



VYAGER



Growing in God's Grace



Planbook

PREPARE YOUR HEART

As you get ready to explain to your club why forgiveness is important, thank God for the grace of his forgiveness to you.

Bible Exploration & Award Aims

Club members will:

- understand the steps to forgiveness.
- feel willing to forgive a family member.

Scripture:

Genesis 37:26-28; 39:1-4; 41:41-49, 56-57; 42:5-8; 44:1-12, 30-34; 45:1-5, 14-15; background: Genesis 37; 42-44

Bible Memory:

review Exodus 20:12a; extra verse (optional): Luke 6:37c

Supplies:

GET READY—none

1ST ACTIVITY AWARD—hammers, nails, boards, screws, screwdrivers

BIBLE EXPLORATION & AWARD—

Joseph script, simple Bible-times costume (bathrobe, sandals)

BIBLE MEMORY—your choice

2ND ACTIVITY AWARD—book or video about a parent and child, video player

GAMES—your choice

PRAYER—optional: frog or insect stickers

WEB HELP

For a special service project, see the Kids for Kids Hike information at www.pioneerclubs.org.

**Next Meeting's Preparation:**

Option: Recruit extra adult help for the Tools award. Precut the wood cubes.

Family Members Forgive

GET READY 5-10 MINUTES

Form a circle. Have every other player turn and shake hands with the person to the left. Partners should say their own name to the other. Then they release hands and take a step forward, passing each other and shaking the next person's hand. Continue around the circle. When everyone comes back to the original pairs, stop.

Now have everyone walk around the circle again, this time saying the name of the player they are shaking hands with.

Open with prayer.

TOOLS ACTIVITY AWARD

20-30 MINUTES

**Do Ahead:**

Gather supplies to do the first two options, "Pound in a nail and take it out again" and "Tighten a screw" of requirement 2, "Learn to build" (handbook p. 78). (Or choose another option.) Recruit extra adult help, if needed.

Help club members learn the skills.

- **Have you ever worked with a family member on a building project?**

Let's talk about an important way for families to work together.

BIBLE EXPLORATION & AWARD 15-20 MINUTES**Do Ahead:**

Familiarize yourself with Bible award requirement 2, "Forgiveness Puzzle" (handbook p. 26), and this Bible Exploration. Gather supplies. Prepare one of the Focus options. Arrange for an adult to play Joseph, and give him or her the script.

Focus (choose 1 option)

Option 1—Erasing the Problem

- **What kinds of things might family mem-**

bers do wrong to each other? Write answers on the board or easel pad. (Yell, take your things, break a promise, etc.)

- **What does it mean to forgive someone?** (To let go of being angry, not try to get even, etc.)

Forgiveness is like wiping your relationship with someone clean. Erase (blacken out) one of the words. **You are saying, "It's not my job to punish that person." You are letting God take care of the problem—and you can trust that he will.**

Take turns going to the board and erasing (blackening out) the words until all words are gone.

Let's find out about a brother who had a lot to forgive.

Option 2—Role Play

Have volunteers act out these role plays:

- #1—You friend laughed at a mistake you made.
- #2—Your mom blamed you for something you didn't do.

- **If you had to explain to someone how to forgive a friend, how would you explain it?** (To let go of being angry, not get even, etc.)

- **How is forgiving a family member any harder or easier than forgiving a friend?** (You have to see family members more often so they can aggravate you more; you can get madder at family members so it's sometimes harder to forgive them; it might be easier because you love family members more; etc.)

Let's find out about a brother who had a lot to forgive.

Study Scripture

Help club members find Genesis 45:4 and leave their Bibles open. Have "Joseph" come running in, shouting, "We're together again! We're together again!"

Hi! Who are you? What are you so excited about?

Joseph:

Hi, I'm Joseph. I lived in Old Testament times. I had 11 brothers and a mom and

dad. But I hadn't seen them for many years. When I was only 17, my brothers got mad at me and sold me as a slave. They let my dad believe I had been killed by a wild animal.

- How do you think I felt about my brothers?

I became a slave in a faraway country called Egypt. I grew up there. I learned my jobs well. I helped the king of Egypt so much that he put me in charge of the whole country. Now I was important and powerful.

- How do you think I felt about my brothers then?

A time came when there was no rain, and no food grew in my brothers' country. They traveled to my country to buy food so they wouldn't starve to death. I knew who they were as soon as I saw them. But they didn't know me. Now was my chance. I tested how they valued our youngest brother, Benjamin, by saying that I was going to keep Benjamin as my slave.

- How do you think I felt about my brothers then?
- How do you think they felt?

My brother Judah was scared. He thought I was a powerful Egyptian. "Oh, no, sir!" Judah begged. "Please don't take Benjamin as your slave. I will be your slave instead. Please don't keep Benjamin. Our father couldn't stand it!"

That's when I gave in. I started to cry so loudly that everyone around could hear me. "I'm Joseph, your brother!" I said.

- How do you think my brothers felt then?

My brothers were really scared. What would I do to them for selling me as a slave? But I said, "My brothers, come close to me. You sold me as a slave, but don't be upset with yourselves. It was God who sent me here, not you. God sent me here so I could save people's lives by giving them food when no food could grow." So I threw my arms around Benjamin and we cried together. Then I kissed all my brothers.

- How do you think I felt about my brothers then?

- How do you think my brothers felt?

I forgave them! We were together again! Joseph exits.

Script may be copied for use with Pioneer Clubs® Voyager materials.

Read Genesis 45:4-5. Joseph forgave his brothers.

- The brothers had something to forgive

Joseph for, too. What was it? (Testing them.)

- If you used Focus Option 1, review some of the wrong actions that club members named. If you used Focus Option 2, ask now: **What kinds of things do family members do to each other today that are hurtful or unfair?**
- How often do you think family members need to forgive each other?

It takes a lot of forgiveness to keep a family running well.

Apply

Discipleship Challenge

- How would family members forgiving each other help that family?

To help club members discuss steps toward forgiveness, do Bible award requirement 2, "Forgiveness Puzzle," part 1, "Do a puzzle," handbook page 26, together now. Ask how these actions would help.

- What do you feel like when someone forgives you?
- What do you feel like after you forgive someone?

Think of a family member who you need to forgive. Do Bible award requirement 2, part 2, "Take a step," now.

Salvation Challenge

God offers us forgiveness even more complete than what Joseph offered to his brothers. When we do things we know are bad and disobey God, that is called sinning. Everyone sins. But God sent Jesus to be a person without sin, who could pay the penalty for all our sin and let us be forgiven members of God's family. Jesus died, and came back to life, to offer us forgiveness for our sin. But we need to ask for that forgiveness.

I'm going to pray a prayer twice accepting this forgiveness for our sin. If it says what you'd like to tell God, you may repeat it silently or softly after me. If you pray the prayer or if you have questions about what it means, please talk to me before the end of club. For salvation and followup resources to use, check www.pioneerclubs.org or the catalog.

Dear God, / thank you for loving me so much. / Thank you for sending Jesus / to teach me / and to earn forgiveness for me. / I can't earn it myself / so I ask you to forgive me / because of what Jesus did for me. / Give me a new life as part of your family. / Thank you! / In Jesus' name, amen.

BIBLE MEMORY 8-10 MINUTES

Review Exodus 20:12a.

▼ **Extra verse (optional):** Memorize Luke 6:37c.

PARENTS ACTIVITY AWARD

20-30 MINUTES



Do Ahead:

Gather supplies to do both options, "Read or listen to Colossians 3:20" and "Read a story or watch a video," of requirement 3, "God's Word to parents and children" (handbook p. 66).

Do both options of requirement 3.

GAMES (OPTIONAL)

Choose games from page 79.

PRAYER 5-6 MINUTES

Do Ahead:

Gather supplies.

Hold your hands together as if holding something. Sometimes, when a family member does wrong, we hold onto our anger. It's like holding a wiggly frog or bug—we can't do anything else because we're busy holding on. Forgiving means trusting God to take care of the situation and letting go. Open hands, as if letting something go free. God will take care of this. I can forgive the person and let go.

Let's do that together to tell God that we trust him enough to forgive our family members when they mess up. Think about the person you wrote in part 2 of the Bible award as we pray. All together, open and spread your hands as you pray: **Dear God, help me forgive...** (brief silence). **Amen.** *Option:* Put a frog or insect sticker on each club member's hand as a reminder of your action prayer.

LEADER REFLECTION

What did you learn about club members' families today?



Unit: God and Me

Unit Memory Verses—to practice at home

- Jeremiah 1:5a
- Mark 10:14b

Unit Activity Awards—just so you know

- Artist
- Club Helper

Ways to support what your Voyager is learning

- Tell your Voyager that God made him or her special. Tell your Voyager some things you appreciate about him or her.
- Cut out pictures of birds and flowers with your Voyager to make a poster. Let your Voyager tell you how God cares for his creation.
- Role play ways to make good choices.

Leader's name: _____

Phone: _____

Email: _____

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Unit: God Made Families

Unit Memory Verses—to practice at home

- Exodus 20:12a
- Proverbs 1:8

Unit Activity Awards—just so you know

- Tools
- Parents

Ways to support what your Voyager is learning

- Talk with your Voyager about what it means to be a family. How do you hope family members will treat each other? What would help this happen?
- If you have them, show your Voyager some pictures of the older people in your extended family who you knew as a child. Tell stories about them, particularly anything you learned from them.
- Share with your Voyager what it means to you for him or her to obey you.

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Unit: God's Word

Unit Memory Verses—to practice at home

- Deuteronomy 10:4a
- Matthew 4:4

Unit Activity Awards—just so you know

- Exploring
- Play Ball
- Clothes

Ways to support what your Voyager is learning

- Help your Voyager find a safe place to keep his or her Bible where it can be easily found. If your Voyager doesn't have a Bible, consider buying or borrowing one.
- Encourage your Voyager to memorize helpful Bible verses. Enlist others in the family to join in.
- Assure your Voyager that you are interested in helping when he or she is confused about opinions or ideas heard from friends or TV. Say that together you will find out what's true and what's not.

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Phone: _____

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Unit: Good News

Unit Memory Verses—to practice at home

- Matthew 18:14
- Mark 1:17

Unit Activity Awards—just so you know

- Campfire
- Let's Pretend

Ways to support what your Voyager is learning

- Your Voyager is learning how much Jesus loves each person. Ask him or her how Jesus shows his love to us.
- Your Voyager is learning what it means to follow Jesus. As a family, role-play what you might do in one or two everyday situations if you were or were not following Jesus. Discuss the benefits of following Jesus instead of someone who will get you into trouble.
- Your Voyager is learning to trust Jesus with fears. Assure your Voyager that he or she can confide in you about fears. Pray about them together.

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Phone: _____

Email: _____

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Games

General

Hee Haw. Everyone sits in a circle. A club leader starts by calling out, “Hee, haw!” Players repeat what the leader says, and then the leader calls out again, each time using variations (“Ho, ho!” Ha, hee, ha!” etc.) The leader may also use silly voices. Players have to say what the leader says without laughing. *Option:* The first player to laugh gets to be the next leader.

Nose and Toe Tag. Play like tag. Players can be safe from being tagged if they hold noses with one hand and toes with the other.

Rhyme Time. Related to “Duck, Duck, Goose.” Before starting, make a list of simple words related to your meeting theme (*care, dad, me,* etc.) or other simple words. Let players suggest some rhymes for each. Now have players stand in a circle. The person who is IT chooses a word from the list and walks around the outside of the circle, tapping each player. When IT taps a player and says the word, that player must say a rhyming word. If the player can’t think of a rhyme, the two change places. If the tapped player does say a rhyme, IT runs around the circle. If the player cannot tag IT before IT reaches the empty spot, that player is the new IT. *Option:* Let a player who is stumped ask for help from neighboring players.

Cooperative Games

Package Pass. Everyone sits in a circle. Players begin passing a box around the circle as quickly as possible. After a while, start a second package going the opposite direction. Add as many presents as you like for more fun. *Variation:* Use decorated boxes to link to holidays.

Pass It On. Players sit close to each other in a circle. Put the “IT” object (for instance, a pillow, balloon or stuffed animal) in one player’s lap. Players try to pass the object from lap to lap around the circle without using their hands. *Option:* Choose an object that fits the theme of your meeting.

Shoe Scramble. Players take off their shoes and put them all in a pile. Players sit in a circle around the pile. At a signal, players may take shoes from the pile. The object is to see how quickly all can get their own shoes back on, but players may not put on their own shoes—others must do that for them. *Option:* Brainstorm new ideas for working together before each round and try to beat previous times.

Holidays

Horse and Sleigh. Have two shoe boxes for each team. Teams line up behind a start line. The first player is the horse and holds a bell. The second is the sleigh and wears a box on each foot for sleigh runners. The sleigh holds the horse’s shoulders. On the start signal, the horse

rings its bell and pulls the sleigh to the finish line. The horse and sleigh players then trade places. The new horse pulls the new sleigh back to their team, and the next pair of players goes. Horses need to trot slowly enough that the sleighs can hold on. *Options:* Players waiting their turns can cheer on their team or sing a seasonal song, like “Jingle Bells” or “Over the River and Through the Woods.”

Christmas Exchange. Think of a number of Christmas items (star, tree, manger, etc.) Assign an item name to each player, making sure to have at least two of each item. Players sit in a circle. Choose one to be IT. IT starts by calling two Christmas item names, such as stars and trees. All players named stars and trees must exchange seats. If IT can grab an empty seat, the player left standing is the new IT. When IT calls out, “Christmas!” all players must change seats, taking a new seat at least two seats away from where they were before. *Variation:* Adapt for other holidays by using different item names and that holiday’s name for the “all change” cue.

Nature and Outdoor

Fish Swim. A club leader calls out two-word sentences ending in “swim.” If the item named is something that swims (“*Fish swim!*” “*Whales swim!*” “*Dogs swim!*” etc.), players make swimming motions and move around the playing area. If the item does not swim (“*Cars swim!*”), players must freeze. Anyone continuing to move must sit out until three more things have been called. *Variations:* Call out things that fly, climb or crawl.

It’s a Pillow...No, an Elephant. Players stand in a circle. One player has a pillow. That player tosses the pillow to someone, calling out his or her name and saying what the catcher must pretend the pillow is, such as “Taylor, elephant” or “Dakota, poison ivy.” Catchers react as if the pillow is whatever the thrower calls out, hamming it up as much as they like. The catcher then becomes the thrower, tossing the pillow to someone else and choosing a new item.

Laughing Hyenas. Players form a circle with a caller in the middle. When the caller says, “Laugh,” everyone begins laughing and doing impressions of hyenas (sitting like a dog, standing on all fours, etc.). When the caller says, “Stop,” everyone must stop laughing instantly. Anyone who can’t stop becomes the new caller. *Option:* Have a picture of a hyena.

Mr./Miss Fox. Players form a circle around IT—the fox. Players say, “Mr. (Miss) Fox, what are you doing?” The fox replies, “Throwing a ball” (*scratching my head, blowing up a balloon,* etc.) and does the motion. All players must copy the motion. Then players ask again. Whenever the fox answers, “Chasing you!” players run away while the fox tries to tag someone. Whoever gets tagged becomes the new fox.