

Unit Two - Lessons 8 - 14

Quiz Questions

(5-10 minutes)

Lesson 8: Jacob and Esau

- a) What did Rebekah do to make Jacob feel and smell like Esau?
- b) What happened when Jacob went in to see his father?

Lesson 9: Jacob and Laban

- a) Jacob wanted to marry Laban's daughter, Rachel. How did Laban trick Jacob?
- b) How many sons did Jacob have?

Lesson 10: Joseph and his coat

- a) Why did Jacob give Joseph a special coat?
- b) How did Joseph's brothers feel?

Lesson 11: Joseph in the pit

- a) What did Joseph's brothers plan to do to him?
- b) What did they do when the Ishmaelite travellers came by?

Lesson 12: Joseph – slave and prisoner

- a) What did Joseph say the butler's dream meant?
- b) What did Joseph say the baker's dream meant?

Lesson 13: Joseph in the palace

- a) What did Pharaoh see in his dream?
- b) What did it mean?

Lesson 14: Joseph forgives his brothers

- a) Why did Joseph's brothers come to Egypt?
- b) What did Joseph do when he knew his brothers were sorry for what they had done?



Activities and Games

Activity 1: Dice Game (10-20 mins)

Aim

To revise the structure of Jacob's family and identify any areas of confusion.

Equipment needed

- One Dice Game for each child (can be downloaded from the website www.cssu.org.uk)
- 1 or 2 dice
- pencils or crayons.

Instructions

The game is based on a beetle drive. The children take turns to fill in a box on their sheet depending on the number rolled.

- 1 = draw one of the sons
- 2 = draw a wife (Leah before Rachel)
- 3 = draw one of the sons
- 4 = draw a wife
- 5 = draw a son
- 6 = draw a sheep

You must get two wives before you can start collecting sons! Sheep can be collected throughout the game.

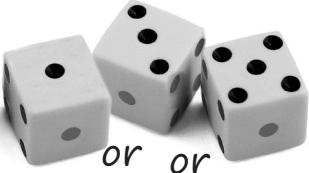
The game can be played in several ways depending on time available:

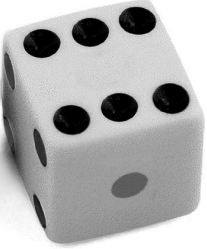
- Set a time limit and see who has the most boxes filled in at the end of that time, or
- The winner is the first person to get twelve sons, or
- Keep playing until everyone has twelve sons – the winner is the person with the most sheep.

Note: To speed the game up, use two dice and use both scores if possible (don't add the scores).



 <p>or</p>	<p>Leah</p>	<p>Rachel</p>
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 <p>or or</p>			
<p>Reuben</p>	<p>Judah</p>	<p>Gad</p>	<p>Zebulun</p>
<p>Simeon</p>	<p>Dan</p>	<p>Asher</p>	<p>Joseph</p>
<p>Levi</p>	<p>Naphtali</p>	<p>Issachar</p>	<p>Benjamin</p>

	<p>Sheep</p>
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Activity 2: Picture Sequencing (5-10 mins)

Aim

To enable the children to demonstrate their ability to recall and retell the sequence of events in lessons 10-14.

Equipment needed

- Either one copy of the Picture Sequencing sheet for the class or a copy for each child. The pictures should be cut out in advance.
- You may need colouring crayons, glue and plain paper.

The six pictures, as printed, are:

Jacob gives Joseph his coat (1)	Joseph in prison in Egypt (4)
Joseph's brothers put him into the pit (2)	Joseph appears before Pharaoh (5)
Joseph is a servant in Potiphar's house (3)	Joseph is reunited with his brothers (6)

Instructions

Tell the children that the pictures show some of the things that happened to Joseph.

If you have one set of pictures for the whole class, either

- deal them out and ask, "who has the first picture?" , "whose picture comes next?" etc, or
- place all the cards face up in the middle of the table and ask a child to find the first picture, the next child then has to find the next picture and so on around the table.

If there is a set of pictures for each child, ask them to sort the pictures out so that they are in the right order.

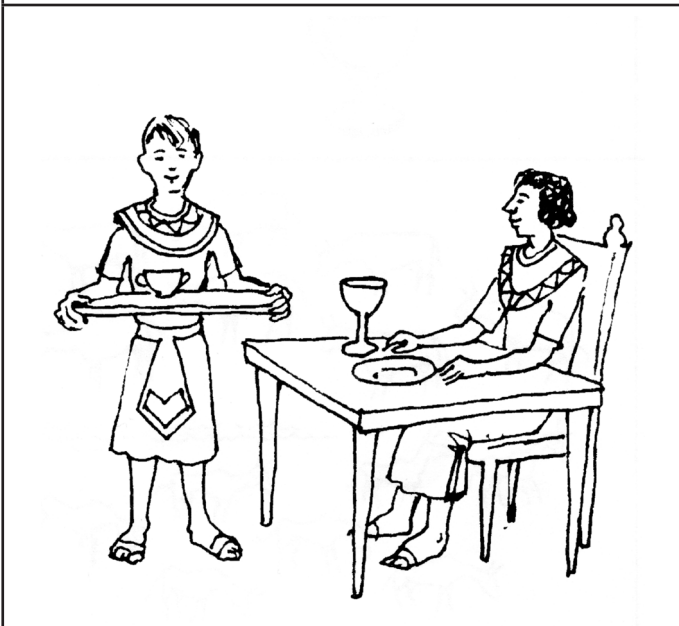
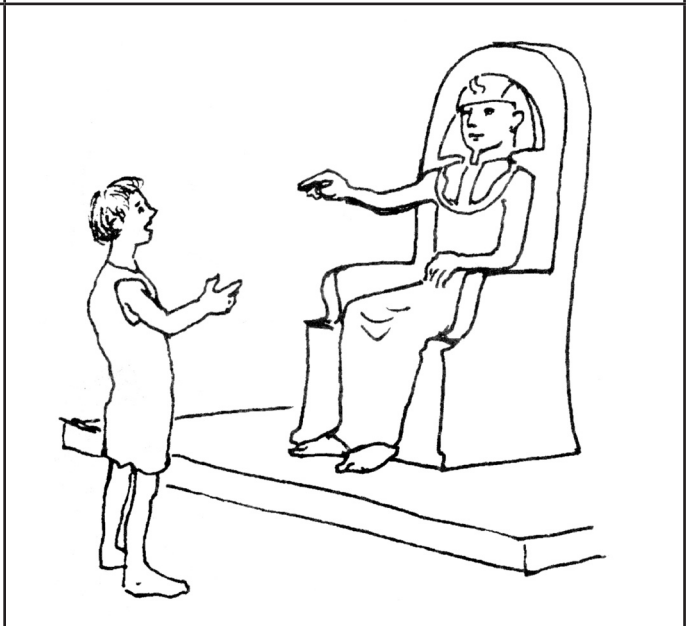
However you choose to carry out the activity,

- Encourage the children to explain why they are putting the pictures in a particular order.
- Notice the degree of independence with which they are able to work.
- Can they retell the story in their own words?
- If a picture is wrongly placed, try to encourage the children to work this out for themselves rather than simply correcting them. You could point to the pictures and ask questions e.g. "Did Joseph work for Potiphar after he went to see Pharaoh or before?"

Extension activity,

The children can stick down their sets of pictures (make sure they are in the right order before they are stuck down!) and colour them.





Activity 3: Picture matching (5-10mins)

Aim

To enable the children to demonstrate their recall and understanding of the dreams in the Joseph lessons. To provide the teacher with an opportunity to identify any areas of confusion.

Equipment needed

Either one copy of the Picture Matching sheet for the class or a copy for each child. The pictures should be cut out in advance. You may need colouring crayons, glue and plain paper.

Instructions

With younger infants, talk about who/what is in each picture before you begin. The pictures can be used in several ways. You can:

- give each child a picture and see if they can find their 'partner' - the child who has the picture which goes with theirs.
- mount the pictures on cards and play Pairs.
- have the pictures jumbled on the table and let each child have a turn at matching.
- give each child their own set of pictures to match.

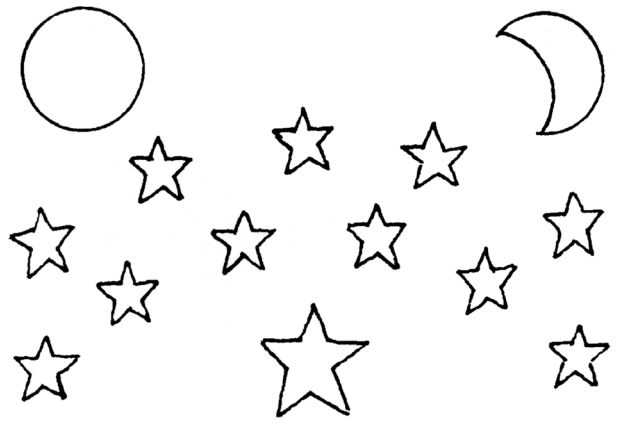
Whatever you choose to do with your class, use it as an opportunity for discussion – how much can they tell you about each person and their dream?

Extension Activity

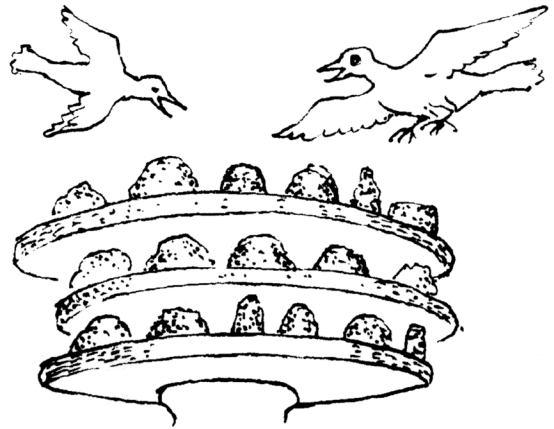
The children can stick down their own set of pictures and colour them.



Joseph



Baker



Butler



Pharaoh

