bible Baseball

Students will answer questions and run the bases!

Materials

Review Questions
Three chairs set out for bases
Optional: gift wrap tube and a large balloon

Instructions

Print one copy of the Review Questions for your use. Set out chairs as bases. Have the students line up by the home base area facing you (at the pitcher's mound). Each student up to "bat" will have a chance to answer a review question. If he can answer it correctly, let him run the bases. If he can't answer correctly, give the answer and ask him to go to the end of the line and try again.

You may want the students to sit on the chair at each base while they wait to run to the next base or have them run all the way around and return to the line. Repeat the questions until all the students have run around the bases.

For some added fun, you can use a gift wrap tube as a bat and toss a large balloon for students to hit after they answer each question.

Bowling

What do you do with extra water bottles and softballs? Go bowling, of course. Students will answer questions then bowl for points.

Materials

Review Questions
Six to ten empty water bottles
Softball or other small playground ball
Masking tape
Optional: dried corn or beans

Instructions

Print one copy of the Review Questions for your use. If available, pour a small amount of dried corn or beans into the bottom of each water bottle (to add weight) and tighten the lid. Set out the bottles on one end of the room. Use masking tape to form a "lane" from the bottles to where the students will line up across the room.

Divide students into teams. Have students line up. Ask the first student a review question. If he answers correctly, let him roll the ball down the lane toward the bottles. Each bottle that is knocked down is worth 1 point. A strike (knocking down all the bottles) is worth 20 points. Take turns asking questions of each team. If a student gives an incorrect answer or does not know the answer, he can ask his teammates for help. Keep track of scores.

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.

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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Bible Version

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