



GETTING READY

1. Opener/Closer

What You Need:

- Host
- Camping/hiking gear for the Host
- One Small Group Leader
- Poster board sign from the Bible story (for the Closer)

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter and exit the room
- SFX: Forest sounds

Large Group Visuals:

- Theme Slide
- Trust Slide
- Blank Bottom Line Slide
- Bottom Line Slide
- Game Images #1-7

Optional Videos (available for purchase through the 252 Media Package):

- Theme Loop
- Countdown (30- or 60-second version)
- Theme
- Theme Transition to Life App
- Life App Transition to Theme

2. Bible Story

What You Need:

- Storyteller
- Bible
- Poster board sign, with “God was with him” written on one side and “God is with you” written on the other side
- Table
- Prop box including:
 - Barbie® doll
 - Toy handcuffs (ideally that you can lock and unlock)
 - Bunch of grapes
 - Baguette

Large Group Visuals:

- One Big Story Intro (Video)
- Blank Bottom Line Slide
- Bottom Line Slide

What You Do:

- Put the supplies in a prop box that the Storyteller can bring out when he/she enters.

3. Worship

What You Need:

- Alive Again
- Real Love

Steel Bars

Bible Story: Steel Bars (Joseph in Jail) • *Genesis 40* (Supporting: *Genesis 39*)

Bottom Line: When life doesn't make sense, you can trust God is with you.

Memory Verse: *Trust in the LORD with all your heart. Do not depend on your own understanding.* Proverbs 3:5 (NirV)

Life App: Trust—Putting your confidence in someone you can depend on

Basic Truth: I can trust God no matter what.

Story: Communicating God's Truth in Engaging Ways (Large Group, 35 minutes)

Engage kids' hearts through a dynamic and interactive Bible story, worship, and prayer experience in a Large Group setting.

SFX: *Play high-energy music as kids enter.*

CG: *Theme Slide*

Optional Video (Media Package): *Theme Loop*

Host enters, wearing camping/hiking gear.

Optional Video (Media Package): *Countdown (30- or 60-second version)*

Optional Video (Media Package): *Theme*

Opener

HOST: "Hi, everyone! I'm [your name], and if this is your first time here, I know you'll be so glad you came. We have so much fun here at [your environment's name], and we're happy to have you with us!

(Pointing out your camping/hiking gear) "As you can tell, we're on a trek together. A trek is a fancy way of saying a journey or a hike. And this month, we're on an adventure in trust!

CG: *Trust Slide*

Optional Video (Media Package): *Theme Transition to Life App*

"Trust is putting your confidence in someone you can depend on.

CG: *Theme Slide*

Optional Video (Media Package): *Life App Transition to Theme*

"When you're on the trail, you have to trust that it will lead you where you need to go. You trust your hiking buddies to tell funny jokes and encourage you when you're feeling tired.

"And I was thinking . . . people aren't the only ones who go on a hike or a walk. Animals do, too! So I thought today we could play a game I like to call 'Walk Like a Forest Animal.' Trust me, it's a good one. Everybody stand up!

“Let me get one lucky Small Group Leader to be our guesser. Who’s an animal expert?”

Choose one Leader and bring her on stage.

(To audience) “All right. Great. We’ll put the name of an animal on the screen, and then all of you get to act like that animal. [Leader’s name] will only look at you, not the screen. She’ll try to guess the animal based on your actions. Remember, she’s trusting you to act it out so she can guess the answer!”

“Oh, and this will only work if you DON’T say the name of the animal when we put it on the screen, okay? Just act like the animal. You can squawk or roar or make whatever sound the animal makes. You just don’t want to say the animal’s name out loud. Cool? Cool.”

“First, let’s set the scene like we’re in the woods.”

SFX: Forest sounds

“Ahhhh . . . that’s nice.”

“Let’s put the first animal on the screen.”

CG: Game Image #1 (squirrel)

As you reveal the image, put your finger to your lips to remind the kids not to say the name of the animal.

“Wow—that was exciting! *(To the Leader)* [Leader’s name], do you have a guess?”

Let the Leader guess. Go through the other six animals in the same way.

CG: Game Image #2 (hawk)

CG: Game Image #3 (bear)

CG: Game Image #4 (praying mantis)

CG: Game Image #5 (trout)

CG: Game Image #6 (mosquito)

CG: Game Image #7 (sloth)

“Great job, everyone! Let’s give [Leader’s name] a big hand.”

Dismiss the Leader to her seat.

“I don’t think I’ve ever seen a sloth out on the trail. Mosquitos for sure, though. Let’s keep all that enthusiasm going and sing some songs together. Let’s worship God!”

Announcements

Use this as an example of what to say. Make it your own and help the kids feel welcomed. Then take a moment to share any/all announcements.

HOST: “I’m so excited to be here with all of you today and get a little crazy! If it’s your first time here, I want to welcome you and I would love to have a chance to meet you and get a high-five! Your group leaders are here almost every week... they’re pretty amazing. Here at Mission, we believe that this is a place for you and you belong here no matter who you are or what you believe. At the core of who we are as a church, we believe that **JESUS CHANGES EVERYTHING FOR EVERYONE!** “I have just a few announcements for you all today... Share any/all announcements.

“One of the things we do each week to help us focus on God is to sing... some of you will know the words to the songs, so we want you to shout and sing them out really loud. If you don’t know the words... they’ll be on the screen for you. Feel free to clap, jump, sing and shout along with us! The best part about this is the message of the song and how good God is! Let’s all stand up and sing together!”

Worship Leaders enter. Host exits

Worship Leaders enter as Host exits.

Worship

WORSHIP LEADER: “That’s right! I love it when we get to to sing and praise our super wonderful God together. Everybody get on your feet. Get ready to sing and worship Him with all you’ve got.

Storyteller enters carrying Prop Box as Worship Leaders exit.

VIDEO: One Big Story Intro

CG: Blank Bottom Line Slide

SETTING UP THE STORY

STORYTELLER: “Hi, everyone! Last week we looked at the story of a young man named Joseph. *(Hold up Bible.)* Actually, we looked at the **BEGINNING** of Joseph’s story. There’s a lot more that we’ll get into today!

“Let’s recap really quickly. Joseph was his father Jacob's favorite son. But Joseph’s older brothers became so jealous that they sold Joseph to some traders. They told their father that Joseph had been killed by an animal. The traders took Joseph all the way to Egypt. Joseph had to be a servant in the house of a man named Potiphar, who was the captain of Pharaoh's guard. Pharaoh was like the king of Egypt, and Potiphar had a really important job working for him.

POTIPHAR’S WIFE

STORYTELLER: “It wasn’t a great situation for Joseph to have to be a servant in Potiphar’s house. But still, Joseph knew something important. He knew that . . .

Hold up the “God was with him” sign.

“ . . . God was with him.

“In fact, God helped Joseph to do well in his job. Soon, Potiphar put Joseph in charge of everything he owned. Things were looking pretty good for Joseph—after all, Potiphar really trusted him.

“Things **WERE** good . . . until . . .

Hold up the Barbie doll from the prop box.

“ . . . Potiphar's wife started bothering Joseph. She was trying to make him do something wrong. Joseph wanted to *[Basic Truth]* make the wise choice. He knew he shouldn't do anything against Potiphar. But Potiphar's wife got angry when she couldn't get Joseph to do what she wanted him to. She told a lie and said that Joseph had done something terrible. Even though Joseph had done nothing wrong, he was put into prison.”

Put the Barbie doll back into the prop box. Hold up the handcuffs and lock them on your wrists.

IN THE BIG HOUSE

STORYTELLER: “Prison? Aw, MAN! What a bummer for Joseph! And he hadn't even done anything to deserve it.

“But still . . . who was with Joseph? *(Pause for response.)* That's right.

Hold up the “God was with him” sign.

“God was with him.

“It was just like when Joseph was in Potiphar's house; God helped him and gave him success. Before long, Joseph was in charge of all the prisoners and everything that happened in the jail. Wow!”

Unlock the handcuffs and put them back in the prop box.

TWO STRANGE DREAMS

STORYTELLER: “One day the jailer dragged in two prisoners: the king's baker and drink taster. The jailer put Joseph in charge of them. Both of the men had strange dreams that made them confused and sad. Joseph asked the men to tell him their dreams to see if he could help.

“First, the drink taster told Joseph about his dream. Listen to what he said.

Open the Bible to Genesis 40:9-11 (NirV) and read.

“In my dream I saw a vine in front of me. There were three branches on the vine. As soon as it budded, it flowered. And bunches of ripe grapes grew on it. Pharaoh's cup was in my hand. I took the grapes. I squeezed them into Pharaoh's cup. Then I put the cup in his hand.

Hold up the grapes from the prop box.

“God gave Joseph the meaning of the dream. Joseph told the drink taster that in three days, Pharaoh would let the man out of prison and give him his job back. Joseph asked the man to remember him and try to get him out of prison.

Put the grapes back in the prop box.

“Then the baker told Joseph about HIS dream. He said this.

Open the Bible to Genesis 40:16-17 (NirV) and read.

“There were three baskets of bread on my head. All kinds of baked goods for Pharaoh were in the top basket. But the birds were eating them out of the basket on my head.

Hold up the baguette from the prop box.

“God gave Joseph the meaning to the baker’s dream, too. Unfortunately, it wasn’t good news for the baker. The dream meant that Pharaoh was going to have the baker put to death.

Cringe as you break the baguette in half. Then put it back in the prop box.

“Three days later, on his birthday, Pharaoh called for both the drink taster and the baker. Just like Joseph had said, Pharaoh gave the drink taster his old job back . . . but the baker was put to death.”

WRAPPING UP THE STORY

STORYTELLER: “When Joseph heard that things happened just as he said they would, it was pretty clear that . . .

Hold up the “God was with him” sign.

“. . . God was with him.

“Joseph was really hoping the drink taster would remember him. Maybe it would be his big chance to get out of prison! It really seemed like things were going his way. But . . . *(sigh)* . . . the drink taster forgot all about him.

“If I were Joseph, I think I would have felt pretty confused. Probably disappointed, too. I mean, after EVERYTHING he had been through—after God had so clearly given him the wisdom to explain those two dreams—surely God was making a way to get him out of prison. Right? It just didn’t make sense that God had brought him through all of that for nothing.

“But still, even though things didn’t make a lot of sense for Joseph at the time, this never changed:

Hold up the “God was with him” sign.

“God was with him.

“Joseph still trusted that somehow, everything would make sense in the end. He knew that even if he couldn’t understand what was happening in that moment, he could [*Basic Truth*] trust God no matter what.

“Here’s what else is true.

Flip the sign around so the kids can see the “God is with you” side.

“God is with YOU.

“Even when bad things happen . . . even when things don’t seem to make sense . . . even when you can’t see the bigger picture . . . God is with you.

CG: Bottom Line Slide

[Bottom Line] “When life doesn’t make sense, you can trust God is with you.

(Point to the words on the sign.) “This is true. You can count on it. Life is full of ups and downs and things that we might not understand. But through it all, we can trust God and believe that He has a good plan.

“Let’s pray and ask God to help us trust Him.”

CG: Blank Bottom Line Slide

Pray

STORYTELLER: “God, it’s so cool to see how You were with Joseph through everything that happened to him. Thank You for showing us that You are always with US . . . even when life doesn’t seem to make sense. Please help us remember that You always have a good plan for us. Help us to trust You through all the ups and downs we face each day. We love You, and we pray these things in Jesus’ name, amen.”

Host enters as Storyteller exits.

Closer

HOST: “Sometimes bad things happen in our lives, even when we haven’t done anything to deserve it. I mean, think about everything that happened to Joseph! He was sold as a servant by his own brothers. Then he was taken to Egypt.

CG: Today’s Story Image

Optional: Place Today’s Story Image on your timeline.

“Then, when Joseph got to Egypt, he was thrown into jail for something he didn’t even do. It seemed like he finally had a chance to get out of prison when he told the meaning of those strange dreams . . . but still, nothing happened. The drink taster forgot all about him.

“It’s easy for us to start to wonder sometimes why God would let bad things happen to us. I mean, if God was really with Joseph, shouldn’t only GOOD things have happened to him?”

CG: Timeline

“The truth is that sometimes bad things DO happen to us. Think about what happened with Jesus. God let His only Son feel pain—more pain than we could ever imagine. And Jesus didn’t do anything wrong his whole life! But God was with Jesus, He was with Joseph, and He is with you.

CG: Blank Bottom Line Slide

“God didn’t promise us that things wouldn’t be hard sometimes, but He HAS promised this.

Hold up the sign so the kids can see the “God is with you” side.

“He is with you. He will ALWAYS be with you—even when things are really hard.

“Remember this.

CG: Bottom Line Slide

[Bottom Line] “When life doesn’t make sense, you can trust God is with you.

“When bad things happen, we might feel like we can’t trust God. But that’s when we should trust God the most. Because what doesn’t make sense to us DOES make sense to God. He knows everything. He loves us. He’s not going to let us go through the bad times alone.

“In Small Group you’ll talk some more about how you can trust God in the tough times. I know you’ll have some great ideas!”

Dismiss kids to their small groups.

SFX: Play high-energy music as the kids exit.

CG: Theme Slide

Optional Video (Media Package): Theme Loop