

# Joseph's Coat Games Workshop

*Card Game pintables to accompany lesson written by Beth Pascoe for First United Methodist Church, Ann Arbor, MI  
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Play a game that involves answering questions, singing, acting, drawing, and sculpting – a Cranium®/Trivial Pursuit type of game. Learn story details. [Note: 4th – 6th graders visited this workshop.]

## Preparing Game Card Directions:

- Four sets of colored cards with the letters J-O-S-E-P-H (one letter on each card, each letter is a different color, 6 colors needed) – Assumes a class size of approx. 12 kids
- Print and cut the attached question card sets, one set of colored cards with questions/activities for each game category. The colors correspond with those of the letters J-O-S-E-P-H. For example, the J card's might be printed on yellow cardstock. The question cards to “earn” a J would also be printed on yellow cardstock. (Some blank cards provided, to use if desired.)

## Game Play Rules:

- Divide the group up into 2 – 4 teams (ideally there will be 2-3 kids on each team). Have them move to their own space in the room.
- Explain that each team is trying to collect letter cards to spell JOSPEH. Display one of each card.
- Determine the order that the teams will go based on guessing numbers, drawing straws, birthdays closet to today's date (however you would like to do this). Be sure that there is a distinct order.
- Before starting the game, be sure to cover up the Key Bible Verse.
- Beginning with team #1, allow the team to choose which letter they would like to earn on their turn.
- There are 6 different types of activities. When a team completes an activity, the workshop leader hands the team the letter earned. The team should place the letter in front of their group and begin to spell “JOSEPH”. The first team to spell “Joseph” wins, though if there is time, continue playing until all teams have spelled “Joseph” Leave 5 minutes for the closing.
- The six different activities are:
  - J = Just the Facts
  - O = Open Ended Life Application Questions
  - S = Sculpting
  - E = Energy filled Drawing
  - P = Play the Part
  - H = Have-to-do-it
- The S and E and P activities are to be done by one team member while the other team member(s) try to guess what is being depicted. So show these cards (or read them quietly) to one designated member of the team.
- Cards that are marked with the words “ALL PLAY” indicate that all of the teams have a chance to earn that particular letter by completing the activity with their own team at the same time.

## Other game hints:

- When someone draws an “O” type question: explain that there are no right or wrong answers. The workshop leader will determine whether their answer earns a letter.
- Use every opportunity during game play to allow discussion that may occur from a particular question/answer.
- You may wish to set a time limit on how long students have to answer the questions by using the sand timer.

J

J

J

J

J

J

## **J's – Just the Facts**

In what book and chapter of the Bible is our story found?

(Genesis, Chapter 37 and part of 39)

## **J's – Just the Facts**

How many brothers and sisters did Joseph have?

(11 brothers, 1 sister)

## **J's – Just the Facts**

Why was Joseph having dreams about his brothers?

(God was sending Joseph a message through the dreams)

## **J's – Just the Facts**

Why were Joseph's brothers jealous of him?

(Joseph was Jacob's favorite son, he was always telling his father about the bad things his brothers did)

## **J's – Just the Facts**

Define jealousy.

(feeling unhappy because of another person's possessions or advantage)

## **J's – Just the Facts**

Give an example of how God was at work in Joseph's life.

(accept most answers – a few might be... Joseph's life was spared; God sent messages to Joseph through dreams; God helped Joseph to be successful in whatever he did)

O

O

O

O

O

O

## **O's – Open Ended**

Why do you think Reuben objected to the idea of his brothers killing Joseph?

## **O's – Open Ended**

Why do you think the brothers decided to sell Joseph instead of kill him?

## **O's – Open Ended**

How could Joseph and his father have helped their family feel happier?

## **O's – Open Ended**

Give an example of how God has worked in your life or the life of someone you know.

## **O's – Open Ended**

Tell about something that may cause family members today to be jealous of each other or angry with each other.

## **O's – Open Ended**

**S**

**S**

**S**

**S**

**S**

**S**

## **S's – Sculpting**

Sculpt: Joseph wearing his special coat.

## **S's – Sculpting**

Sculpt: The sun and moon and stars bowing down to Joseph's star.

## **S's – Sculpting**

Sculpt: The pit that Joseph was thrown into.

## **S's – Sculpting**

Sculpt: Joseph living in Egypt with Pharaoh.

## **S's – Sculpting**

Sculpt: Joseph's coat torn up by a "wild animal".

## **S's – Sculpting**





## **E's – Energy-filled Drawings**

Draw: The sun and moon and stars bowing down to Joseph's star.

## **E's – Energy-filled Drawings**

Draw: Joseph's brothers tearing off Joseph's special coat and throwing him into a pit.

## **E's – Energy-filled Drawings**

Draw: Joseph's brothers showing Jacob the torn coat and Jacob mourning the loss of Joseph.

## **E's – Energy-filled Drawings**

Draw: God "speaking" to Joseph in his dreams

## **E's – Energy-filled Drawings**

## **E's – Energy-filled Drawings**

**P**

**P**

**P**

**P**

**P**

**P**

## **P's – Play the Part**

Act out Joseph receiving his new, fancy coat from Jacob.

## **P's – Play the Part**

Act out Joseph's dream about the brother's bundles of wheat bowing to Joseph's bundle of wheat.

## **P's – Play the Part**

Act out Joseph's brothers plotting to get rid of Joseph.

## **P's – Play the Part**

Act out Joseph going to look for his brothers who were with the sheep.

## **P's – Play the Part**

Act out Joseph's brothers selling Joseph as a slave to the Ishmaelites.

## **P's – Play the Part**



## **H's – Have-to-do-it**

As you toss a bean bag to each team member, the team member holding the bean bag must say the next word in the key verse.

## **H's – Have-to-do-it**

Sing the key verse (using Amazing Grace or Joy to the World).

## **H's – Have-to-do-it**

Do the key verse in a rap.

## **H's – Have-to-do-it**

Arrange the scrambled word index cards in the proper order of the key verse.

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Arrange the scrambled word index cards in the proper order of the key verse.

## **H's – Have-to-do-it**