



TODAY'S SUGGESTED SCHEDULE

TODAY'S BIBLE STORY

Change the World
Joseph and the
Plan to Save Egypt
Genesis 40–41

TODAY'S BOTTOM LINE

You can use what God gave
you to solve problems.

MONTHLY MEMORY VERSE

"We are God's creation.
He created us to belong
to Christ Jesus. Now we can
do good works. Long ago
God prepared these works
for us to do."
Ephesians 2:10, NIV

MONTHLY VIRTUE

Creativity—Using your
imagination to do
something new

BASIC TRUTH

I need to make the wise choice.

PRELUDE: Setting the tone for the experience

See the **Getting Ready** pages at the end of this document for a detailed description of what you'll need for today. In the **Prelude** folder of your curriculum, you'll find a variety of other resources to help you prepare.

SMALL GROUP

15
MIN

SOCIAL: Providing time for fun interaction

Early Arriver
Opening Activity

LARGE GROUP

35
MIN

STORY: Communicating God's truth in engaging ways **WORSHIP: Inviting people to respond to God**

Welcome/Opener
Worship ("All the Things" from Little Praise Party: Out of This World, and "Who You Say I Am" from Who You Say I Am single)
Bible Story
Bottom Line
Prayer
Closer

SMALL GROUP

25
MIN

GROUPS: Creating a safe place to connect

Bible Story Review: Joseph Illustrated (*k–1st grade*),
Paper Chain Review (*2nd–3rd grade*)

Application Activity: Problem Solvers Hunt (*k–1st grade*),
Marker Bots (*2nd–3rd grade*)

Memory Verse Activity: Gathering Grain Memory Verse (*k–1st grade*),
Create Your Own Recipe (*2nd–3rd grade*)

Prayer Activity: Pray and Dismiss

HOME: Prompting action beyond the experience

Parent Cue Card (print or email)
Devotionals for Kids
Parent Cue App



PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

10 MINUTES

TODAY'S BIBLE STORY

Change the World
Joseph and the
Plan to Save Egypt
Genesis 40-41

TODAY'S BOTTOM LINE

You can use what God gave
you to solve problems.

MONTHLY MEMORY VERSE

**"We are God's creation.
He created us to belong
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MONTHLY VIRTUE

**Creativity—Using your
imagination to do
something new**

BASIC TRUTH

I need to make the wise choice.

BIBLE VERSES:

Genesis 41:1-4
Genesis 41:5-7

HOST SUPPLIES

- Clipboards, paper, and pens (one of each per small group)
- Host's phone

STORY SUPPLIES

- Volunteers: two kids and one Small Group Leader
- Bible
- Large prop box containing:
 - Baseball cap with a "J" on it (will need to fit a kid)
 - Chef's hat (adult size)
 - Goblet
 - Crown (will need to fit a kid)
 - Plush cow and skinny cow
 - Several stalks of fake grain (wheat) in a separate bag that the Storyteller can carry around the room
 - One single stalk of grain and one single wood pole to look like dead grain
- Red play wagon
- Prison area on stage, large enough to fit three people or just the front to represent bars
- Blanket and pillow for kings bed

LARGE GROUP

ENGAGE KIDS' HEARTS THROUGH A DYNAMIC AND INTERACTIVE BIBLE STORY, WORSHIP, AND PRAYER EXPERIENCE IN A LARGE GROUP SETTING.

AUDIO: PLAY HIGH-ENERGY MUSIC AS KIDS ENTER.

SLIDE: THEME

OPTIONAL VIDEO (MEDIA PACKAGE): THEME LOOP

WORSHIP

Worship Leaders enter

WORSHIP LEADER:

AUDIO:



WEEK
THREE
AUGUST 2023

LARGE GROUP
K-3

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

10 MINUTES

Host enters.

OPTIONAL VIDEO (MEDIA PACKAGE): COUNTDOWN

OPTIONAL VIDEO (MEDIA PACKAGE): THEME

OPENER

HOST: "What's up, everybody? How's it going? If you're having a pretty good day, give me a thumbs-up like this. (*Do a thumbs-up in front of your chest.*) If you're having a REALLY GREAT day, then give me a thumbs-up like this. (*Do a thumbs-up high above your head.*) Look at that! We just found a creative way to communicate with each other.

"All month long, we've been talking about creativity.

SLIDE: VIRTUE

OPTIONAL VIDEO (MEDIA PACKAGE): THEME TRANSITION TO VIRTUE

"Creativity is using your imagination to do something new.

SLIDE: THEME

OPTIONAL VIDEO (MEDIA PACKAGE): VIRTUE TRANSITION TO THEME

"Creativity is God's idea in the first place. All you have to do is look around to see how creative God is! And since we're made in the image of God, that means we can be creative, too. We can make art by drawing or painting. We can make music by writing new lyrics and melodies. And we can even use our creativity to help other people and fix things that are wrong!

"That's what our game is about today. You and your small group will get to use your creativity to solve a problem, together.

"Picture this.

SLIDE: GAME IMAGE 1 (PERSON IN THE WOODS)

"Imagine you're going for a walk through a beautiful forest. Soon, you come to a deep, wide river.

SLIDE: GAME IMAGE 2 (ADD RIVER)

"You need to get to the other side of the river, but the bridge has been washed away!

SLIDE: GAME IMAGE 3 (ADD BROKEN BRIDGE)

"If there's no bridge, what are some ways you could get to the other side of the river? I want to hear your creative solutions! You've got 60 seconds to talk with your small group and come up with as many ways to get across the river as you can. Your leader will write down your ideas on their clipboard.



WEEK
THREE
AUGUST 2023

LARGE GROUP
K-3

PRELUDE **SOCIAL** **STORY** **WORSHIP** **GROUPS** **HOME**

10 MINUTES

Hand a clipboard with a piece of paper and pen to each Small Group Leader.

"Is everyone ready? All right, 60 seconds . . . go!

AUDIO: FUN INSTRUMENTAL MUSIC

OPTIONAL VIDEO (MEDIA PACKAGE): COUNTDOWN (60-SECOND VERSION)

If you're not using a screen countdown, set a timer on your phone for 60 seconds.

"Okay, let's go around the room and hear some of your creative ideas. I'd like each group to share your favorite idea—and it has to be something new that no other group has mentioned before. Oh, and just for fun, we'll need your Small Group Leader to act-out your idea for all of us to see!

Move around the room, letting each group share an idea. Make sure the leaders act-out the solution—the sillier, the better!

If you don't have that many groups, and if time allows, you can let each group go a second time.

"Whoa! I didn't know how you would solve that problem of getting across the river, but you had some incredibly creative ideas. And look, you sure did make it across!

SLIDE: GAME IMAGE 4 (PERSON ON OTHER SIDE)

"Everyone say, 'Woo-hoo!'"

AUDIENCE: "Woo-hoo!"

HOST: "Thanks for sharing your creativity with all of us. Now let's all get ready to sing and dance as we worship our incredibly creative God!"

SLIDE: THEME

OPTIONAL VIDEO (MEDIA PACKAGE): THEME LOOP

Collect the clipboards and pens from the Small Group Leaders.

WORSHIP

Worship Leaders enter as Host exits.

WORSHIP LEADER:

AUDIO:



WEEK
THREE
AUGUST 2023

LARGE GROUP
K-3

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

BIBLE STORY

SLIDE: THEME BACKGROUND

Storyteller enters as Worship Leaders exit.

SETTING UP THE STORY

STORYTELLER: "Hi, everyone! Today, I have an amazing story of creativity to share with you from the Bible. It's about someone who used the creativity God gave him to solve a big problem. That someone was Joseph.

"Would someone like to come up here and play Joseph on stage?"

Bring up a kid to play Joseph. Give him the hat with a "J" on it.

"There we are. *(to the kid)* Hello, Joseph. *(Wave to him.)*

(to the audience) "To back up a bit, Joseph was the great-grandson of a man named Abraham. You might remember that God had made a special promise to bless the whole world through Abraham's family.

"You should also know that God had given Joseph a very special gift. Joseph had the ability to understand dreams.

AUDIO: DREAMY HARP

Stand near Joseph and wave your hands up and down, like you're making a "dream transition" on a video.

"Unfortunately, Joseph's brothers were jealous of him, and they ended up selling him to be enslaved in the land of Egypt. While Joseph was there in Egypt, he ended up being thrown in prison for something he didn't do! *(to the kid)* I'm so sorry, Joseph!

"But God had also given Joseph the gift of wisdom and the ability to lead others. So even though he was in prison, Joseph was put in charge of all the other prisoners. *(to the kid)* Thumbs-up, Joseph!" *(Pause for response.)*

"TELL ME YOUR DREAMS"

STORYTELLER: "One day, Joseph saw that two of the other prisoners were upset. One of the men was the pharaoh's baker.

Put on the chef's hat.

"The other man was the pharaoh's drink taster.

Call up one of the Small Group Leaders and hand them the goblet.

"These two men were upset because they had dreams that they couldn't understand.

AUDIO: DREAMY HARP



25 MINUTES

Do the dream arm motion again.

“Because of his gift from God, Joseph was able to understand what the dreams meant. And everything Joseph told the two men came true!

Take off the chef’s hat without drawing attention to it.

“Just as Joseph said, the pharaoh’s drink taster was released from prison and set free.

(to the leader) “Way to go, man! (Give him a high-five.)

“Joseph said to the drink taster . . .

Stand behind the kid playing Joseph. Raise up his arms. Then open the Bible to Genesis 40:14 (NirV) and read.

“When everything is going well with you, remember me. Do me a favor. Speak to Pharaoh about me. Get me out of this prison.

“But the drink taster completely forgot about Joseph.”

PHARAOH’S DREAMS

STORYTELLER: “Years went by, and Joseph continued to serve faithfully in the prison. One day, the pharaoh himself had two very strange dreams.

“We need a pharaoh, don’t we? Who wants to play the pharaoh?”

Bring up a kid to play the pharaoh. Give him the crown.

(to the kid) “Okay, Pharaoh. You’ve had some strange dreams that you don’t understand.

AUDIO: DREAMY HARP

Do the dream arm motion again.

(to audience) “Let me read to you what Pharaoh dreamed about.

Open the Bible to Genesis 41:1-4 and read.

“In his dream, he was standing by the Nile River. Seven cows came up out of the river.

Pick up the plush cow and toss it to the kid playing Pharaoh.

“They looked healthy and fat. They were eating some of the tall grass growing along the river. After them, seven other cows came up out of the Nile. They looked ugly and skinny. They were standing beside the other cows on the riverbank. The ugly, skinny cows ate up the seven cows that looked healthy and fat. Then Pharaoh woke up.



WEEK
THREE
AUGUST 2023

LARGE GROUP
K-3

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

(to the kid playing Pharaoh) "That is definitely a strange dream, Pharaoh! (to audience) This was the pharaoh's OTHER dream.

Open the Bible to Genesis 41:5-7 and read.

"Seven heads of grain were growing on one stem.

Pick up a stalk of fake grain and toss it to the kid playing Pharaoh.

"They were healthy and good. After them, seven other heads of grain came up. They were thin and dried up by the east wind. The thin heads of grain swallowed up the seven healthy, full heads. Then Pharaoh woke up. It had been a dream.

"The pharaoh asked everyone he could think of what these strange dreams might mean. But no one could tell him.

Walk over to the leader playing the drink taster.

"THAT'S when the drink taster finally remembered Joseph! He told the pharaoh that there was a man in prison named Joseph who could help him understand his dreams. So Joseph was brought to the pharaoh.

Cue "Joseph" to walk over toward the pharaoh.

"The pharaoh told Joseph about his dreams.

AUDIO: DREAMY HARP

Do the dream arm motion again.

"Joseph explained that both dreams meant the same thing. There would be seven years of a good harvest with plenty of food for the people to eat. But then there would be seven years when there WOULDN'T be enough to eat."

JOSEPH'S CREATIVE PLAN

STORYTELLER: "Joseph told the pharaoh that he should look for a wise and understanding man to put in charge of the land of Egypt.

"Joseph shared his plan with the pharaoh: that during the years when there was lots of food, they should store up all the extra food they could.

Pull out the red wagon. Take the fake grain from the pharaoh and drop it into the wagon.

"That way, during the seven difficult years, there would be enough food to feed the people.

"The pharaoh thought this was a very wise plan. He put Joseph in charge. (to the kid playing Joseph) Okay Joseph, I need you to travel all the way around Egypt with me, and we'll gather some grain. Let's go.



25 MINUTES

Set the wagon on the floor. Cue 'Joseph' to pull the wagon around the perimeter of the room while you walk beside him, carrying the bag full of fake grain. Every now and then, drop some more grain into the wagon. Talk as you walk.

"During the next seven years, Joseph travelled all over, making sure to save up the extra grain for later. Here's some grain. Here's some more . . . and here's some more. We'll need all of it!

At this point, you should be back at the stage.

"Then, the famine came. No one could find enough to eat in Egypt—or anywhere else. People came from everywhere to beg Pharaoh for food. *(Hold up one of the grain stalks.)* And he sent them to Joseph, who was able to give each family what they needed to live.

(to Joseph) "Great job, Joseph. You really used your creativity to solve a BIG problem! *(to audience)* Let's give all of our volunteers a hand as they head back to their seats."

Collect the props and send everyone back to their seats.

WRAPPING UP THE STORY

STORYTELLER: "I haven't even told you the most amazing part of this story. Believe it or not, Joseph's own family came to Egypt in search of food. They had no idea that Joseph was in charge! Joseph was able to save them and give them the food they needed. Joseph even forgave his brothers for what they had done to him so many years before.

"God used Joseph's creativity to save the land of Egypt—and Joseph's whole family, too. It just goes to show that God can help us use our creativity to do big things . . . and even to help solve big problems.

"That's what we need to remember today.

SLIDE: BOTTOM LINE

"You can use what God gave you to solve problems.

"Let's pray and ask God to help us do that."

SLIDE: THEME BACKGROUND

PRAY

STORYTELLER: "Dear God, thank You for the amazing creativity You gave Joseph so he could help others. With Your help, he was able to save lots of people during a time when there wasn't any food. That's amazing! Help us see the ways You've made US creative so WE can help others, too. Show us how we can **[Basic Truth] make the wise choice** and help fix things that are wrong. We love You, and we ask these things in Jesus' name. Amen."



WEEK
THREE
AUGUST 2023

LARGE GROUP
K-3

PRELUDE **SOCIAL** **STORY** **WORSHIP** **GROUPS** **HOME**

25 MINUTES

CLOSER

Host enters as Storyteller exits.

HOST: "I've got to give this a try.

Do the dream arm motion from the Bible story.

AUDIO: DREAMY HARP

Do the dream arm motion again.

AUDIO: DREAMY HARP

"That's so fun!

"I think it's really amazing how God gave Joseph a really unique gift with his ability to understand dreams. And then Joseph USED that gift from God in a really important and creative way.

"Like Joseph, sometimes you and I will have to face different challenges and problems in our lives. When we're up against something difficult like that, we can remember that God is with us. We can ask God to give us the creativity we need to help make things right.

SLIDE: BOTTOM LINE

"You can use what God gave you to solve problems.

"The thing is, this is what God does! God fixes things that are wrong. We can trust that God is making ALL things right in the end. And we can see that when we go back to the very beginning. We can look back and see how Adam and Eve broke their relationship with God. But God always had a plan to send Jesus to be our Savior. And because of that, we get to have a relationship with God that will last forever!

"God is there to help us when we have to face big problems. I'll bet you can think of some times when you had to get creative to fix something that was wrong. I remember . . .

Share a brief, kid-appropriate personal story about a time when God helped you to use creativity to solve a problem.

"You can head to Small Group now and talk about how God can help us solve problems!"

Dismiss kids to their small groups.

AUDIO: PLAY HIGH-ENERGY MUSIC AS THE KIDS EXIT.

SLIDE: THEME

OPTIONAL VIDEO (MEDIA PACKAGE): THEME LOOP



WEEK
THREE
AUGUST 2023

LARGE GROUP
K-3

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

GETTING READY

HERE'S EVERYTHING YOU NEED TO KNOW TO GET READY FOR THIS WEEK

STORY: COMMUNICATING GOD'S TRUTH IN ENGAGING WAYS (25 MINUTES)

WORSHIP: INVITING PEOPLE TO RESPOND TO GOD (10 MINUTES)

1. OPENER/CLOSER

WHAT YOU NEED:

- Host
- Clipboards, paper, and pens (one of each per small group)
- Host's phone

MUSIC AND SOUND EFFECTS:

- Upbeat music to use as kids enter and exit the room
- Fun instrumental music for the game
- Dreamy Harp (from the Bible story)

LARGE GROUP VISUALS:

- Theme Slide
- Virtue Slide
- Bottom Line Slide
- Game Images 1-4

OPTIONAL VIDEOS (AVAILABLE FOR PURCHASE THROUGH THE 252 MEDIA PACKAGE):

- Theme Loop
- Countdown
- Theme
- Theme Transition to Virtue
- Virtue Transition to Theme

WHAT YOU DO:

- Download and print this week's tech sheet for everyone helping with Large Group.
- Download the slides or optional videos and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Download the sound effect from the Large Group scripts folder and have it ready to use.

- Download music from a resource such as iTunes® or Amazon Music® and have it ready to play. If your church has a license agreement with a streaming service, please refer to the legal coverage of the license.
- *Optional:* Download a countdown video from a royalty-free site. Load it into your presentation software and have it ready to play during the Opener. You could also keep time on a smartphone or watch. *Note: Some presentation software such as ProPresenter® have a countdown clock built into the program that you can overlay on a still image.*
- A 252 Media Package is available for purchase to go along with each curriculum tier. These graphic motion loops are included in the package. For more information, visit Store.ThinkOrange.com.

2. WORSHIP

WHAT YOU NEED:

- Worship Leader(s)

MUSIC AND SOUND EFFECTS:

- "All the Things" from *Little Praise Party: Out of This World*
- "Who You Say I Am" from *Who You Say I Am* single

OPTIONAL VIDEOS (AVAILABLE FOR PURCHASE):

- "All the Things" Live Lyrics Video (available through Store.ThinkOrange.com)
- "Who You Say I Am" Live Lyrics Video (available through Store.ThinkOrange.com)

WHAT YOU DO:

- Download all songs and have them ready to use.
- Dance Moves Music Videos and Live Lyrics Videos are available for many Orange Kids Music songs. For more information, visit Store.ThinkOrange.com.
- A 252 Media Package is available for purchase to go along with each curriculum tier. The *Live Loud* faith skills video and the Dance Moves Music Video for the monthly worship song are included in the package. For more information, visit Store.ThinkOrange.com.



WEEK
THREE
AUGUST 2023

LARGE GROUP
K-3

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

GETTING READY

HERE'S EVERYTHING YOU NEED TO KNOW TO GET READY FOR THIS WEEK

3. BIBLE STORY

WHAT YOU NEED:

- Storyteller
- Volunteers: two kids and one Small Group Leader
- Bible
- Large prop box containing:
 - Baseball cap with a "J" on it (will need to fit a kid)
 - Chef's hat (adult size)
 - Goblet
 - Crown (will need to fit a kid)
 - Plush cow
 - Several stalks of fake grain (wheat) in a separate bag that the Storyteller can carry around the room
- Red play wagon

MUSIC AND SOUND EFFECTS:

- Dreamy Harp (provided)

LARGE GROUP VISUALS:

- Theme Background Slide
- Bottom Line Slide

WHAT YOU DO:

- Download the slides and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Download the sound effect from the Large Group scripts folder and have it ready to use.

VIDEO ENHANCEMENTS FOR YOUR ENVIRONMENT

AVAILABLE FOR ADDITIONAL PURCHASE AT STORE.THINKORANGE.COM.

FEATURE PRESENTATION: Everything you need to pull off a dynamic video storytelling experience, including video Bible presentations to complement 252 Kids and 252 Preteen curriculum.

Our Large Group scripts are interchangeable with these videos so you can plug and play the way you need to each week.

For 252 Kids (kindergarten through 3rd grade):

- In *StoryLab*, two inquisitive young Hosts invite kids to engage with the month's Virtue, setting up a simple and direct telling of the Bible story by a professional Storyteller.

For 252 Preteen (4th and 5th grade):

- In *The So & So Show*, two Hosts and a Communicator walk you through a contemporary and comedic presentation of the Bible story. This YouTube-style show sets up the story and also connects it to the weekly Key Question for preteens.

GET REEL: Videos and graphics to enhance your 252 Kids and 252 Preteen curriculum environments. Four videos each month will help kids learn basic faith skills. Use them in your FX, Large Group, or as a promotional piece to show in your adult services:

Discovery—Listen to God's words (HEAR)
Dear God—Dialogue with God (PRAY)
One Thing—Articulate your faith (TALK)
Live Loud—Worship with your life (LIVE)

ADDITIONAL ENVIRONMENT ENHANCEMENTS INCLUDING:

- Graphic motion loops
- Themed audio transitions
- Virtue and monthly widget promo videos (M.C. Haggis)
- Countdown videos (30 seconds, 60 seconds, and 5 minutes)
- Music videos for original songs that highlight each Virtue
- Retro Reel video to play on your fifth Sunday