

GAME: Act it Out!



Today we are learning more about Joseph and how he ended up in prison, and his experience of interpreting more dreams of the Baker and the Cupbearer. God shows us in this story that he was with Joseph, just like he is always with us as our great guide. Campers will have the chance to gather the props needed, and then act it out! This craft will help solidify their learning of the story and themes while working as a team to achieve their goal.

Lesson Objectives

- A fun way to create teamwork and sportsmanship among the crews
- A tangible way to reiterate the biblical content from the day and help the story become a solidified memory
- The chance to burn off some energy as they run around camp

Supplies

- Paper
- Baking Soda
- Spray bottle with grape juice concentrate
- Clues for where to find items
- Final Destination (theatre set up)
- Objects hidden around camp (1 Goblet, 1 Vine, 3 Branches, 3 Bunches of Grapes, 3 Baskets, 6 Loaves of Bread, 3 Birds)
- Joseph Costume
- Skit Script Printed
- Volunteer or two needed to help with set-up between/ or additional staff

Instructions

This is a real whirlwind of a game! Joseph will lead students around camp collecting items used in the Cupbearer and Baker's dreams deciphering clues found on pieces of paper. These clues will be set up around the space with secret messages on them. At each station they will find instruction of what they are looking for (the props are written in invisible ink on their riddle page and they must uncover it using the grape juice), but these objects may not be in plain sight. Once crews have found the item revealed by the grape juice they will decipher the riddle at the bottom of the page to go and find their next clue. Once all 7 stations have been visited and all 20 objects have been retrieved, crews will work as a team at the Final Destination to create their own performance of the 2 dreams using the provided scripts. Staff can record their final presentation.

DREAM BIG! I DREAM