

pyramid playground

Leader Manual

Groups
EGYPT
Joseph's Journey
from prison to palace





PYRAMID PLAYGROUND

Leader Manual



Loveland, Colorado
group.com/vbs



Group resources really work!

This Group resource incorporates our R.E.A.L. approach to ministry. It reinforces a growing friendship with Jesus, encourages long-term learning, and results in life transformation, because it's:



Relational

Person-to-person interaction enhances spiritual growth and builds Christian friendships.

Experiential

What we experience through action and discussion sticks with us up to 9 times longer than what we simply hear or read.

Applicable

The aim of ministry is to equip people to be both hearers and doers of God's Word.

Lifelong

Experiences transform the heart, moving faith beyond the walls of church and into everyday life for years to come.



Group's Holy Land Adventure®

Egypt: Joseph's Journey From Prison to Palace

Pyramid Playground Leader Manual

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Credits

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Bible Point, Story & Verse

Family Time (small group time)



Day 1

bible point: **God gives us hope.**

bible story: Joseph interprets dreams in prison.
(Genesis 40:1-23)

bible verse: " 'For I know the plans I have for you,' says the Lord. 'They are plans for good and not for disaster, to give you a future and a hope.' " (Jeremiah 29:11)



Inflate a ball to explore how hope fills their hearts.



Day 2

bible point: **God gives us special abilities.**

bible story: Pharaoh puts Joseph in charge.
(Genesis 41:1-40)

bible verse: "In his grace, God has given us different gifts for doing certain things well."
(Romans 12:6)

Watch colorful capsules transform into cute critters...just like their special gifts "bloom"!



Day 3

bible point: **God gives us wisdom.**

bible story: Joseph leads Egypt through famine.
(Genesis 41:41-42:5)

bible verse: "If you need wisdom, ask our generous God, and he will give it to you."
(James 1:5)



Rely on a friend's wisdom to guide them through a maze.



Day 4

bible point: **God gives us forgiveness.**

bible story: Joseph forgives his brothers.
(Genesis 42:6-45:15)

bible verse: "But you are a God of forgiveness, gracious and merciful, slow to become angry, and rich in unfailing love."
(Nehemiah 9:17)

Compare God's forgiveness to an ink stain that vanishes!



Day 5

bible point: **God gives us a family.**

bible story: Joseph settles his family in Egypt.
(Genesis 45:16-47:27)

bible verse: "For you are all children of God through faith in Christ Jesus."
(Galatians 3:26)



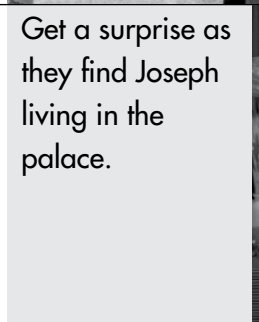
Connect paper people to explore how they're part of God's family.

Explore the entire program at a glance. Refer to the chart to see how each center's activities supplement other activities to make the story of Joseph come to life at your church!

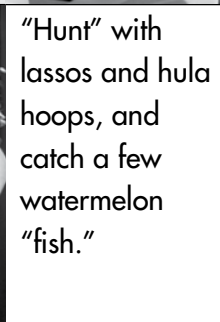
Joseph's Journey



Meet Joseph in prison, and use a flickery light to explore how God gave Joseph hope.



Get a surprise as they find Joseph living in the palace.



"Hunt" with lassos and hula hoops, and catch a few watermelon "fish."



Relay a wet sponge, untangle a web of arms, and follow the Pharaoh.



Toy Shop

Brickmaking

Embalmer's Workshop

Jewelry Shop



Meet with an upset Joseph, and explore what anger and forgiveness feel like.



Tag a toe and tug of war...goofy, giggly, low-tech games!

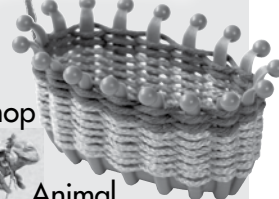


Operation Kid-to-Kid™ Tent



Hieroglyphic Artist's Shop

Basket Weaver's Shop



Animal Courtyard

Food Shop



SAMPLE

Daily Schedule and Announcements

day 1

Bible Point: God gives us hope.

Time	Group A Families: amarna	Group B Families: per-bastet	Group C Families: giza	Group D Families: sais
	zoan	medinet el-fayum	asyut	pithom
Allow 5 minutes to travel to the next station.				
9:00–9:15	Celebration	Celebration	Celebration	Celebration
Allow 5 minutes to travel to the next station.				
9:20–9:35	Family Time	Family Time	Family Time	Family Time
Allow 5 minutes to travel to the next station.				
9:40–9:55	Joseph	Pyramid Playground	Visit Marketplace	
Allow 5 minutes to travel to the next station.				
10:00–10:15	Pyramid Playground	Joseph		
Allow 5 minutes to travel to the next station.				
10:20–10:35	Visit Marketplace		Joseph	Pyramid Playground
			Allow 5 minutes to travel to the next station.	
10:40–10:55			Pyramid Playground	Joseph
Allow 5 minutes to travel to the next station.				
11:00–11:15	Family Time	Family Time	Family Time	Family Time
Allow 5 minutes to travel to the next station.				
11:20–11:35	Celebration	Celebration	Celebration	Celebration

today's announcements:



Pyramid Playground Leader

As the Pyramid Playground Leader, you'll help kids and adults play games and discover more about life in ancient Egypt. During VBS, one-quarter of Egyptian Families at a time will join you for 15 minutes of high-energy activities. (An Egyptian Family is a group of up to 10 people led by a Family Leader and an Assistant Family Leader.) During Pyramid Playground, you will

- ✓ welcome everyone to Egypt,
- ✓ explain a bit of the historical background of each day's activity,
- ✓ help Egyptian Families explore new games and experiences, and
- ✓ talk with Families about what they've been discovering in Egypt.

Follow these tips to make Pyramid Playground something Egyptian Families look forward to every day!

Smile! Make participants feel welcomed and loved at your church setting.

Familiarize yourself with each day's activity. You'll be able to convey your enthusiasm and excitement if you're familiar with the activity and how it's done. Practice several times before your Pyramid Playground games begin so you don't have to use this manual while you're working with Families.

Learn (and use) names. While you won't have the opportunity to spend one-on-one time with participants as the Egyptian Family Leaders do, kids and adults *will* be wearing name tags and colorful Banduras. If you call on people, try to call them by name. What an easy way to make someone feel special!

Gather Families close to you while giving brief instructions. Have participants huddle in as closely as possible while you talk. Then gather a few volunteers to demonstrate. Save your voice, and ensure that everyone understands your directions clearly. And keep your instructions brief—remember, the object is to play!

Play a role! During VBS, participants will be encouraged to tell you (and Egyptian shopkeepers, guards, and helpers) about our one true God! They'll learn that Joseph believed in one true God, but the ancient Egyptians believed in many gods. Play along with the role, encouraging participants to tell you more about the one true God. Agree to come along with them to opening or closing Celebrations.

Have fun! Don't just guide people in these unique experiences; you participate, too! Have a blast with everyone as they journey with Joseph from prison to palace.



field test findings

Egyptian-sounding names added even more fun at the field test. Our fabulous games leader, Amy, was known throughout ancient Egypt as "Amy-poteth." Joseph's guard was "Nick-o-rameses," and our Celebration Leader was "Cindy-patra."



field test findings

Our fantastically fun games leader was impressed with the number of kids who told her about the one true God. One little girl gave her a cup of cold water to help "Amy-poteth" feel better. Then the little girl said, "Something else will make you feel more better...come to the closing Celebration and sing!"



Costuming

Your involvement will speak volumes to everyone who attends this Egypt VBS. So it's an excellent idea to dress in an Egyptian-style costume as a fun way to set the stage. Check with the Egypt Director to see if he or she will be providing costumes. Visit the Barbershop & Salon in the Marketplace and get authentic-looking Egyptian makeup. Make a jeweled collar from the Jewelry Shop. You can also find simple patterns on the *Egypt Clip Art & Resources* CD.



Supplies

Day 1

- toilet paper (1 roll for every 5 participants in each rotation)
- gallon-size baggie of cooked spaghetti
- strips of cloth (1 for every 2 participants in each rotation)
- trash can

Day 2

- ropes or lassos (at least 1 for every 4 participants)
- various sizes of hula hoops (at least 1 hoop for every 4 participants)
- string or yarn (one 10-foot length per hula hoop)
- various sizes of stuffed animals
- child-size wading pool filled with water
- tarp
- various sizes of watermelons
- Vaseline (petroleum jelly)
- paper towels
- trash can
- bottle of water for Hanu
- Egyptian costume for Hanu
- an awful drawing of Egyptian hieroglyphics on a piece of “papyrus” — the worse, the better!
- clipboard to hold your script (optional)

Day 3

- buckets of water (1 for every 8 participants)
- large car wash sponges (1 for every 4 participants)

Day 4

- none needed

Day 5

- wheelbarrow
- stuffed animals from Day 2
- child-size wading pool filled with water
- tarp
- colorful floatable balls
- paper towels
- trash can



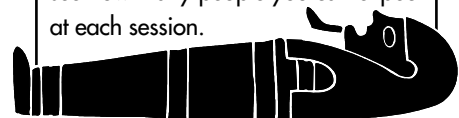
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You may want to play the *Celebration Music* during the games rotation — just plug in a portable CD player or download the songs, and have fun music going in the background.



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Remember, you'll have only one-quarter of the Egyptian Families at one time. Check with your Director to see how many people you can expect at each session.



Here's What You'll Do

Before Families Arrive...

- Read each day's Scripture passage from your Bible.
- Determine where your Pyramid Playground games will take place. Ideally, you'll want to meet in a large outdoor area free of rocks or other sharp objects.
- Read this manual, and practice each activity. Familiarize yourself with any historical information you'd like to share.
- Connect with your Egypt Director to see if he or she will be collecting supplies for you or if you're responsible for your own supplies.
- *Important note:* On Day 2, you are part of the drama that happens during Pyramid Playground. Connect with the Egypt Director to see who will be playing the role of Hanu and who will be collecting props. Practice with the actor prior to game time. (We've included your script on page 19. It's easy...and fun!)



field test findings

We had our field test indoors because it was January! All the games worked just fine inside.



DAY 1

Bible Point:



God gives us hope.

Bible Story:

Joseph interprets dreams in prison. (Genesis 40:1-23)

Bible Verse:

**“‘For I know the plans I have for you,’ says the Lord.
‘They are plans for good and not for disaster,
to give you a future and a hope.’”** (Jeremiah 29:11)

Joseph lived a life filled with dramatic highs and disheartening lows. The favored son of Jacob, Joseph sported an elaborate robe and had prophetic dreams. These dreams, however, made him hugely unpopular with his already-jealous brothers. Filled with hatred, Joseph’s brothers threw him in a well, then sold him to a caravan of Ishmaelite traders who were headed to Egypt.

As a slave in Egypt, Joseph gained favor and prosperity with his master...for a while. Then he was wrongly accused and shipped off to Pharaoh’s prison. Even in the hopeless depths of an Egyptian prison, things started looking up for Joseph. The warden put Joseph in charge, and “the Lord was with him and caused everything he did to succeed” (Genesis 39:23). When two prisoners had strange dreams, Joseph offered to tell them what the dreams meant. All he asked was this: “Please remember me and do me a favor when things go well for you. Mention me to Pharaoh, so he might let me out of this place.” The man whose dream foretold great success *did* get out of prison and gain favor with Pharaoh. But he promptly forgot about Joseph. For two long years, Joseph sat in the same prison cell, forgotten.

Has it ever felt like you’re always facing a new disappointment, setback, or failure? Others get ahead, and you’re still sitting in the Egyptian prison. There’s hope, my friend! God is pouring out blessings daily. He’s *promised* us “a future and a hope.” And while you may not succeed in all you do, you can rely on a faithful God who loves you more than you can imagine. Today, help the kids and adults at your VBS realize that no matter how despairing life seems, we have the promise of hope from our Heavenly Father.

Did You Know...

Joseph is the first prisoner mentioned in the Bible.





Day 1 Pyramid Playground

MUMMIES

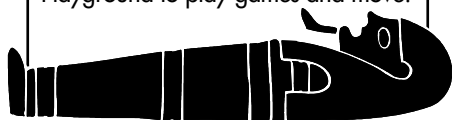
Historical Background

- Specialized practitioners performed embalming services to prepare Egyptians for what they believed was a continuation of life after their death.
- Egyptians thought they retained the same body forever, so embalmers sometimes reattached missing body parts such as fingers and toes before performing mummification so the person would be whole in the afterlife.
- The mummification process generally took 70 days to complete. Embalmers removed the internal organs and preserved each one in a separate jar. Egyptians believed that the heart was the seat of intelligence and emotion, so they left it in the body. They thought the brain had no significant value, so they removed it through the nose and threw it away!
- After embalmers applied mummy linen wrappings, they added a substance like paper maché that, when it hardened, was then painted with facial features or covered with a mask with precious stones.



Mummy Musings

When you introduce each day's games and point out a few historical facts, be sure you don't give a long lecture. People come to Pyramid Playground to play games and move!



Before Families Arrive...

Gather the following supplies:

- toilet paper (1 roll for every 5 participants in each rotation)
- gallon-size baggie of cooked spaghetti
- strips of cloth (1 strip for every 2 participants)
- trash can

When Families Arrive...

1. Welcome the Egyptian Families to Pyramid Playground, and introduce yourself. (Be sure to create a fun Egyptian name for yourself!) Ask:
 - I haven't seen you here before. What town in Egypt are you from?
2. Say: **Well, I'm glad to meet all of you! Each day at Pyramid Playground we'll play games as we discover more about life in ancient Egypt. We'll explore mummies (of course!), hunters, pharaoh, kids, and transportation. Today we'll tackle the topic of "mummies."** Be sure to mention some of the information listed in today's historical background.
3. Lead Families in the following games.
4. When you hear the timekeeper's signal, dismiss your group to its next activities.

Mummy Models

1. Form groups of five, and give each group a roll of toilet paper. Set the trash can close by.
2. Say: **Choose someone who will be your group's mummy. Then use the finest in ancient Egyptian linen (hold up a roll of toilet paper) and wrap your mummy. You might need to tuck in the ends of the tissue so it doesn't unravel! When you're done, we'll model our mummies!**
3. Let everyone wrap the mummies, and then host a fashion show with the mummy models.
4. Afterward, mummies can "burst" out of their wrappings and help toss the tissue in the trash can.



Mummy Musings

Use other "mummy-wrapping" material such as Ace bandages, newsprint, or strips of newspaper.

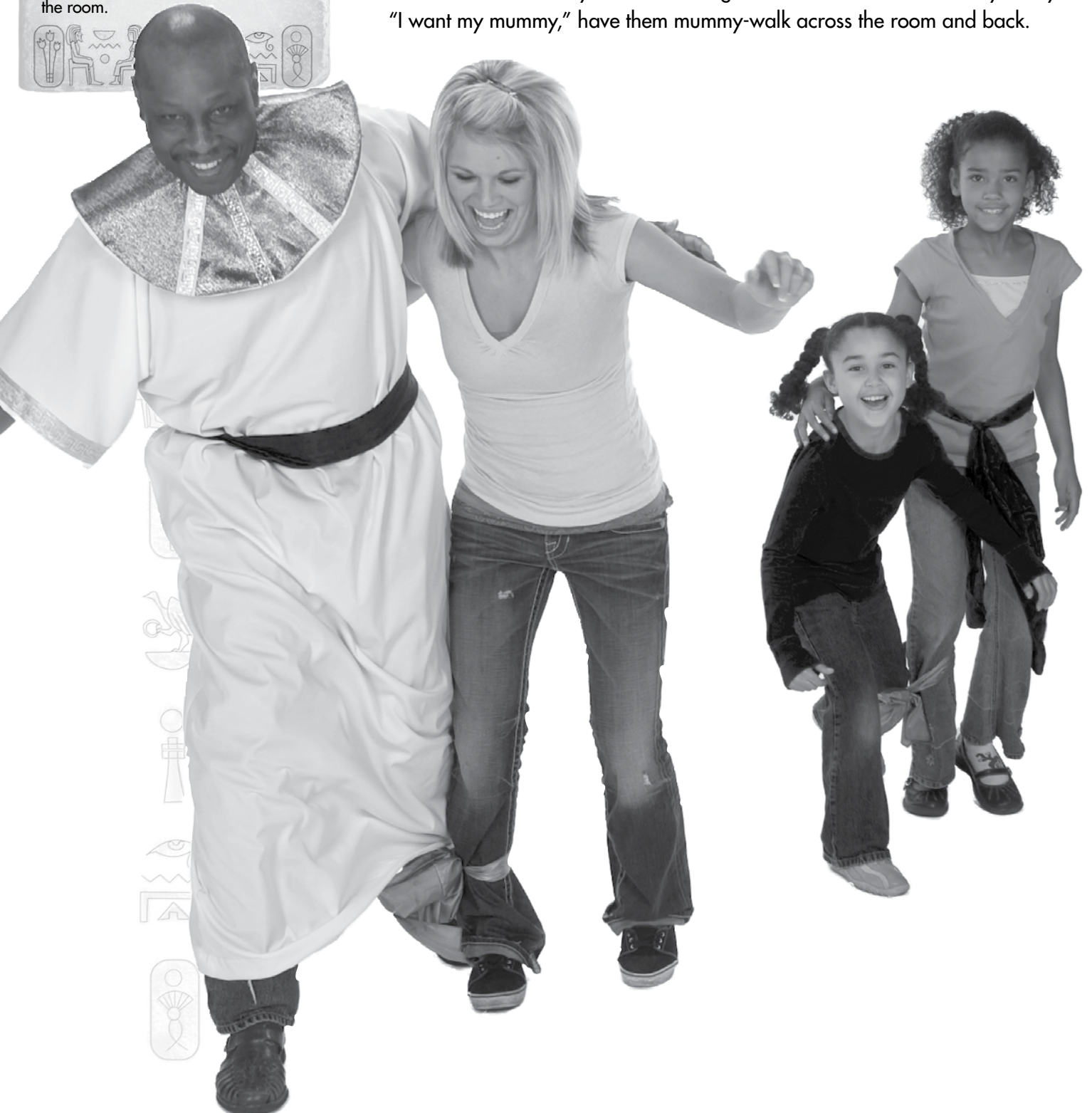


I Want My Mummy

field test findings

Some participants were over-exuberant when we tried this game as a running race. The leader varied the game, and participants had a blast just perfecting their mummy-walk around the room.

1. Form pairs, and have them stand side by side facing the same direction.
2. Have partners use a strip of cloth to mummy-wrap their inside legs together (like in a three-legged race)!
3. Encourage all mummified partners to practice their mummy walk around the room. Then have everyone stand along one side of the room. When you say "I want my mummy," have them mummy-walk across the room and back.



Heart, Heart, Brain

1. Ask everyone to sit in a large circle. Mention some of the mummification facts from today's historical background, and then say: **Did you know that Egyptian mummy-makers would take out a dead person's brain and throw it away?** Hold up the baggie of cooked spaghetti.
2. Play this game like Duck, Duck, Goose. Choose one person to be the tagger, and give that person the baggie of cooked spaghetti. The tagger walks around the circle, tapping each person on the head, and saying "heart." When the tagger says "brain," he or she drops the baggie and runs. The "brain" picks up the baggie and chases the tagger. If the tagger makes it back to the brain's spot, the brain is the new tagger. If the tagger gets tagged, he or she takes the baggie and goes again.
3. Encourage everyone to cheer for each other!



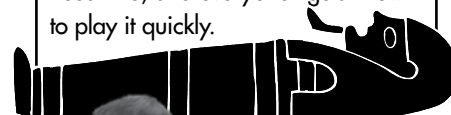
field test findings

When our fun games leader, Amy-poteth, held up the baggie of cooked spaghetti, kids immediately got the brain connection. Lots of "ews" and laughter filled the room.



mummy musings

Save "Heart, Heart, Brain" for the last game during each rotation. The game can go as long or short as you need it to, and everyone "gets" how to play it quickly.



field test findings

Our Pyramid Playground Leader ended each rotation of mummy games by shouting, "It's a wrap!" The joke received lots of laughs (and groans)!



congratulations!

You're about to become
the most fun person.



This leader manual will show you how!

**You're the Pyramid Playground Leader at Egypt VBS...
so what do you do—and how do you do it?**

As the Pyramid Playground Leader, you'll help kids play games and discover more about life in ancient Egypt. You'll explain a bit of the historical backgrounds of each day's activities, and help Egyptian Families explore new games and experiences.

Everything you need to succeed as the Pyramid Playground Leader is right in this manual! Tons of kid-friendly, Egypt-themed games...easy-to-follow directions...practical tips...supply lists...and more!



Questions? Here's how to get answers:

- ▷ **First, check carefully through this book.** There's a LOT of helpful information tucked into these pages. The answer is probably already in your hands!
- ▷ **Connect with your VBS Director and leadership team.** Remember, you're not alone! You're part of a dynamic ministry team—so don't be afraid to take advantage of the people resources that surround you.
- ▷ **Expand your network with Group's online family.** Social media platforms connect you with other Egypt leaders nationwide. Share ideas, ask questions, brainstorm...the sky's the limit! Online 24/7 at facebook.com/groups/holylandadventure.

And don't forget to pray! God put you in this VBS leadership role for a reason—and he wants you to succeed.

Ready to play? Open up this leader manual and get started!

Did you know?

All the games in this leader manual were inspired by real-life aspects of Egyptian history! See inside for details!



Group's Holy Land ADVENTURE



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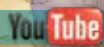


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