JOSEPH, A FORGIVING BROTHER (A.2.FALL.10)

<table>
<thead>
<tr>
<th>Biblical Reference</th>
<th>Genesis 42:1-45:15</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Verse</td>
<td>Genesis 45:5b</td>
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<tr>
<td>Key Concept</td>
<td>God sent Joseph to save lives.</td>
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| Educational Objectives | At the end of the class today, the children will be able to:  
  1. Learn the relationship between Joseph and his brothers at different times in history.  
  2. Tell the story of how Joseph saw something bad, and God turned into something good.  
  3. Recite one of the verses of the last four weeks. |

LIFE APPLICATION

Joseph's story helps us understand that although we cannot see the reasons why we go through difficult situations, God has everything under control. When Joseph's brothers came to Egypt, he had the privilege to 1) forgive them and 2) enrich their lives with the food he had stored for seven years. Also, Joseph's family received from the king of Egypt, land for their livestock and homes. Years later God brought him back to Canaan, all because Joseph was willing to serve. This week the children will think about how they can serve God and how to forgive others.

Possible Activities and Class Plan

<table>
<thead>
<tr>
<th>Activity</th>
<th>Materials</th>
<th>Time</th>
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<tbody>
<tr>
<td>Opening Prayer</td>
<td>Candle</td>
<td>1 minute</td>
</tr>
<tr>
<td>Craft</td>
<td>Sheets, crayons</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Bible Exploration</td>
<td>Illustration, bible</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Craft</td>
<td>Drawing, crayons</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Verse</td>
<td>Illustration</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Activity</td>
<td>Paper, crayons</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Closing Prayer</td>
<td>Candle</td>
<td>1 minute</td>
</tr>
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INSTRUCTIONS

Opening Prayer
Gather children around a candle and explain that we are entering into a special time with God. Encourage the children to hold their hands out in front of them palms up as a sign they are ready to receive what God has for them today. Light the candle
Prayer: God we light this candle remembering: you made light, you made us, and you are with us now. Amen
(For safety sake, you may wish to extinguish the candle after the prayer)

Craft: Add to booklets the illustration of stalks of wheat which is the symbol of the lesson. See illustration on the Introduction to quarter.

Bible Exploration: Use the board figures or illustrations to help them understand the story better. The focus today is that we can trust God's care, as Joseph did. Although it was many years before he understood the purpose God had for his life, Joseph came to see that every moment was ordained by God. This happens in our lives, too. Below is a picture that can be used throughout the story.

Craft: You can continue to do the mural that began last week and color illustrations attached. There are other options that you could do if there is time.

Verse: A stalk of wheat may be the "track" for today's verse. If you can bring a big wheat stem, show the children and let them repeat as often as necessary until they know it by heart.

Activity: There are illustrations of a "pyramid" to make a game that they will love. Follow the instructions suggested for the "pyramids". Make them in advance so they are ready to play with during the other part of this class. Help children learn to understand the game. This way they can play with each other.

Closing Prayer
Gather children around the candle again. Light the candle
Prayer: Thank you God for making us, Thank you God for making the world. Amen
Joseph said to his brothers:

"Go quickly to where my father, and say, 'Thus says your son Joseph, God hath made me lord of all Egypt. Come see me. No evenings" (Genesis 45:9)."
Illustration
Joseph's Brothers
GAME
PYRAMIDS

Materials: crayons scissors glue (rubber)

Preparation:
1. Color and trim the pyramids.
2. Double pyramids by broken lines.
3. Glue the "tabs" with points.

How to play:
1. Put the pyramids on a table or floor.
2. Circle one small pellet to hit the pyramids.
3. Count the points that were touched by the pellet.
4. Whoever has more points wins.