

The illustration depicts a vibrant rainforest scene. In the upper left, a young boy with dark skin, wearing a tan hat and a red shirt, is perched on a tree branch, looking towards the viewer. In the upper right, a large gorilla is crouching on a green vine. The center of the image is dominated by the word "GAMES" in large, bold, yellow-green letters with a dark brown outline. Below the title, a large gorilla is shown in a crouching position, looking towards the left. In the foreground, there are several bunches of yellow bananas. The background is filled with lush green foliage, including large leaves and colorful flowers in shades of purple, pink, and blue. A small white icon of a tent is positioned above the word "GAMES".

Rainforest Recreation

# GAMES

**LEADER GUIDE**



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mentioned in this book from  
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# COURSE OVERVIEW

*Theme Verse: 1 Timothy 1:17*

	<b>Day 1</b> Creation	<b>Day 2</b> Corruption and Catastrophe	<b>Day 3</b> Confusion	<b>Day 4</b> Christ and the Cross	<b>Day 5</b> Consummation
<b>Title</b>	All Is Good	All Sin	All in Confusion	Savior for <b>All</b> Who Believe	All Is Good Again
<b>Bible Passages</b>	Genesis 1	Genesis 3, Genesis 6–9	Genesis 11	Various Scriptures	Revelation 21–22
<b>Lesson Focus</b>	We cruise to our first C of history— <b>Creation</b> —and head back to the beginning of the universe.	Next come <b>Corruption and Catastrophe</b> as sin enters the world and affects everyone.	The fourth C— <b>Confusion</b> —checks out the world-altering events that began at the tower of Babel.	<b>Christ</b> and the <b>Cross</b> are the next stops. The gospel is shared today.	The last C— <b>Consummation</b> —shows that God wins and all goes back to very good again.
<b>Apologetics Content</b>	Examining how it all began—man’s ideas or God’s Word?	Examining the reality of a global flood	Examining where the people groups came from	Examining the need for a Savior	Examining how it turns out in the end
<b>Memory Verses</b>	Genesis 1:1	Psalms 14:3	Genesis 11:9	John 1:12	Revelation 21:4
<b>Colors</b>	Green	Dark and Blue	Gray	White and Red	Yellow
<b>Animal Pals</b>	Eden the Green Parrot	Tox the Blue Poison Dart Frog	Scatter the Silverback Gorilla	Rose the Pink River Dolphin	Bliss the Bird-Wing Butterfly
<b>Tree-mendous Crafts</b>	Face Planter My Bug Jar	Straw Serpent Rainy Day Rain Gauge	Tricky Triangle Game Toothpick Tower	Christmas Ornament Easter Diorama	7 C’s Bracelet or Necklace Beautiful Butterfly
<b>Tree-mendous Science</b>	Order and Disorder Stack the Layers	Fallen Foliage Catastrophic Eruption	Skin-Deep Tower Test	Don’t Eat Me Ring Around a Tree	Cycling in the Jungle Good Again
<b>Rainforest Recreation</b>	Jungle Obstacle Course Sea & Sky Tag	Rainy Relays Tox Tag	Confusing Competitions Babel Bricks	Capture the Gifts Cross Kickball	Seven C’s Splash Coconut Launch
<b>Canopy Café Snacks</b>	Dirt Dessert Forest Fruit	Serpent Snack Tree Treat	Shades of Pudding Parfaits Wacky Mixed-Up Trail Mix	Gospel Goodies Nativity Nibbles	7 C’s Boat Colorful Bites
<b>Cool Contests</b>	Guess the Beetle Bugs	Team Spirit Day	yaD sdrawkcaB	7 C’s Scavenger Hunt	Mission Money Mania



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### Rainforest Recreation

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# HANDY HELPS

## It's a Jungle Out There!

*Listen!* Can you hear a howler monkey screeching and insects buzzing? *Look!* Do you see a sloth hanging from a tree and a jaguar crouching, ready to pounce? *Smell!* Is that the aroma of tropical flowers wafting through the air? *Touch!* Do you feel soft grass under your feet and gentle rain on your skin? *Taste!* Is that delicious milk from a coconut and exotic spices from the rainforest?

Join us in a world of wonder that will delight our senses while captivating our hearts and minds at *The Great Jungle Journey: An Epic Cruise from Genesis to Revelation*. We will cruise through jungle rivers, making stops at seven ports of call along the way—each starting with a C. These represent seven key biblical events—the 7 C's of History.

**Day 1: Creation**—Our first C takes us back to the beginning of time and the creation of the universe when it was all good. Did the universe start with a big bang, or did God create it?

**Day 2: Corruption and Catastrophe**—Next, Adam sinned, which affected his descendants, who were so wicked that God sent a global flood as judgment for their sin.

**Day 3: Confusion**—The fourth C checks out the events that began at the tower of Babel. Can this be where all the people groups originated from?

**Day 4: Christ and the Cross**—At these stops, we realize once again that man is sinful and needs a Savior. Hallelujah, God provides one in his Son!

**Day 5: Consummation**—The last C shows the thrilling conclusion to history when all goes back to very good again, and—best news ever—God wins against sin and Satan.

Excitement and adventure await from the first minute of each day when kids meet in travel groups. The groups gather at the **Jungle Jam Assembly**, a high-energy beginning that includes wacky intros, lively songs, a Mission Moment, and prayer.

Then they're off to rotate through five fun sites:

**Rain or Shine Bible Time**, where God's Word is taught in creative, hands-on ways.

**Tree-mendous Science and Crafts**, where kids make jazzy jungle crafts and explore God's amazing world with science experiments.

**Canopy Café Snacks**, where travelers go bananas, munching on tropical treats and eats.

**Rainforest Recreation**, where kids rumble in the jungle with some wet and wild games.

**Travelers' Missions, Music, and Memory Verses**, where kids sing songs, learn their memory verses with fun

games, or go in-depth with the Mission Moment featuring Children's Hunger Fund.

Finally, everyone heads back to the **Jungle Jam Assembly** for the closing, where there's more singing, contest results, and the highly anticipated daily drama. This follows a jungle river cruise that plans to make stops at different ports of call but faces a catastrophe that affects the plan, resulting in lots of unexpected rainforest adventures.

Prepare to swing into the fun as we head out on our jungle river cruise. See you in the rainforest!

### Our Goal

We are so thankful for how God has chosen to use the Answers VBS programs over the past years! But why did we decide to embark on such an undertaking in the first place, and why are we still at it by God's grace?

Our primary goal has always been to bring God glory by boldly and unashamedly proclaiming him to a strategic group—young people! From both a biblical and statistical point of view, young people are a big deal. They're not only awesome—we love 'em!—but they're also dearly cherished by our Lord and tend to be softhearted toward spiritual things. Researchers generally agree most people become Christians when they're children, so it's apparent this age group is a huge mission field!

Children are loved by their Creator, and Jesus said to let them come to him (Luke 18:16). We want children to come to Christ and not be hindered in any way from doing so. To that end, we combine a biblically rich VBS with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, we don't want to sacrifice rich teaching. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun.

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

We pray you will find that every prayer prayed, every minute invested, every dollar spent, and every word spoken will bring God glory as you reach kids for Christ. Just remember—VBS is worth it. May God richly bless your VBS. We're praying for you!

# Your Role

Your role as the game coordinator is outlined in the following pages. Your responsibilities may include:

- Planning games for all age levels
- Gathering game supplies ahead of time
- Setting up games daily during VBS
- Running game time and overseeing others who are running game time
- Making sure key lesson themes are reinforced through the games

- Overseeing the cleanup of the game area(s) each day
- Praying over all aspects of this job before, during, and after VBS

This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

So get ready! Get set! God is about to use you and your church to impact lives.

## Frequently Asked Questions

The content of *The Great Jungle Journey* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit [AnswersVBS.com/junglefaq](http://AnswersVBS.com/junglefaq).

## Terms to Know

Throughout the VBS curriculum, various terms will be used. Here is a list of some of the most common terms you should know.

**Travel Groups/Travelers:** Groups of children (individual classes) named after jungle animals, such as Bengal Tigers, Butterflies, Toucans, or Howler Monkeys.

**Group Guides:** Group leaders who lead the travelers from place to place during VBS. No teaching is required of this position.

**Rain or Shine Bible Time:** Bible and apologetics lesson time in the jungle.

**River Guides:** Teachers of the Rain or Shine Bible Time.

**Tree-mendous Science and Crafts:** Rotation site where crafts are made and science experiments are explored.

**Canopy Café Snacks:** Indoor or outdoor location where snacks are served.

**Rainforest Recreation:** Indoor or outdoor site (outdoor is preferred) for recreation time.

**Travelers' Missions, Music, and Memory Verses:** Rotation sites where kids can spend additional time learning songs, memory verses, and missions.

**Memory Verse:** Daily Bible verse to learn.

**Animal Pals:** Our friendly animal mascots that remind us of the main themes of each day.

**Toddlers:** 2–4-year-olds.

**Pre-Primaries:** 4–6-year-olds or children ages 4 through those who have completed kindergarten.

**Primaries:** 6–9-year-olds or children who have completed grades 1–3.

**Juniors:** 9–12-year-olds or children who have completed grades 4–6.

For multi-age K–6 travel groups, we recommend using the material for the Primaries.

# Top 20 Tips for Rainforest Recreation Games

1. Pray! This is your most important preparation. Give all concerns to the Lord and watch *him* do great things.
2. Decide which games you will play. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily starting on page 15, geared primarily for Juniors and Primaries. There are also Toddler Games (page 7), Pre-Primary Games (page 9), and Super Simple Games (page 13). Additional game ideas that can work any day are given at the end of the Game Guide.
3. Keep in mind that younger kids like to do several simple games each period as well as repeat favorite games played on prior days.
4. Before VBS, gather the game workers for a trial run. Play all the games to work out any trouble spots.
5. Invest in a megaphone for the game leader to use as a microphone.
6. Use bandanas, strips of material, jerseys, or wristbands to designate teams.
7. Use cones, rope, or field paint to designate the playing area and start and finish lines. Use chalk if playing on pavement.
8. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
9. Depending on the game, the amount of time you have, and the size and age of your group, consider setting up several games as stations and having kids rotate through them. This works especially well with large groups or young children who have short attention spans.
10. Teach children to always tag with two fingers on the shoulder.
11. Use water! Children love to get wet. Use water from buckets and get children wet with sponges, cups, or splash balls.
  - » Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.
12. Make sure everyone who is physically able participates and no one feels left out. At the same time, be sensitive to those with disabilities who are unable to play, and model through your words and actions how you value and care about each person.
13. Announce the name and object of the game with excitement and energy. The kids will pick up on how you feel about it.
  - » Example: Hey, kids! We're going to play an awesome game today called \_\_\_\_\_. The object of the game is \_\_\_\_\_.
14. Keep instructions short and simple. Expect children to be quiet and respectful when instructions are being given.
15. Use the teaching tie-in to connect the games with the lesson content. Games are great, but games with a point are better!
16. Form teams quickly and in fun ways. Once in teams, pump them up by asking questions:
  - » Who thinks their team is going to win today?
  - » Who thinks the Crocodiles will win?
  - » Who thinks the Piranhas will win?
17. Have a countdown to get started.
  - » Example: Everyone ready? 5, 4, 3, 2, 1, GO!
18. Keep children moving as much as possible.
19. Keep everyone hydrated.
20. Have a backup plan in case of bad weather.





# TODDLER GAMES

Consider having an outdoor playtime if you have a good space for it. The outdoor location should be enclosed so no one wanders off. If you don't have a safe area, use tarp-covered hay bales or snow fencing to create one. Ask church families to bring plastic slides, big wheel riding toys, and other age-appropriate outdoor equipment. Make sure they're labeled so they can be returned easily after VBS.

For game time, use the following suggestions or other options from the Game Guide, such as the Pre-Primary games. Also, it's fun to repeat favorites throughout the week.

## Day 1

### Hungry Monkeys

Cut a yellow pool noodle into small pieces. Spread the pieces around one end of the area. Begin with the Teaching Tie-In. Set a large box or make a circle of chairs near the starting position. Explain that the students will pretend to be monkeys trying to gather bananas (yellow noodle pieces) and bring them back to their banana bunker (food stash). At go, children will run to the bananas, gather as many as possible and bring them back to their banana bunker.

#### TEACHING TIE-IN

God created all the land animal kinds on day 6, including the kinds that monkeys belong to. Some monkeys live in the jungle. What food do you think monkeys like to eat? *Take responses.* Monkeys like fruit, nuts, seeds, and even eggs, bugs, and lizards! Today we'll pretend to be monkeys that are hungry for bananas.

### Adam & Eve Chase

Set up a play area. Share the Teaching Tie-In. Have all the boys (Adams) chase all the girls (Eves). When a girl is tagged, she must sit down and say, "I'm made in God's image." Then she can stand and return to the chase. After a short time, switch so the girls are chasing the boys. See how many they can make sit down at a time.

#### TEACHING TIE-IN

God created the first people on day 6 of creation. What were their names? *Adam and Eve.* God created the first man and woman to be different than the animals. They were made special, created in God's image. You are created in God's image too!

## Day 2

### Two-By-Two Animal Match

Print the **Animal Kind Cards**, making sure to have a male and female of each animal. Hide one of each animal around the play area. Share the Teaching Tie-In. Pass out the remaining animal pictures, one per player. At go, children must find the animal that matches theirs.

#### TEACHING TIE-IN

God sent a big flood to cover the whole earth. But he kept Noah and his family safe in the ark. God sent animals to the ark two by two. That means a boy and girl of each animal kind got on the ark. Today, you will be looking for the animal that matches your picture so you have a boy and a girl.

### Noah Says

Begin with the Teaching Tie-In. This game is played like Simon Says. Choose a leader to start as "Noah." Have the children line up across from Noah. Noah will give instructions by saying, "Noah says \_\_\_" and adding a physical action while doing it. For example, "Noah says touch the floor," "Noah says hop on one foot," or "Noah says shake your head." Once kids get the hang of it, try giving instructions more quickly. Play as time allows.

#### TEACHING TIE-IN

After Adam sinned, bad things began to happen. People became so bad that God sent a big flood to punish sin. God told Noah to build an ark. What is an ark? *A big ship.* Noah obeyed God and built an ark, and he and his family were saved from the flood catastrophe. In our game today, we'll practice obeying. Listen carefully and do whatever Noah says.

## Day 3

### North & South

This game works best indoors in a room with walls, but you can play outdoors if you create lines for north and south using chalk, cones, or chairs. Choose two opposite walls of the room to be north and south and review those with the children. Have everyone stand in the middle of the room. Call out a direction, either north or south, and point to the wall. The children must run to the wall

in that direction then return to the middle. Play several times and finish with the Teaching Tie-In.

#### TEACHING TIE-IN

After God gave the people at Babel different languages, they went in all directions, including north and south. Why did God confuse the people's language? *Because they disobeyed God's command to spread out on the earth.*

### Snoozing Silverback

Choose a leader to be the silverback gorilla. The gorilla can stand with back turned or lie down with eyes closed, holding a banana (yellow pool noodle piece). Players line up on the opposite side of the play area. Whenever the gorilla turns his back or snoozes, players must tiptoe toward him. When the gorilla turns and faces the players or wakes up, everyone must freeze in place. When the kids get close, the gorilla can chase them back to start. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

What kind of animal is our pal today? *A silverback gorilla. Scatter's silver or gray color reminds us of the confusion God sent at the tower of Babel. When we say something is gray, that means it's confusing or mixed-up. God confused the language at Babel so there were suddenly many languages. Different families couldn't understand each other or work together anymore.*

## Day 4

### Nativity Hunt

Print and cut out the **Nativity Cards** or use figures from a nativity set. Include baby Jesus, Mary, Joseph, angels, shepherds, and animals. (For a large class, print extras of all but Mary, Joseph, and Jesus.) Hide cards or figures around the area for kids to find. Have the kids attach the cards to a board or place each piece in a nativity scene. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

On what special day do we celebrate Jesus' birthday? *Christmas. Jesus' birth was part of God's plan to save us from our sin so that we can be forgiven. Use the Nativity Cards or pieces to review Jesus' birth.*

### Dolphin Splash

This game is best played outdoors. Set out one or more wading pools with a small amount of water and several sponge balls. Have the children gather around each pool. Take turns picking up and tossing the balls into the water to make a splash. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

Today we learned about a pink river dolphin. Pink is made from mixing white and red. White reminds us that Jesus was perfect and pure. He never sinned. The color red reminds us of Jesus' blood when he died on the cross for our sins. What is our dolphin pal's name? *Rose. Her name reminds us that Jesus rose from the dead!*

## Day 5

### Jungle Obstacle Course

Set up a simple jungle course using one or more of the following ideas:

Cross a river on stepping stones (jump from hoop to hoop over a blue tarp/sheet)

Crawl through a hollow log (play tunnel)

Rescue a baby animal (toy animal)

Find a banana (yellow pool noodle piece)

Catch a fish (use a net to scoop a plastic fish out of a kiddie pool filled with water—supervise carefully)

Walk under a vine (rope or twisted piece of brown or green roll paper)

Demonstrate how to run the course. Have the kids take turns going through it.

#### TEACHING TIE-IN

We've been learning about the jungle and what the Bible says about the 7 C's of History. Do you remember what they all are? *Briefly review each C: Creation, Corruption, Catastrophe, Confusion, Christ, Cross, and Consummation.*

### 7 C's Hunt

Cut fun foam sheets into 2-inch squares of green, dark, blue, gray, white, red, and yellow. Hide the squares around the play area, at least one of each color. Begin with the Teaching Tie-In. Divide into teams. Choose one team to search for the seven colored squares. Once they have found all seven, help them put the colors in order and name each C. Have another leader take the other group(s) to another area or room and practice fun exercises, such as two-foot hops, spins, toe touches, or jumping jacks (seven times each). When the first group finishes the hunt, have them help you hide the squares for the next group, then switch with the exercising group(s). Play until all groups have had a turn searching for colors.

#### TEACHING TIE-IN

Let's review the seven colors and which C of history they remind us of. *Review: green—Creation, dark—Corruption, blue—Catastrophe, gray—Confusion, white—Christ, red—Cross, yellow—Consummation. Today you'll be hunting for all these colors.*

# PRE-PRIMARY GAMES

Each day, three options are given for Pre-Primary Games. Some are the same as Toddler Games; some are different. Because the children's attention spans are short, it's good to have several quick games like these to play. Use one at a time, or if you have at least three leaders and 12 kids, it works well to set up daily stations using the three options. Have the kids rotate in small groups from one game to the next, spending approximately a third of their time at each. You can also substitute other games in this guide for any of these options or repeat favorites from previous days.

## Day 1

### Option 1: Hungry Monkeys

Cut yellow pool noodles into small pieces for the bananas. (If using different colors for teams, cut up another color noodle.) Spread all the bananas around one end of the area. Set a large box or laundry basket by each team's starting position across from the bananas. Share the Teaching Tie-In. Create teams and have them line up across from the banana pieces. Explain that they will pretend to be monkeys trying to gather bananas (noodle pieces) and bring them back to their banana bunker (box or basket). At go, the first children in line will run to the bananas, gather as many as possible, and bring them back to their banana bunker. Once they reach the bunker, the next player in line can run. Once everyone has run once, count the bananas in the bunkers to see who got the most.

#### TEACHING TIE-IN

God created all the land animal kinds on day 6, including the kinds that monkeys belong to. That means monkeys were created as monkeys and have always been monkeys. What kinds of food do you think monkeys like to eat? *Take responses.* Monkeys like fruit, nuts, seeds, and even eggs, bugs, and lizards! Today we'll pretend to be monkeys that are hungry for bananas.

### Option 2: Parrots & Finches Tag

Set up a rectangular play area using cones or tape. Choose a leader to be the parrot, like the animal pal Eden. Everyone else will be little birds, the finches. The parrot stands in the middle of the play area and says, "Little birds, stay away. Don't come near my nest today." The finches slowly move toward the parrot. At any time, the parrot can shout, "Too close to my nest," and the finches

must run outside the play area while the parrot tries to tag as many finches as possible. Finches who are tagged become parrots and remain in the middle to help tag. When there are only one or two finches left, they become the parrots in the next round. Keep the leader parrot to help with commands. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

What kind of bird is our animal pal today? *A parrot.* What color is our animal pal? *Green.* The color green reminds us of the beautiful, new creation that God made in the beginning. Does anyone remember our animal pal's name? *Eden.* After God created everything, he gave Adam and Eve a lovely place to live called the garden of Eden.

### Option 3: Adam & Eve Chase

Set up a play area. Begin with the Teaching Tie-In. Have all the boys (Adams) chase all the girls (Eves). When a girl is tagged, she must sit down and say, "I'm made in God's image!" Then she can stand and return to the chase. After a short time, switch so the girls are chasing the boys. See how many players they can make sit down at a time.

#### TEACHING TIE-IN

God created the first people on day 6. What were their names? *Adam and Eve.* Were these people ape-like creatures? *Did they look or act like monkeys? No.* God created the first man and the first woman to be different than the animals. They were made special, created in God's image. Every person, including you and me, is created in God's image too.

## Day 2

### Option 1: Two-By-Two Animal Match

Print the **Animal Kind Cards**, making sure to have a male and female of each animal. Hide one of each animal around the play area. Share the Teaching Tie-In. Pass out the remaining animal pictures, one per player. At go, children must find the animal that matches theirs.

#### TEACHING TIE-IN

God sent a catastrophe to judge the earth. What was that catastrophe? *A flood.* It was a global flood, which means water covered the whole earth. God kept Noah and his family safe in the ark that Noah built.

But what else was in the ark with Noah? **Animals**. God sent animals to the ark two-by-two. That means a boy and girl of each animal kind got on the ark. After the flood was over, these animals could have babies. Soon, there would be lots of animals again all over the world. Today, you will be looking for the animal that matches yours.

### Option 2: Noah Says

Begin with the Teaching Tie-In. This game is played like Simon Says. Choose a leader or child to start as “Noah.” Noah will give instructions to the group by saying, “Noah says \_\_\_\_” and adding a physical action while doing it. For example, “Noah says touch the floor,” “Noah says hop on one foot,” or “Noah says shake your head.” Everyone must perform the correct action when it begins with “Noah says,” or they are out and must sit down. If Noah gives instructions without saying “Noah says,” no one should perform the action or they’re out. Once kids get the hang of it, try giving instructions quickly and performing all the actions, even the ones without “Noah says” to see who copies. You can play without kids getting out, or just have them sit for one instruction and then return to the game. Choose a different Noah and play as time allows.

#### TEACHING TIE-IN

After Adam sinned, God’s creation was corrupted. God had to punish the people’s sin. He sent a big flood. What did God tell Noah to do to be saved from the flood? **Build an ark**. What is an ark? **A big ship**. Noah obeyed God, and he and his family were saved from the flood catastrophe. In our game today, we’ll practice obeying. Listen carefully and do whatever Noah says.

### Option 3: Frog Hop Relay

Divide children into even teams. Use tape or cones to mark start and finish lines. Place a zig-zag path of hula hoops from start to finish for each team. Explain that players will be hopping from hoop to hoop like frogs hopping on lily pads. They must try not to step into the “water” outside the hoops. At go, have the first children on each team hop to the finish and back, then tag the next teammate to go. You can make it a race between teams or time the group to see how quickly they finish, and then encourage them to beat their time in another round. For added fun, place a bucket with water a few feet from the finish line and have kids toss a plastic frog into it before hopping back to start.

#### TEACHING TIE-IN

It was fun to hop around like frogs! This game reminds me of our animal pal. Who is our animal pal today? **Tox the poison dart frog**. His name reminds us that he’s poisonous. When did bad things like poison and sickness come into the world? **When Adam and**

**Eve disobeyed God**. When they sinned, God’s good creation was corrupted. Now we must live with good and bad things.

## Day 3

### Option 1: North, South, East, and West

Place four different colored buckets in a diamond shape: top=north, right=east, bottom=south, left=west. Gather kids in the center and call a direction with the bucket color. Have the kids run to that bucket, touch it, and run back to the middle. Once they get the hang of it, call a direction but not the color of the bucket and see who runs to the correct one. For added fun, have kids close their eyes while you hide an animal pal or jungle animal toy under one of the buckets. Call a direction and have them peek under the bucket to find the animal. If no animal is there, they will run to check another bucket until they find it. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

When God brought confusion at Babel, the people went in all directions: north, south, east, and west. They moved all over the world. Why did God confuse the people’s language? **Because they disobeyed**. God told them to move around the world. But they stayed in one place and built a city and a tower. God punished them for disobeying. Should we obey right away or wait? **Obey right away**.

### Option 2: Silverback Tag

Start with the Teaching Tie-In. Choose a leader to be the silverback tagger. Give two children a stuffed gorilla. These children cannot be tagged. At go, everyone will run from the gorilla tagger. If tagged, players will freeze and yell, “Please pass the gorilla.” One of the children with a gorilla must run to the frozen player and unfreeze them by giving them the gorilla. That player rejoins the game and must watch for other players who need to be unfrozen. The silverback is trying to freeze as many players as possible. You can choose another leader or player to be the tagger after awhile.

#### TEACHING TIE-IN

What do you know about today’s animal pal? **Take responses**. Scatter the silverback gorilla is very strong. He eats a lot, mostly plants. And silverback gorillas can live to be 40 years old, which is old for an animal. Today, we’ll play Silverback Tag.

### Option 3: All Mixed Up

Lead the children in various “mixed-up” actions to represent the confusion at Babel. You may lead around the room or outdoor area or set up stations for some “backward” activities. Try walking, hopping, crab walking, and crawling



backward, or toss foam balls backward toward a target or basket. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

Whew! Everything we did was a little mixed-up, wasn't it? What else did we hear about today that was mixed-up and confused? *Take responses.* God had told the people to move around the world. Did they obey? *No.* They built a tower (and a city). They didn't want to obey God. But God wants us to obey him.

### Day 4

#### Option 1: Nativity Hunt

Print two sets of **Nativity Cards** in two different colors. Hide the cards around the play area. Divide the kids into two teams. Both teams will search for a card in their team's color and run to a specified board or wall where they will stick it up with tape or poster putty. The first team to have their whole nativity scene on the wall wins. Add extra shepherds and animals according to the number of kids. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

On what special day do we celebrate Jesus' birthday? *Christmas.* Why is Jesus' birth so special? Who is he? *Jesus is God.* Jesus' birth was part of God's plan to save us from our sin so that we could be forgiven. What were some special things that happened when Jesus was born? *Take responses.* Use the pictures to review the account of Jesus' birth.

#### Option 2: Dolphin Splash

This water game is best played outdoors. Use kiddie pools or fill up two rows of buckets with water and line them up about six feet across from each other. Gather splash/sponge balls and place several in each bucket. Divide the group into teams and have them line up behind their row of buckets, about 2–3 kids per bucket. Explain that they should aim for the buckets, not the other kids. At go, have teams toss the balls into the other team's buckets to splash them. Kids may throw any balls that land in their buckets back at the other team's buckets. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

Today we learned about an animal that loves to splash and play in the water. What kind of animal is our pal today? *A pink river dolphin.* What two colors make pink when they're mixed together? *White and red.* White reminds us that Jesus was perfect and pure. He never sinned. But then Jesus took our punishment for our sins and died on a cross. The color red reminds us of his blood. What is our dolphin friend's name? *Rose.* Her name reminds us that Jesus rose from the dead.

#### Option 3: Crazy Coconuts

This game is like Hot Potato. Gather small balls or beanbags for the "coconuts." Prepare music and a device to play it on. Have students sit or stand in a circle. Explain that the coconut they'll be passing around the circle is leaking coconut milk so they must pass it to the next person as quickly as possible to avoid getting dripped on. Start the music and begin passing a coconut. To make it "crazy," you may add more coconuts to the circle or have them change the passing direction. If playing outside, you could use a wet splash ball for the coconut. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

What a crazy coconut game! Does anyone know where coconuts come from? *Trees.* Coconuts grow on palm trees in warm places, including some jungles. Who remembers on which day of creation God made trees and other plants? *Day 3.* Creation is the first C we've learned about on our jungle journey. Can you tell me the other C's we've learned so far? *Review the other C's: Corruption, Catastrophe, Confusion, Christ, and Cross.*

### Day 5

#### Option 1: Fly, Fly, Butterfly

In this version of Duck, Duck, Goose, players sit in a circle facing each other. Choose one player to walk around the outside of the circle. As they walk, they tap people's heads, saying, "Fly, fly, fly." When they tap and say "Butterfly!" that player jumps up and chases the tapper around the circle. The tapper is trying to race around and sit in the butterfly's spot. If she makes it, she takes that spot in the circle, and the butterfly becomes the tapper. If the tapper is tagged before she reaches the butterfly's spot, she taps again. Continue play until everyone has a chance to chase as the butterfly. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

What is our animal pal today? *A bird-wing butterfly.* A butterfly gets a whole new body when it changes from a caterpillar to a butterfly. This reminds us of the seventh C, Consummation. When God makes a new heaven and new earth, everything will be changed. All of God's children will get new bodies. The bird-wing butterfly has yellow on it, which reminds us of the gold and beauty of the new heaven and earth.

#### Option 2: Seven C's Hunt

Cut fun foam sheets into 2-inch squares of green, dark, blue, gray, white, red, and yellow. Before game time, hide the squares around the play area, at least one of each color. Begin with the Teaching Tie-In. Divide into teams. Choose one team to begin searching for the seven colored squares and bring them to you. Once they have found all

seven colors, help them put the colors in order and name the C each one represents. Have another leader take the other group(s) to another area or room and practice fun exercises, such as two-foot hops, spins, toe touches, or jumping jacks (seven times each). When the first group finishes the hunt, have them help you hide the squares for the next group, then switch with the exercising group(s). Play until all groups have had a chance to hunt and find the seven colors.

#### TEACHING TIE-IN

Let's see if we can remember the seven colors we've talked about this week and which C of history they remind us of. Quickly review: green—Creation, dark—Corruption, blue—Catastrophe, gray—Confusion, white—Christ, red—Cross, yellow—Consummation. Today, you'll be hunting for all those colors!

#### Option 3: Jungle Obstacle Course

Set up a simple jungle course using several of the following ideas:

- Cross a river on stepping stones (jump from hoop to hoop over the blue tarp/sheet)

- Avoid the vines (walk or crawl under a rope hanging between two chairs)
- Feed a hippo (toss balls into a bucket/basket)
- Crawl through a hollow log (play tunnel)
- Rescue a baby animal (toy animal)
- Catch a fish (use a net to scoop a plastic fish out of a kiddie pool filled with water)
- Find a banana (yellow pool noodle piece)

Demonstrate how to go through the course, then have the kids take turns going through it. For a large group, create two or more courses for teams to race through.

#### TEACHING TIE-IN

It was fun to pretend we were doing things in the jungle. This week, we've been on a jungle journey. We've been cruising on the river, learning what the Bible says about the 7 C's of History. Do you remember what they all are? Briefly review each C: Creation, Corruption, Catastrophe, Confusion, Christ, Cross, and Consummation.

# SUPER SIMPLE GAMES

Two super simple game ideas are suggested for each day, one indoor and one outdoor. These require few supplies and prep. Depending on your space, some of the indoor games may be played outdoors and vice versa. Check them out and adapt for your area.

## Simple Indoor Games

### Day 1: Animal Charades

Write names of animals on index cards, such as tiger, dolphin, sloth, spider, crab, monkey, butterfly, or eagle. Prepare enough cards for one per player. Bring a timer.

Divide the group into teams. Have teams take turns sending a player up to draw a card and act it out for the team to guess within 1–2 minutes. Keep track of scores for correct guesses. Continue until all cards have been acted out. For a small group, choose volunteers to act out the cards for the whole group and award a point to the actor if it's guessed within the time limit.

For a large group, you could play reverse charades. Choose a player from each team to come up front to guess. Put the animal name up on a screen or large poster behind the guessers while they face their teams. Start the timer and have the teams all act out the word for their guesser. The player who guesses it first gets a point for their team. Then bring up a new guesser from each team and play again with a new word. In addition to animals, you could use other created things, such as a tree, flower, mountain, river, or cloud.

### Day 2: Cross the River

Gather a large blue tarp or sheet, foam sheets or rubber dots, hula hoops, and any other supplies (e.g., cardboard boxes) for each team. Place the tarp/sheet in the middle of the room as the river. Make a pile of the same supplies for each team on one side of the river.

Divide the group into teams. Explain that teams must use their supplies to create a path across the river. After each team has done so, have them line up and race one at a time across the river, stepping only on their supplies. You may let them adjust their course after running it once, or make it a competition to see which team gets everyone across first.

### Day 3: Four Corners

This is a great game to go along with the idea of people scattering all over the world from the tower of Babel.

Before playing, share a quick review of that event, and then assign each corner in the room as North, West, South, and East. Have everyone start in the middle of the play area. Choose a child to be blindfolded as the caller and have her sit or stand in the middle. The caller counts loudly to ten while everyone else scatters to one of the four corners as quietly as possible. The caller names one of the four corners. Everyone standing in that corner must come and sit by the caller in the middle. The caller counts again, and the players who are out help count while everyone still in moves to a different corner. Continue play. When there are four or fewer players left in the game, tell players they must go to a corner without anyone else in it. If the caller gives a corner with no one in it, have her pick another corner until someone is out. Play until one player is left. That player becomes the new caller who's blindfolded in the middle for the next round.

### Day 4: Where's the Cross?

Bring a cross ornament. Have the group sit in a circle and choose one player to stand in the middle. Have the middle player close his eyes while you give the cross ornament to one of the players in the circle. After he opens his eyes, players will start passing the ornament behind their backs to each other, trying not to be seen by the middle player. They can't hold onto the ornament for more than five seconds. The middle player has three guesses to point to who has the cross ornament. Whoever has it becomes the new middle player. Play until everyone gets a turn in the middle.

### Day 5: Tic-Tac-Toe Review

Draw a 4-by-4 tic-tac-toe grid on a whiteboard or large piece of paper. Divide the group into two teams and assign one to be X and the other O. Alternate asking the teams questions about what they've learned about the seven C's, daily colors, or animal pals. If they answer correctly, a player will draw an X or O in the grid. The first team to get four in a row wins. Keep track of scores and play multiple times.

# Simple Outdoor Games

## Day 1: Creation Shapes

This game involves team members working together and using their bodies to form letters, words, and shapes on the ground, so it is best played on grass or a soft surface. Divide group into even teams and assign a leader or helper to each. Start with day 1 of creation. Tell the teams to spell a word or create a shape related to something on that day of creation. For example, on day 1, a team could spell the word “light.” Everyone on the team must be a part of the word or shape; no one can be left out. Leaders will likely need to help the teams come up with ideas and direct people to sit or lay in the correct position. Once they form their word or shape, have leaders take a picture from above so the kids can see what they looked like working together. (These photos would make a fun slide/video presentation at the end of the week!) Then continue to day 2 of creation.

You may want to have a Bible for each team so they can check Genesis 1 for ideas. In addition to spelling words, encourage teams to try making shapes, such as a tree or flower for day 3, a giant circle for the sun on day 4, or a fish for day 5. You could make this game competitive by awarding a point to the team who forms their word or shape first, but it needs to be something from that day of creation. For a small group, have them work together as one team and take pictures of each shape they create.

## Day 2: Steal the Serpent

Bring a rubber or stuffed snake. This game is like Steal the Bacon except the item in the middle is a serpent. Divide the class into two teams and have them line up facing each other with about 20 feet between them. Assign a number to each player on one team. Assign the same numbers to the players on the other team. If needed, include leaders to get equal numbers on both teams. Place the snake in the middle between the two teams. Call out a number. The players with that number run to the middle, attempt to snatch the serpent, and race back across their team line before being tagged by the other team’s player. Award a point to the team that successfully gets the snake across their line. If the serpent carrier is tagged, no one gets a point. Return the snake to the middle after each round. Once they get the hang of the game, try calling more than one number to see if children can work together to get the serpent across their line. Play until everyone has had a few tries to steal the serpent.

## Day 3: Tower Relay

Divide group into teams. Mark a start line with cones. Set up a table a good distance from the start. Place stacking cups

or blocks in a pile on the table for each team. At go, the first players in line race to the table and place one cup or block to start building a tower. Then they run back to tag the next player in line to run and add to the tower. The team with the highest tower once everyone has run once or twice wins. You could also continue the relay until a certain height or number of cups/blocks is reached.

## Day 4: Dolphin Splash!

Prepare a water gun or soaker with water and give it to a leader for when “dolphin splash” is called. Remind the group of the day’s animal pal, Rose the pink river dolphin. This game will test the players’ ability to listen and respond to directions quickly. Review the directions and motions the group will perform from the list below. Practice a few rounds with the group by calling out directions and reminding them of the motion. Once they get it, begin calling faster and faster. You may start with only a few directions, then gradually add others as you play. If you want to make it competitive, those who did the wrong motion during a round will be out.

Direction	Motion
<b>Sleeping dolphin</b>	Lie on the ground and snore
<b>Swimming dolphin</b>	Lie on your stomach and stroke arms like you’re swimming
<b>Diving dolphin</b>	Stand up, then make a diving motion as you jump forward
<b>Talking dolphin</b>	Make clicking sounds to another player
<b>Angry dolphin</b>	Lie on your back and flail arms and legs
<b>Dolphin splash!</b>	Drop to your stomach as the leader shoots water at the group

## Day 5: Heaven & Earth Dash

Using cones, chalk, or chairs, create two lines far apart with a line in the middle between them. Have the players line up on the middle line. Explain that the two opposite lines are heaven and earth and review those with the group. Call out one of the areas: heaven or earth. The players must race to the correct line. See how they did, then give another area. After a few rounds, start to get players out who go the wrong direction. Have them sit in a specified area. When two players are left, the first one to cross the correct line is the winner. For a challenge, call out the directions faster; call out a direction you’re not using to see who runs/moves (“Ear-ly!” or “Hea-ther!”); or use other languages or sign language for directions.



# DAY 1

# JUNGLE OBSTACLE COURSE

## Supplies

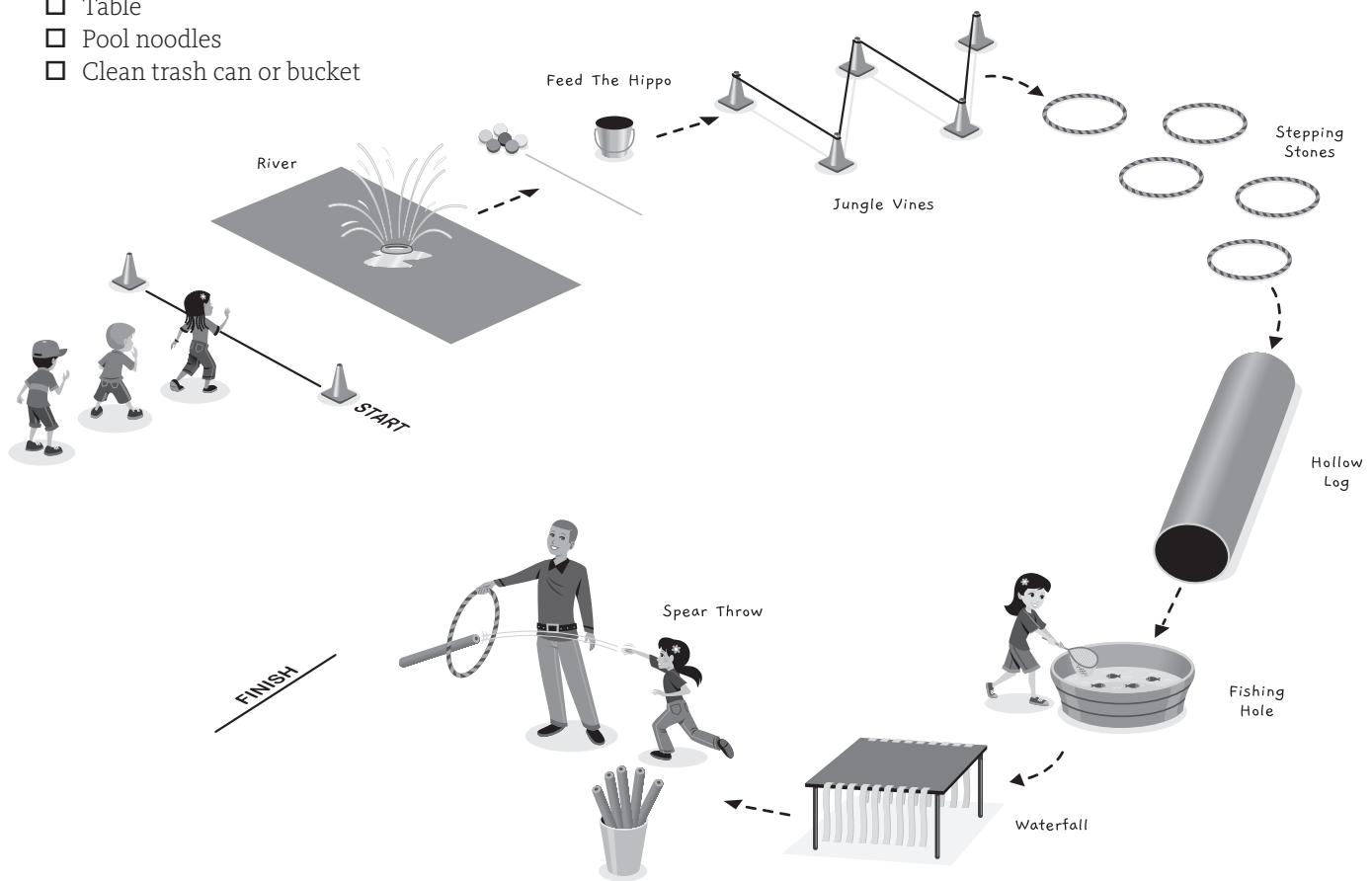
The following is a list of possible supplies. Read through the prep and directions, then choose those you'd like to use.

- Rope, tape, or cones to mark start/finish lines
- Blue tarp
- Sprinkler
- Bucket/bin and small balls
- 5 or more large cones
- Green and blue party streamers
- Tape
- 5-6 hula hoops
- Play tunnel
- Kiddie pool with water
- Plastic fish
- Kids' fishing net
- Table
- Pool noodles
- Clean trash can or bucket

## Prep

Gather supplies and set up one obstacle course or two obstacle relays. A possible way to set up the supplies is as follows:

- Mark a start line.
- River: Lay the blue tarp down with the sprinkler on top as a river to cross.
- Feed the Hippo: Place balls a few feet away from a bucket for kids to toss "food" into the hippo's mouth (the bucket)—see Tip Corner.
- Jungle Vines: Stagger 5 or more cones. Tape green party streamers from cone to cone in a crisscross pattern for kids to belly crawl under or step over.



- Stepping Stones: Place 4–5 hoops in a staggered pattern as stepping stones for kids to hop from one to the next.
- Hollow Log: Place the tunnel as the “log” for kids to crawl through/under.
- Fishing Hole: Fill a kiddie pool with water and put plastic fish in it. Set the fishing net nearby for kids to use to scoop out one fish before moving on.
- Waterfall: Tape blue party streamers on both sides of a table to make a “waterfall” for kids to crawl through.
- Spear Throw: Gather pool noodles and place them in a trash can or bucket for kids to grab. Have a leader hold a hula hoop about 5 feet away as the target for the spear throwing.
- Mark a finish line or have players return to start.

### Teaching Tie-In

It’s our first day of *The Great Jungle Journey!* You are learning about the first C. What is it? Take responses: Creation.

God created the universe by speaking it into existence. He prepared the earth with water, land, plants, trees, and air before he made animals and people. He created sea and flying creatures on day 5. He made the land animals and creeping things including dinosaurs, insects, and reptiles on day 6. Then he made Adam and Eve in his image.

I hope you take notice of the beautiful world God made and praise him for it. Each day, make it a habit to thank him for at least one thing. You can also thank God for the people in your life—family, friends, pastors, teachers, and coaches.

**People can do things animals can’t do. We can think, create, forgive, love, and have a relationship with our Creator. You’ll have to think to conquer each of the obstacles in our jungle course. Let’s see how you do!**

### Directions

1. If you have set up two courses, divide the group into teams.
2. Explain or demonstrate how to go through the course so they can see the order and what to do at each obstacle.
3. At go, have teams or individuals race through the course. You can have the next person in line go once the first person finishes the third or fourth obstacle.
4. If playing with two or more courses, play for a set time and see which team has the most players get through the course, or see which team completes the course first.
5. If playing with one course, tell children their individual times or time the whole group if you want to have them run it again to try to beat their time.

### Tip Corner

- The possibilities are numerous for your Jungle Obstacle Course. Have fun thinking of other obstacles or go with it as written.
- An option for Feed the Hippo is to use a cornhole board and beanbags.
- Make sure not to choose any objects that could be harmful if someone fell on them.

# DAY 1

## SEA & SKY TAG

### Supplies

- Cones, rope, or field paint to mark boundaries

### Prep

Set up a play area about 20 yards long with goal lines at opposite sides. Use cones to create a 4-foot-wide center lane in the middle of the playing area.

### Teaching Tie-In

How many of you have ever been to the ocean? *Take responses.* It's incredible, isn't it? What about flying in a plane? How many of you have been up high in the sky? *Take responses.*

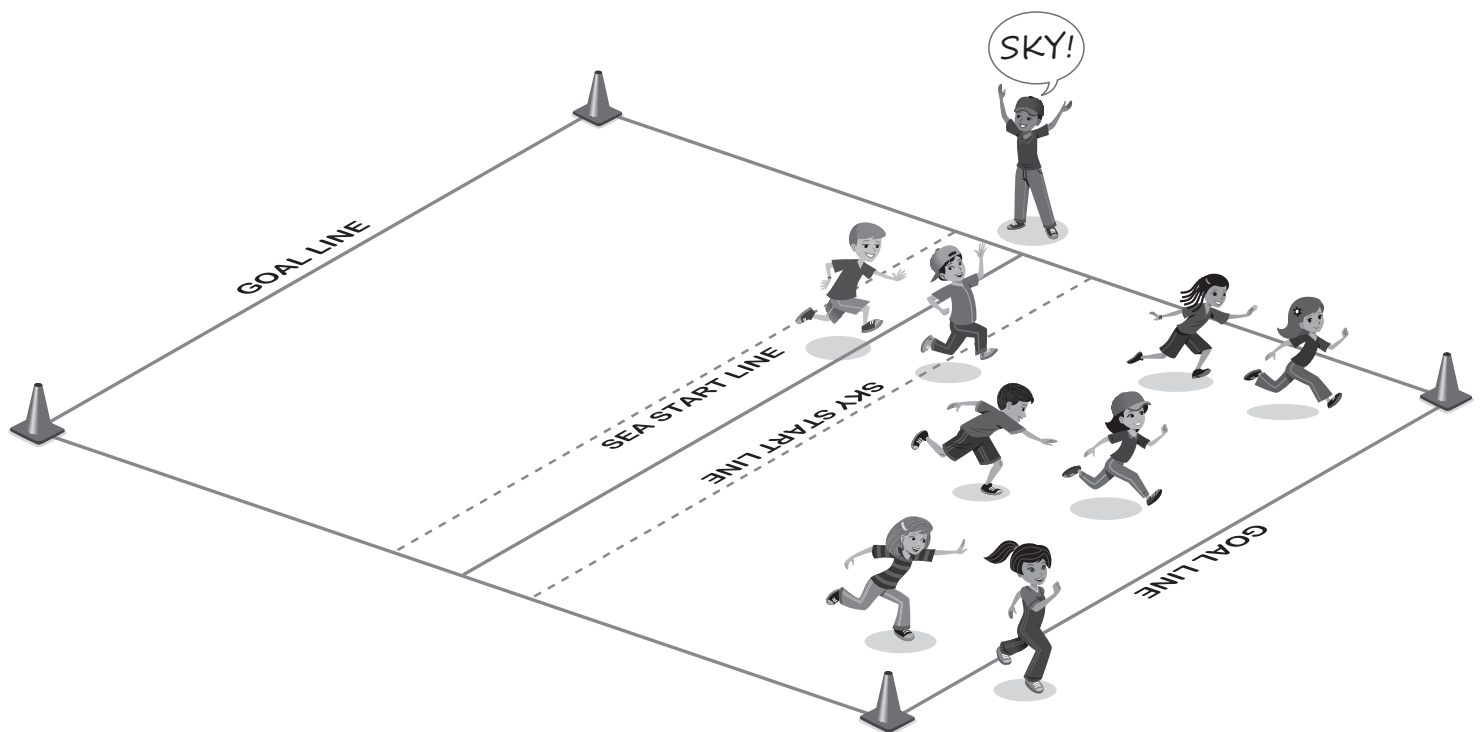
The beautiful sea and sky should remind us of God, our incredible Creator. On day 1 of creation, God created light and darkness. He called the light Day and the darkness he called Night. On day 2, God made the expanse, which includes earth's atmosphere, the air and sky.

What day did God gather the waters together to create the seas? *Day 3.* God made the seas and dry land along with the plants, trees, and flowers on day 3.

Our game today uses two teams we'll call Sea and Sky to remind us of these things God created.

### Directions

1. Divide the group into two teams called Sea and Sky.
2. Have the two teams line up in the middle of the playing area along the center line, about four feet apart from one another.
3. Call out either "Sea" or "Sky." If "Sky" is called, the Sky team turns around and tries to run back to their goal line while being chased by the Sea team.
4. If players get tagged before they cross their goal line, they join the other team and help in the tagging of their former teammates.



5. Once the chased team has reached the goal line or been tagged, have both teams return to the center lane and begin a new round, making sure that tagged players join the opposite team.
6. The team that has the most players, or all the players, when time is up is the winner.
7. Have kids return to their original team side and play again as time allows.

**Tip Corner**

- After one game, you could have the teams stand back-to-back for a challenge.
- If you have players who are jumping off their line before you've called the name, you can make them change sides.
- Make the calls challenging by calling out other S words (e.g., Space, Scamper) or drawing out the S at the beginning: S—Sky!

<b>Day 1 Overview</b>		
<i>Creation</i>		
<i>Lesson Focus</i>		<i>Bible Passage</i>
We cruise to our first C of history—Creation—and head back to the beginning of the universe.		Genesis 1
<i>Memory Verse</i>	<i>Animal Pal</i>	<i>Cool Contest</i>
Genesis 1:1	Eden the Green Parrot	Guess the Beetle Bugs
<i>Science and Crafts</i>	<i>Treats</i>	<i>Games</i>
Experiments: Order Disorder / Stack the Layers Crafts: Face Planter / My Bug Jar	Dirt Dessert Forest Fruit	Jungle Obstacle Course Sea and Sky Tag



# DAY 2

## RAINY RELAYS

### Supplies

- Buckets or tubs, 2 per team
- Plastic cups (with or without holes poked in the bottom) and sponges, 2–3 per team—see Tip Corner
- Water
- Ruler or measuring tape
- Scissors, a nail, or a letter opener
- Jump ropes
- Optional: extra balls/sponges, spray bottles, or water guns—see Tip Corner

### Prep

If playing Leaky Cup, use scissors, a nail, or a letter opener to poke two holes in the bottom of each plastic cup. Fill one bucket/tub with water for each team.

### Teaching Tie-In

Who likes to swim? *Show of hands.* Who has swum in a river, lake, or ocean? *Take responses.* Outdoor water activities can be a lot of fun! But there was a time over 4,000 years ago when water wasn't fun.

God sent a flood catastrophe that wiped out everything and everyone on the face of the earth, except for Noah, his family, and the animals on the ark. After the flood, God promised to never send a global

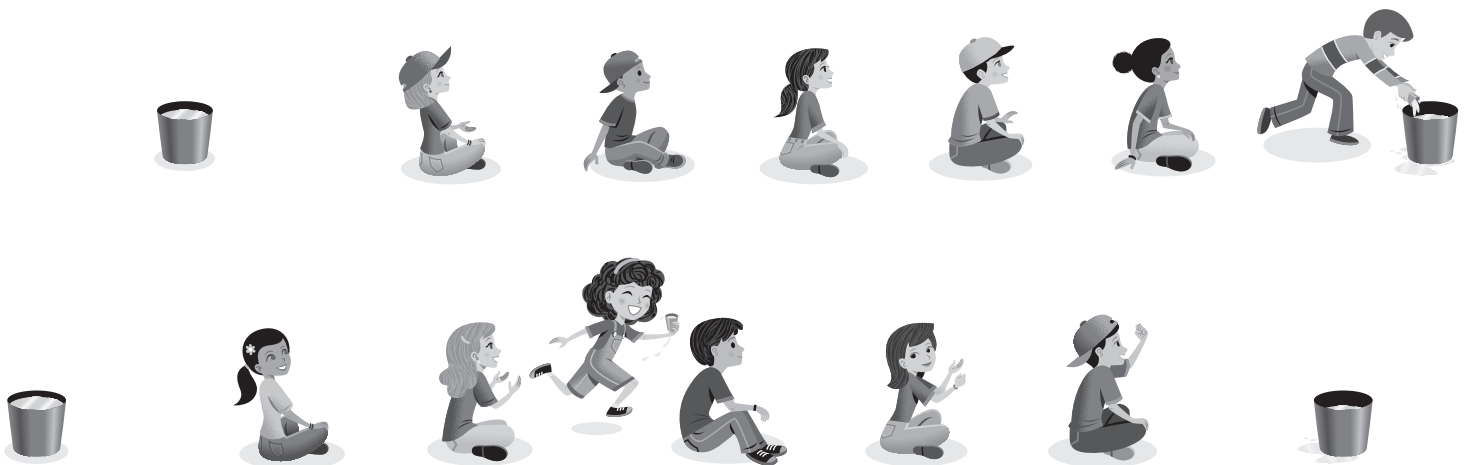
flood again. We can be thankful for this promise as we get wet in our rainy relays!

### Directions

Choose one or more of the following relay options:

#### Leaky Cup:

1. Divide the group into even teams.
2. Have teams sit on the ground in straight lines. Place a bucket filled with water at the back of each line and an empty bucket at the front.
3. Give the last person in each team a leaky plastic cup.
4. At go, the last players in line will stand up, fill their cup with water, and run it to their bucket at the front of the line.
5. After emptying their water into their team's bucket, everyone in line shifts backward so the player who just took a turn can sit at the front and pass their cup down the line to the person now seated at the back.
6. Once the last player gets the cup, they stand, fill their cup, and run to the front of the line to empty it.
7. Play until everyone has gone once or twice and use a ruler or measuring tape to see which team has the most water in their bucket.



8. If players want to get wet, have them carry their leaky cup over their heads or hold their cup over their teammates' heads as they run to the bucket.

#### **Fill the Bucket:**

1. Divide the group into even teams.
2. Have teams sit on the ground in straight lines. Place a bucket filled with water at the back of each line and an empty bucket at the front.
3. Give the last person in each team a plastic cup (with no holes in it).
4. At go, the last players in line will stand up, fill their cup with water, and run it to their bucket at the front of the line.
5. After emptying their water into their team's bucket, runners return to their spot and give the cup to the next player in line to repeat.
6. Play until one team fills their bucket.
7. Try the relay again but with players having to run to a turning jump rope and complete one jump with their cup before continuing to their bucket. Have leaders turning the jump ropes.

#### **Squeeze the Sponge:**

1. Divide the group into even teams.
2. Have teams sit on the ground in straight lines. Place a bucket filled with water at the back of each line and an empty bucket at the front.
3. Give the last person in each team a sponge.
4. At go, the last players in line will stand up, load their sponges with water, run to their bucket, and squeeze the water into it.

5. Runners return to their spot and give the sponge to the next player in line to repeat.
6. Play until one team gets their bucket half full of water.

#### **Toss the Sponge:**

1. Divide the group into even teams.
2. Have players stand five feet apart in line with a full bucket at the back and an empty one at the front.
3. Place sponges in the full buckets at the back of each line.
4. At go, the last players pick up the sponge and toss it to the next player in line.
5. Dropped sponges can be picked up and tossed again without a penalty.
6. Players continue tossing the sponge until it reaches the first player in line, who squeezes the water into the bucket then runs the sponge to the back, refills it with water, and tosses it forward.
7. Play until a team gets their bucket half full.
8. Consider using several sponges per team to keep things moving.

#### **Tip Corner**

- If you don't want kids getting as wet, have them run dry balls to their bucket while leaders spray players with "rain" using spray bottles or water guns. The team that has every player deliver a ball to the bucket first wins.

# DAY 2

## TOX TAG

### Supplies

- Cones, rope, or field paint to mark the play area

### Prep

Mark a large play area for tag.

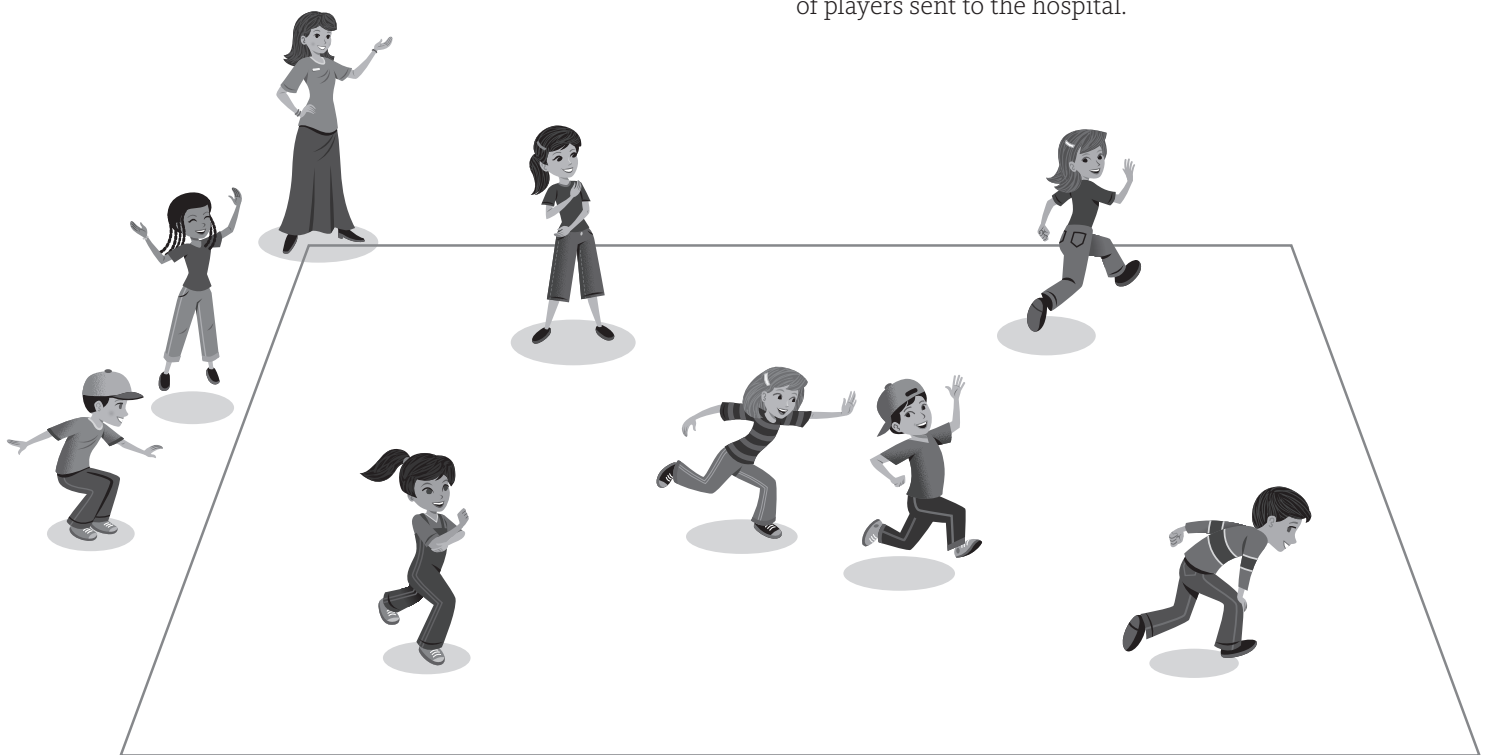
### Teaching Tie-In

Who is our animal pal today? *Tox the poison dart frog.*

Tox reminds us of the second C of Corruption, when sin entered creation. Before Adam and Eve sinned, animals didn't hurt other animals or people. After Adam and Eve sinned, bad things began to happen. Animals began to sometimes poison or eat other animals. In this tag game, you don't want to be touched by Tox the poison dart frog!

### Directions

1. Choose one child/leader to be "Tox" the tagger.
2. Have everyone spread out in the play area.
3. Explain that when they are tagged by Tox, they must place a hand over the spot and keep it there.
4. When they are tagged a second time, they must place their other hand over the spot and keep it there.
5. When they are tagged a third time, they have been "poisoned" and must go to the hospital to heal by stepping outside the play area and completing 10 two-foot hops. Then they can return to the game.
6. Choose a new Tox every few minutes or select multiple taggers if you have a large group.
7. Play for a set time or until Tox gets a certain number of players sent to the hospital.



## Tip Corner

- You can choose any motion/action for the hospital, such as 10 squat jumps, 10 jumping jacks, or 10 spins.
- If players don't keep their hands on their "poisoned" areas, they must step out to the hospital and do 10 two-foot hops.

## Day 2 Overview

### Corruption and Catastrophe

Day 2 Overview		
Corruption and Catastrophe		
Lesson Focus		Bible Passages
Next come Corruption and Catastrophe as sin enters the world and affects everyone.		Genesis 3, Genesis 6-9
Memory Verse	Animal Pal	Cool Contest
Psalm 14:3	Tox the Poison Dart Frog	Team Spirit Day
Science and Crafts	Treats	Games
Experiments: Fallen Foliage / Catastrophic Eruption Crafts: Straw Serpent / Rainy Day Rain Gauge	Serpent Snack Tree Treats	Rainy Relays Tox Tag



# DAY 3

## CONFUSING COMPETITIONS

### Supplies

Supplies will vary based on the games and group size. Read the prep and directions, then select the supplies based on the games you choose.

- Cones, rope, tape, chalk, or field paint to mark boundaries or start/finish lines
- Soccer ball and two nets
- Whistle
- Frisbees and pool noodles, 1 of each per team
- Soccer balls, 1 or more per team
- Small balls or beanbags, 1 per player
- Hula hoops or large buckets, 1 per team
- Individual jump ropes, 1 per team
- Long jump ropes, 1 per team

### Prep

For reverse tag, prepare a play area by marking boundaries.

For reverse soccer, prepare a field or gym with two soccer nets and boundary lines.

For reverse relays, mark start and finish lines.

Gather supplies for the games you choose.

### Teaching Tie-In

Before the tower of Babel, there was only one language. Everyone understood everyone. They were all working together on their

#### BACKWARD TARGET TOSS



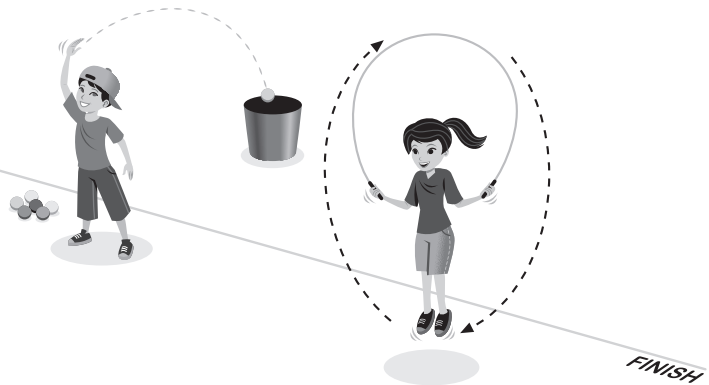
city and tower. But after God confused the language, people spoke many different languages. They couldn't understand each other, and their building work stopped. Our confusing and backward games today will remind us of the events at Babel.

### Directions

Choose one or more of the following games:

#### Reverse Tag

1. Played like traditional tag but with a reverse twist, everyone chases one person who is It when the whistle is blown.
2. Choose a leader to be It. At the whistle, start regular tag with It chasing everyone else. Whoever is tagged becomes It.
3. When the whistle is blown, switch to reverse tag where all players try and tag It. Whoever tags It first becomes It, and everyone tries to tag them.



#### BACKWARD JUMP ROPE

4. When you blow the whistle again, everyone goes back to regular tag.
5. Remind players to stay within the boundaries and to tag with two fingers on the shoulder.

### Reverse Soccer

1. Divide group into two teams and have them choose a goalie.
2. Explain that you'll begin playing regular soccer. When you blow the whistle, players must switch to reverse soccer where they can only kick the ball backward with the heels of their feet. At the next whistle, they must switch back to regular soccer, kicking the ball as usual.
3. If anyone kicks the ball with the front of their foot during reverse soccer, blow the whistle and award the ball to the other team.
4. Review safety rules like watching out for one another and being careful not to kick shins or step on feet.
5. Play soccer!
6. If reverse soccer gets too chaotic, blow the whistle to return to regular soccer and limit the reverse soccer time to short intervals.
7. Consider using multiple soccer balls or giant balls for added fun and "confusion."

### Reverse Relays

Divide the players into even teams. Run one or more of the following relay races, which have confused, opposite, or backward challenges:

1. **Backward Balance:** Walk backward from the start line to the finish line and back. First team to finish wins. For a challenge, play again but with players balancing a frisbee on a pool noodle while they walk

backward. If the frisbee falls off, return it to the top of the noodle and continue.

2. **Reverse Kick:** Give each team a soccer ball. Have them kick it with their heel (backward) down to the finish line, then switch and kick forward on the way back to start. Pass the ball to the next teammate in line to go. Continue until each player has had a turn. First team to finish wins.
3. **Backward Target Toss:** Run to the finish line, pick up a small ball or beanbag, turn around, and toss it backward to try to land it in the hoop or bucket. Run back to tag the next player in line. The team with the most balls or beanbags in the hoop/bucket at the end wins.
4. **Backward Jump Rope:** Run to the finish line, pick up a jump rope, complete one backward jump (start with the rope in front, swing it backward up and over to come behind your heels, then jump over it), set the rope down, and run back to tag the next teammate in line. First team to finish wins.
5. **Opposite Side:** Start with two players or leaders swinging a long jump rope for each team in the middle between the start and finish lines. At go, players will run one at a time from each team, trying to run under the rope so it doesn't touch/hit them on their way to the finish line. If it hits a player, you may let the player continue to the opposite side or have them return to the back of their line to try again. Encourage players to avoid the rope since it costs precious time for the rope turners to get going after a stop. First team to get all the players through to the opposite side wins. If time, see if teams can run back through the rope from the opposite side.

### Tip Corner

- See Four Corners (page 13) for a simple game option that goes with the confusion at Babel.

# DAY 3

## BABEL BRICKS

### Supplies

- Cones, rope, or field paint to mark the play area
- 40–50 beanbags
- 4 hula hoops
- Bandanas, wristbands, or jerseys to denote teams
- Timer

### Prep

Mark boundaries for a large rectangular play area or use a basketball court. Place one hula hoop in each corner. Use rope or field paint to create a circle in the center of the play area. Around the circle, use cones to create a square, which will be the tower of Babel. Place beanbags all around the edge of the center circle as the “bricks.”

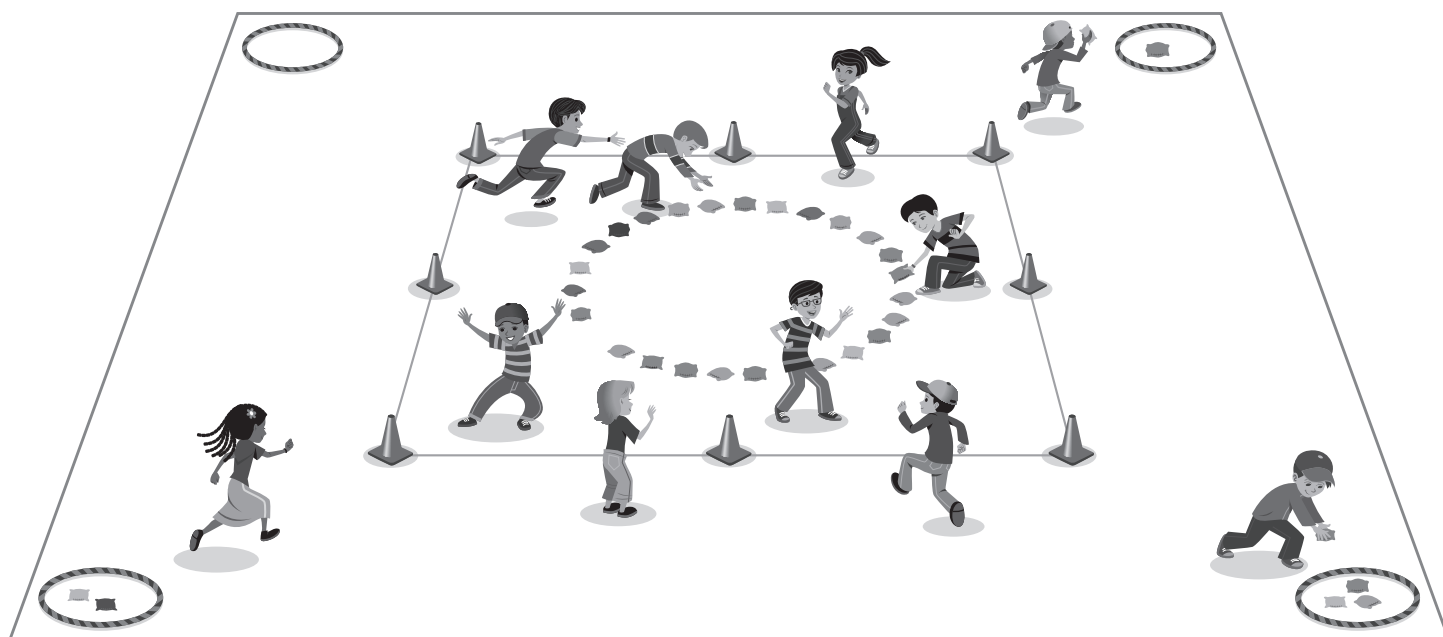
### Teaching Tie-In

Today we learned about the fourth C of Confusion. Why do we use that word to describe the events at the tower of Babel? *Take responses.*

God confused the language of the people so they began using many different languages. They couldn't communicate with each other, and everything got confusing. They stopped building their city and tower and moved to different parts of the world, which is what God had commanded them to do. In today's game, called Babel Bricks, you'll be in four different groups to remind us of the separated family groups that left Babel.

### Directions

1. Divide the group into four even teams called North, East, South, and West (or language groups, if you prefer). You may want to use different colored bandanas, jerseys, or wristbands for each team.
2. Explain that the square area is the tower of Babel and the beanbags inside are the bricks that each team will be trying to take back to their hula hoop “base.”
3. Each team will take a turn defending the bricks. The other three teams' players will come to the tower and



try to sneak inside, take one beanbag, and get outside the square without being tagged by a defender. The beanbag will be taken to their team's hula hoop.

4. Anyone tagged by a defender inside the tower must return their beanbag to the circle (if they had one), go to their team's hula hoop, and perform 5 spins (confusing!) before returning to the game.
5. Give these rules:
  - Defenders can't pile up the beanbags to make them easier to defend.
  - Defenders can't leave the square tower area to tag players.
  - Players may only take one beanbag from the center at a time.
  - No throwing beanbags.
6. Assign each team a corner with a hula hoop.
7. Choose one team to come and stand inside the square as the defenders.
8. Start the timer for the first round (2–4 minutes). Players from all three teams can come into the tower at

the same time or whenever they see an opening to get a brick.

9. When time is up, count the beanbags in each team's hoop to see who won that round. Then return the beanbags to the center.
10. Choose the next team to come into the square to defend the bricks and start the timer.
11. The game is over once all four teams have had a turn being the defenders in the tower. The team who won the most rounds (getting the most bricks) is the winner.

### Tip Corner

- Explain your rules for tagging, such as two fingers on the shoulder.
- Adjust the time for each round to make sure each team has a turn to defend the tower.
- This game works well outdoors or in a gym.
- For a small group, choose different leaders (1–3) to be the defenders of the tower for each round.
- See Four Corners (page 13) for another game option that goes with the idea of people scattering after Babel.

## Day 3 Overview

### Confusion

Day 3 Overview		
Confusion		
Lesson Focus	Bible Passage	
The fourth C—Confusion—checks out the world-altering events that began at the tower of Babel.	Genesis 11	
Memory Verse	Animal Pal	Cool Contest
Genesis 11:9	Scatter the Silverback Gorilla	yaD sdrawkcaB
Science and Crafts	Treats	Games
Experiments: Skin-Deep / Tower Test Crafts: Tricky Triangle Game / Toothpick Tower	Shades of Pudding Parfaits Wacky Mixed-Up Trail Mix	Confusing Competitions Babel Bricks



## DAY 4

# CAPTURE THE GIFTS

### Supplies

- ❑ 6 cones or bandanas (3 per team)
- ❑ Bandanas, jerseys, or wristbands to denote teams
- ❑ Whistle
- ❑ 2 hula hoops
- ❑ Cones, chalk, field paint, or rope to mark boundary lines—see Tip Corner

### Prep

Mark outer boundaries of a large rectangular play area and a center line. Place 3 cones or bandanas at the back middle of each team's side as the "gifts." Create a jail on each side using a hula hoop.

### Teaching Tie-In

The fifth stop on our jungle journey is Christ! Jesus Christ was born in Bethlehem. God used a special star to announce his coming. Who followed the star to Bethlehem to give Jesus gifts? *The wise men, magi.*

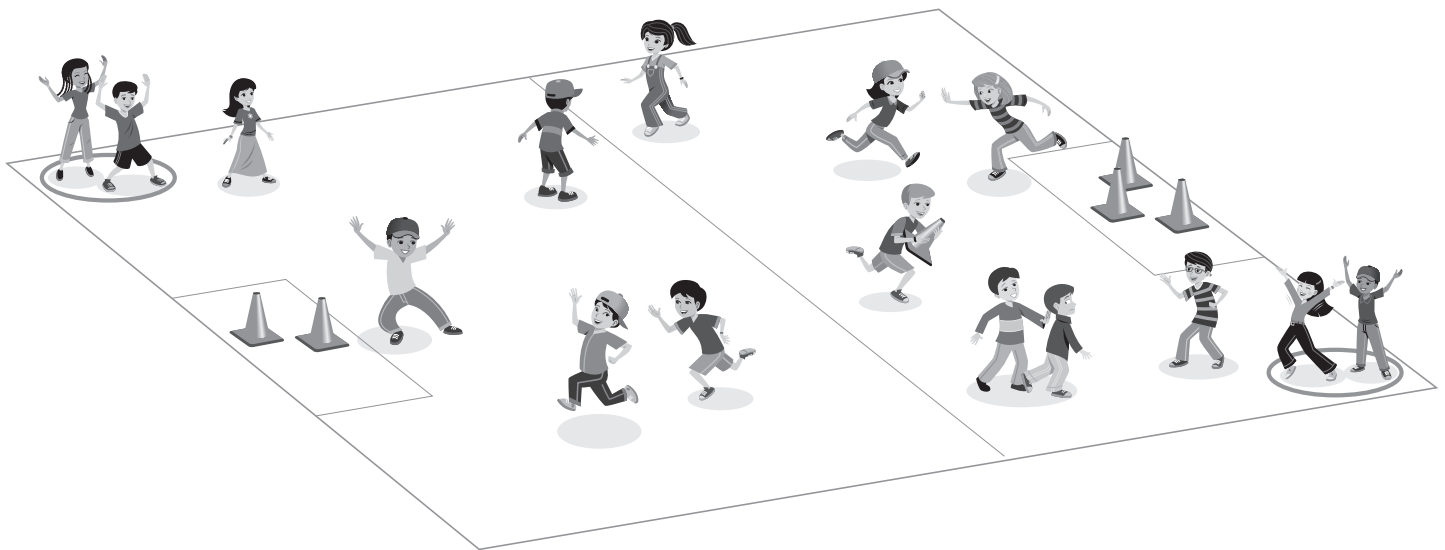
That's right! The wise men didn't arrive the night Jesus was born, but they came sometime before he was two years old.

Who knows the three gifts the wise men brought to Jesus? *Gold, frankincense, and myrrh.*

We're going to play a version of Capture the Flag, but we'll collect three cones on each side to remind us of the three gifts brought to Jesus.

### Directions

1. This game is like Capture the Flag, except teams are trying to collect 3 cones or bandanas (representing the 3 gifts the wise men brought to Jesus) from the other team's side while protecting their own.
2. Divide the group into two teams. Have one team wear bandanas, jerseys, or wristbands.
3. Play begins with a whistle. Players crossing the center line to the other team's side can be captured (tagged on the shoulder with two fingers).



4. If tagged, players must go to the opposing team's jail. Prisoners can be released by being tagged by a teammate. The released prisoner and the tagger receive a free walk back to their side. They must walk together with their arms up.
5. Players will be trying to run to the other side, collect one cone, and make it back to their side without being tagged. If the player is tagged while running back, they go to jail and the cone is returned to its spot. Players may not take more than one cone at a time.
6. When time is up, the team with the most "gifts" (cones) on their side wins. If the teams are tied, the team with the most prisoners in jail wins.

### **Tip Corner**

- The boundaries can be made from any combination of cones, rope, tape, or paint. If you have a woodsy, larger area, the boundaries can be based on the lay of the land.
- Players who are freed from jail can't take a cone from the opposing team on the way.

# DAY 4

## CROSS KICKBALL

### Supplies

- 4 objects for bases and 1 for the pitcher's mound
- Kickball or playground ball—see Tip Corner

### Prep

Set up the bases in a “cross” pattern with first base being the right beam of the cross, second base being the top of the cross, and third base being the left beam. Home base will be the base of the cross. Place an object for the pitcher's mound about 40 feet from home.

### Teaching Tie-In

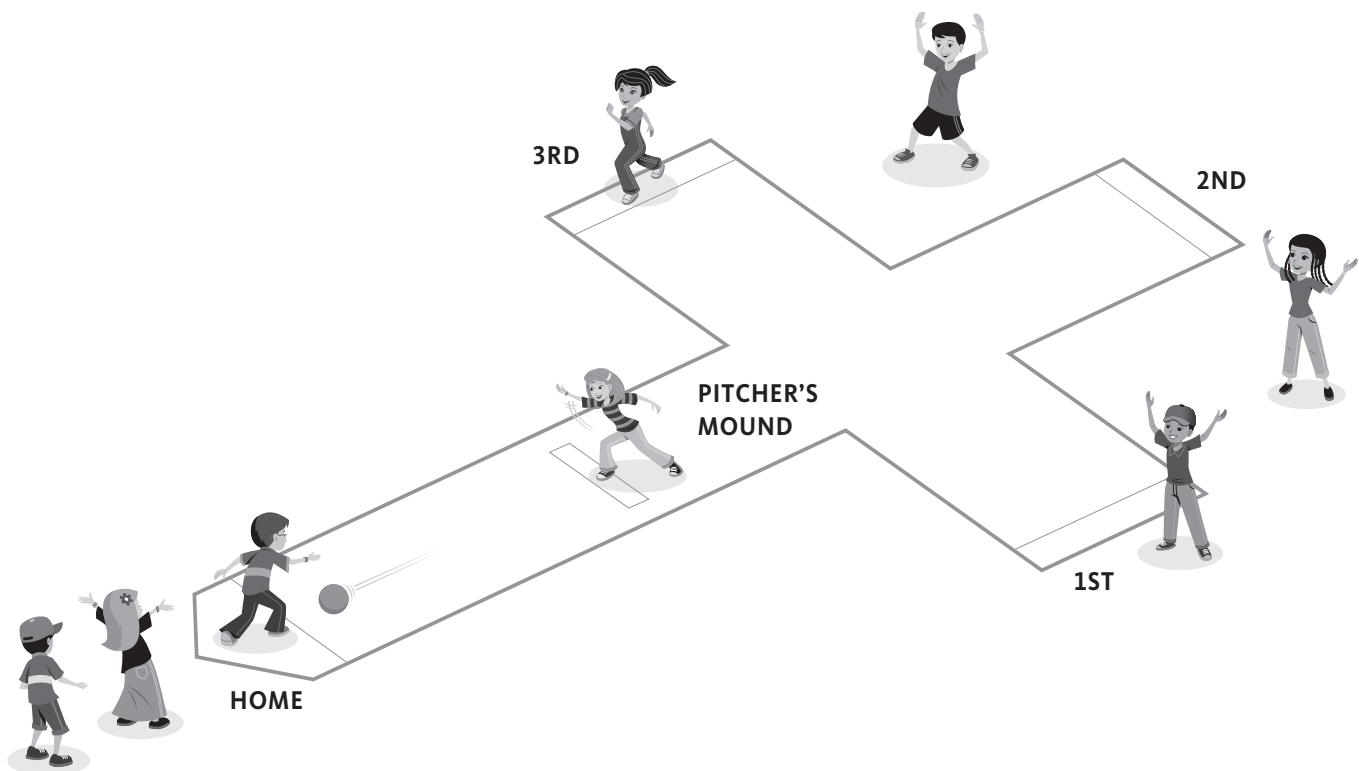
Jesus was born as a human baby. He came to die on the cross as the perfect sacrifice for our sin. His death and resurrection provided the way of salvation for those who admit they are sinners, believe in Jesus, and receive the gift of eternal life.

We're going to play Cross Kickball to remind us of Jesus' great sacrifice and love for us. Notice that our

bases are set up in the shape of a cross instead of the usual diamond.

### Directions

1. Divide group into two teams and assign one to the field to defend and one to kick.
2. The pitcher (leader or student on the fielding team) rolls the ball to the kicker, who stands behind home plate. The kicker kicks the ball into the field and runs to first base, or second, third, and home if they can make it without being tagged out.
3. To get a runner out, players in the field must tag the runner while they have the ball in their hands or they must catch the kicked ball before it hits the ground.
4. Teams get a point when a kicker makes it around all the bases to home base.



5. After three runners are tagged out or everyone has kicked once, the kicking team switches to the field.
6. Play for a set time limit or until both teams have had one or two turns kicking.

**Tip Corner**

- Kickballs range between 8–16 inches, with a 10-inch ball being the standard size. Any rubber or bouncy ball this size will work.
- For a non-competitive version, play with no outs. The kicker runs until the fielding team passes the ball to

the pitcher. The fielding team yells, “Freeze,” and the runners freeze wherever they are, whether on a base or in between bases. At the next kick, the runners continue around the bases until they make it home or until “freeze” is called. Once everyone has kicked once, switch the fielding and kicking teams.

- Don’t count foul balls.
- Encourage kickers to kick the ball to areas in the field between players and keep it on the ground so there isn’t a chance for it to be caught for an out.

<b>Day 4 Overview</b> <i>Christ and the Cross</i>		
<i>Lesson Focus</i>		<i>Bible Passage</i>
Christ and the Cross are the next stops. The gospel is shared today.		Various Scriptures
<i>Memory Verse</i>	<i>Animal Pal</i>	<i>Cool Contest</i>
John 1:12	Rose the Pink River Dolphin	Seven C’s Scavenger Hunt
<i>Science and Crafts</i>	<i>Treats</i>	<i>Games</i>
Experiments: Don’t Eat Me / Ring Around a Tree Crafts: Christmas Ornament / Easter Diorama	Gospel Goodies Nativity Nibbles	Capture the Gifts Cross Kickball



# DAY 5

## SEVEN C'S SPLASH

### Supplies

- ☐ 2–4 kiddie pools—see Tip Corner
- ☐ 2–4 large bins or buckets filled with water
- ☐ Splash balls, 2–3 per player—see Tip Corner
- ☐ Cones, rope, or field paint to mark play area

### Prep

Use cones or rope to mark a play area with a center line. For a larger group, make a four-square play area. Place one pool in the middle of each side/section. Place the bins with water along the center line with splash balls in each one.

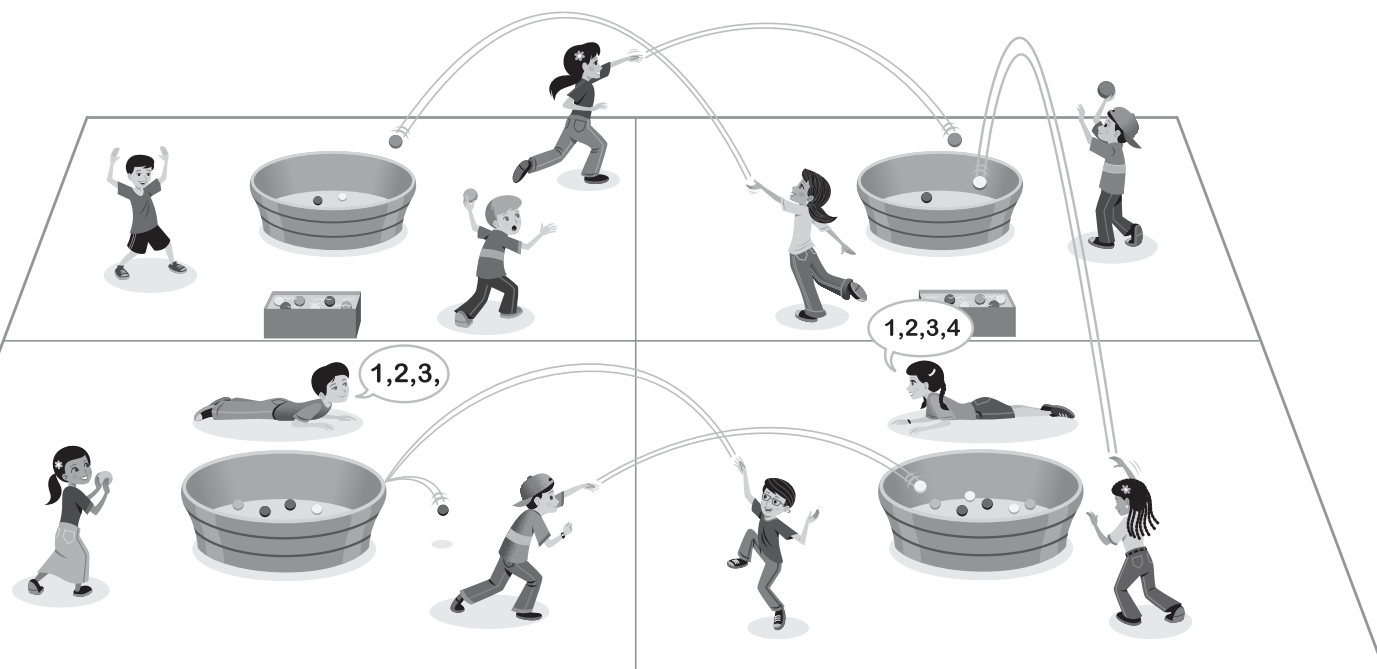
### Teaching Tie-In

Let's see if we can remember the 7 C's of History we've talked about on our jungle journey. Quickly review each C: Creation, Corruption, Catastrophe, Confusion, Christ, Cross, Consummation.

Today's game is called "Seven C's Splash" because you'll be racing to throw seven splash balls into the other teams' pools.

### Directions

1. Divide class into 2 or 4 even teams and have them line up along their side's back line.
2. At go, teams will race to the splash balls in the middle and try to throw them into the other team's pool. Players must stay in their section of the play area.
3. If a player is hit by a ball from another team, they must drop to their stomachs and count to 10 before they can stand and return to the game.
4. When a team gets seven balls in their pool, the round is over.
5. Count the balls in each team's pool and have a scorekeeper record how many they have. The team with



the fewest balls wins that round. Keep a running tally of scores, and add them together for each round to see which team is the overall winner.

6. Return balls to the buckets and play again, adding scores for each round. The team with the most points at the end wins.

### **Tip Corner**

- For an added challenge or the final round, place a small bucket in each area that teams must also defend along with their pool. If a ball lands in this

bucket, the round is over and that team gets 0 points. Tally the points for other teams as usual based on the balls in their pools.

- Instead of dropping to their stomachs and counting to 10 when they're hit with a ball, players can defend their pools by catching or knocking down balls without a penalty for it hitting them.
- If 7 balls is too easy and you have lots of splash balls, make the number 14 or 21 to win the round.
- For a waterless option, play the game with dry splash balls or foam balls.

# DAY 5

## COCONUT LAUNCH

### Supplies

- ❑ Beach towels, 1 per pair of players
- ❑ Rope, cones, tape, or volleyball net—see Tip Corner
- ❑ 1 beach ball or volleyball or lots of white water balloons
- ❑ Optional: large sheets—see Tip Corner

### Prep

Make a line in the middle of a rectangular play area (similar to a volleyball court) with the rope, cones, or tape. Get a beach ball or volleyball, or prepare lots of white water balloons to be the “coconut.” Gather towels for each pair of players per team.

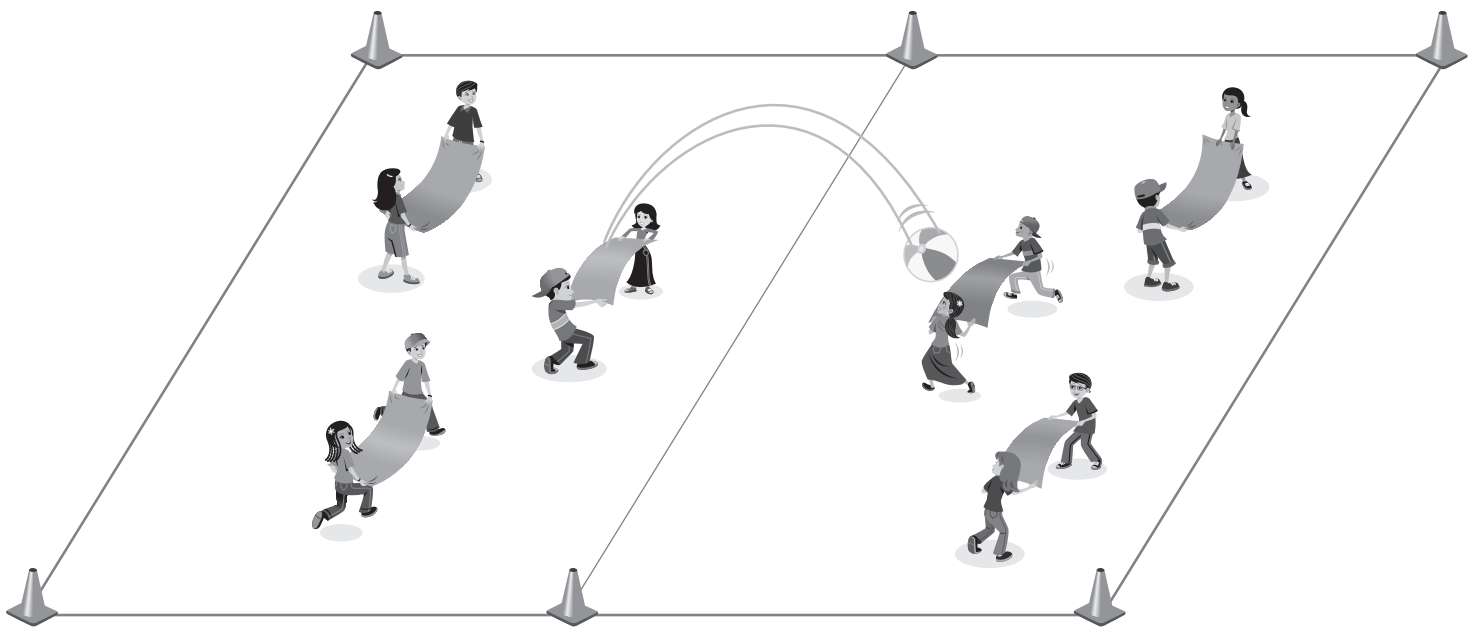
### Teaching Tie-In

What is the seventh C? **Consummation**. Consummation is an event that hasn’t happened yet. Jesus promised to return, and God will make a new heaven and earth that will be very good just like the original creation. There will be no sin, sadness, pain, or death. Jesus told his followers to be ready for his return. We are ready if we have admitted

our sins and turned to Jesus for forgiveness. In this game, you’ll have to be ready and work together to launch and catch a “coconut” (ball or water balloon) using towels.

### Directions

1. This game is similar to volleyball but with players sending the ball (or water balloon) over to the other side by heaving it with their towels.
2. Divide the group into two even teams and assign each team a side. Give each pair of players a towel.
3. Using their towel/sheet, one team “serves” the ball or water balloon “coconut” to the other team. To serve, they put the ball in the middle of their beach towel, pull the towel tight, and launch it across the playing area so it enters the other team’s side.
4. The other team’s players will try to catch the ball with their towels and heave it back over the line.
5. Once players get the hang of serving, catching, and launching the ball with their towels, you can keep



score by awarding a point to the opposite team if a serve doesn't cross the line or if they miss catching the ball on their side. The team with the highest score at the end of the time wins.

**Tip Corner**

- If you have a volleyball net, you can use that instead of making a line between the teams.

- For a large group, use large flat sheets for 4 players on each side rather than towels for every pair.
- Use water balloons as a fun option on a hot day. Remember to prepare extras for the ones that will fall and break.
- For a challenge, try having both teams serve a water balloon at the same time, and see if teams can keep both going back and forth without dropping them.

## Day 5 Overview

### Consummation

<i>Lesson Focus</i>		<i>Bible Passage</i>	
The last C—Consummation—shows that God wins and all goes back to very good again.		Revelation 21–22	
<i>Memory Verse</i>	<i>Animal Pal</i>	<i>Cool Contest</i>	
Revelation 21:4	Bliss the Bird-wing Butterfly	Mission Money Mania	
<i>Science and Crafts</i>	<i>Treats</i>	<i>Games</i>	
Experiments: Cycling in the Jungle / Good Again Crafts: 7 C's Bracelet or Necklace / Beautiful Butterfly	7 C's Boat Colorful Bites	Seven C's Splash Coconut Launch	



# ADDITIONAL GAMES

## Vine Tug-O-War

### Supplies

- Large rope or jump rope
- Plastic blue tablecloth or blue tarp
- Optional: garden hose or sprinkler

### Prep

Lay down a blue plastic tablecloth or tarp in the middle of the play area as the river. If playing outdoors, place a garden hose or sprinkler at one end of the river so water will flow into it. Make sure your rope is long enough to stretch across the “river” and beyond.

### Directions

1. Divide the group into two teams.
2. Have teams line up on opposite sides of the river and grab hold of the rope.
3. At go, teams will try to pull each other into the river.
4. The team that goes into the river loses.
5. Play several times with the same teams or change them up each time.

## Team Handball

### Supplies

- Wristbands or bandanas to denote teams
- One large foam ball, water football, or sponge
- Bucket of water
- Cones or field paint

### Prep

Use cones or field paint to create a large rectangular play area. Prepare a bucket of water and place by the field.

### Directions

1. Divide the group into two teams. Give one team wristbands or bandanas.

2. This game is played like ultimate frisbee, but players throw a wet ball or sponge instead of a frisbee down the field toward the end line to score a point.
3. Play begins with one player throwing the ball to a teammate down field.
4. Players may only take two steps with the ball after a catch.
5. Every pass must be caught. When a pass is dropped, batted away, or intercepted, the other team begins passing the ball toward the opposite end line from the spot where the ball was dropped.
6. When the ball is passed to a teammate who is beyond the end line, the team scores one point.
7. To restart play, dip the ball in the water bucket and give it to the team who didn't score and have them start passing from their end line.

## Jungle Mission

### Supplies

- Jump ropes or green party streamers
- Tape
- Tables, chairs, or walls

### Prep

Set up a jungle course using party streamers or ropes that are attached between tables, chairs, or walls. Vary the lengths and angles of the ropes so players will have to step over or crawl under them.

### Directions

1. Explain that the kids will be venturing through a dangerous jungle filled with vines and branches. Their goal is to make it through without touching or knocking any of them down.
2. Have the players line up and take turns navigating through the course.
3. You may choose to time them individually or as a group to see how quickly they can do it.

## Croc Field Hockey

### Supplies

- Pool noodles cut in half, 1 per player
- Variety of balls—see Tip Corner
- Cones, rope, or field paint to mark boundaries
- Wristbands or bandanas for one team

### Prep

Use a soccer/football field or mark boundaries for a rectangular play area—as large as possible. Scatter balls all over the field. Cut pool noodles in half for the “sticks.”

### Directions

1. Divide the group into two teams. Give one team wristbands or bandanas.
2. Give everyone a half pool noodle “stick.”
3. Explain that each team will be trying to bat “crocodile eggs” (balls) over the other team’s end line using their pool noodle sticks. Balls cannot be kicked or picked up.
4. Once a ball is over the end line, the team cannot hit them out.
5. At go, players will work to hit balls over the other team’s end line while blocking the balls coming toward their end line.
6. Play until all the balls are out of the play area and over the end lines. The team with the most balls over the opposite line wins.

### Tip Corner

- Smaller, lighter balls made of foam or plastic are easier to bat with a pool noodle. For variety, you could use some playground or soccer balls since they’re more challenging to move with a noodle.
- For a less chaotic version of the game, you could play more like field hockey with only one or two balls that teams try to bat into a soccer or hockey net set up at either end. Keep track of goals scored.

## Feed the Gorilla

### Supplies

- Beanbags or bananas
- Box, bin, or cornhole board, 1 per team
- Cones, chalk, or rope
- Optional: picture of a gorilla

### Prep

Create a start line using cones, chalk, or rope. Gather boxes, bins, or a cornhole board as the gorilla target for

each team and place them about 10 feet across from the start line. If you have a picture of a gorilla, attach it to the target. Place a pile of beanbags or bananas for each team at the start line.

### Directions

1. Divide the group into teams and have them line up behind the start line.
2. At go, the first players in line will pick up a beanbag or banana and toss it at their gorilla “target” to feed it, then run to the back of their line. Then the next teammate can throw. Once everyone has thrown once or twice (depending on the number of beanbags or bananas you have), count up the number that made it into the gorilla target. The team with the most wins.

## Parachute Fun

### Supplies

- Parachute or large sheet—see Tip Corner
- 2 beach balls

### Prep

Blow up the beach balls. Gather a parachute or large sheet.

### Directions

Have leaders and children hold a parachute around the edges. Place one beach ball on the parachute to start, then add a second later for fun. Try any of these options, or make up your own:

1. See if you can roll the ball all the way around the edge of the parachute without it falling off.
2. Try moving the parachute down then up to launch the ball into the air, then catch it.
3. Have the children hold the parachute tightly and walk in a clockwise direction. Then change directions. Next, pretend to be different jungle animals and try other locomotor skills: gallop, side-slide, jump, or hop.
4. Call out different kids’ names, one or two at a time. They need to try to run under the parachute when it’s raised and get to the other side before the parachute comes down on them.

### Tip Corner

- An old tablecloth or lightweight blanket can also be used as a parachute.

# Leading a Child to Christ

“For I am not ashamed of the gospel, for it is the power of God for salvation to everyone who believes.” Romans 1:16

VBS presents an ideal opportunity to share the life-changing gospel of Jesus Christ with all attending. Every leader and team member should be ready to clearly present the gospel and counsel those wanting to learn more. Children are usually soft-hearted toward things of the Lord, and some will be interested in becoming a follower of Christ. Be ready, because eternal matters matter most!

## Before

- **Pray.** Salvation is God’s work, not ours. We cannot bring about salvation for anyone. We need to ask God to prepare the children and open their hearts to him.
- **Be prepared.** Learn more about presenting the gospel and counseling a child about salvation.

## During

The gospel will be presented during the lesson time. Opportunities may arise, however, to share with a child one-on-one or with a small group of children. If so, keep the following in mind:

- Becoming a child of God involves repenting of one’s sin and having faith in the death and resurrection of Jesus Christ. Repentance involves understanding what sin is (disobeying God’s commands) and desiring to turn from that sin.
- You can use the booklet *How Can I Become a Child of God?* along with your Bible to explain the plan of salvation. Children need to see and hear God’s Word, so have your Bible opened and marked ahead of time with the appropriate scriptures.
- Avoid abstract phrases like “asking Jesus into your heart.” Instead, use terminology like “becoming a child of God.” Most children still think in concrete terms and need examples that are easy to understand.
- If a child indicates an interest to know more after hearing the gospel presentation, ask questions (such as the following) that require more than a “yes” or “no” answer:
  - » What do you want to talk to me about?
  - » Do you know what sin is?
  - » Can you think of a specific sin (wrong) you have done?
  - » Are you bothered by your sin?

**These questions are important.** A child who cannot verbalize a sin or does not seem to be repentant about being a sinner may not fully understand his need for a Savior. In this situation, you might list some child-oriented examples of sin and ask him to notice any time he catches himself sinning over the next few days. Give him the *How Can I Become a Child of God?* booklet. Pray with him, then send him on his way. Check back a day or two later, if possible.

- If the child does seem to be sincerely sorry for his sins, you can proceed with more questions like the following:
  - » Why did Jesus come to earth? Why did Jesus need to die? Why did Jesus rise again?

- » Why do you want Jesus to be your Savior?
- » Why should God let you into his family? (Make sure the child understands that salvation is not based on what he does but is a gracious gift of God through faith in the death and resurrection of Jesus.)

- Pray for discernment while listening to a child’s answers.
- When a child seems to have a basic understanding of salvation (belief in Jesus’ death and resurrection, admission of and repentance from sin, and a desire to follow the Lord), encourage him to talk to his parents about what it means to become a child of God (if they are followers of Christ). Encourage a child who comes from a non-Christian home to verbalize his understanding to the Lord through prayer. There is no one prayer that should be prayed. Encourage him to ask the Lord to forgive him and help him know he is a child of God.
- Let him see in your words and your face that you are excited that he wants to become a child of God! Read Luke 15:10 to him.
- Some children may not want to make decisions but may want to learn more, to be assured of salvation, or to confess sin. Read Romans 10:9–10 and John 10:28–29 with children who are seeking assurance of their salvation. Encourage them to ask the Lord to help them know they are his children. If a child wants to confess sin, read 1 John 1:9 with him and encourage him to ask the Lord to help him know he is forgiven when he repents.

## After

- Review what it means to be a child of God.
  - » How long does God keep his children? (Hebrews 13:5; John 10:28–29)
  - » Can anything separate God from his children? (Romans 8:38–39)
  - » What happens when God’s children sin? (1 John 1:9)
  - » What do children of God believe? (Romans 10:9)
- Explain that Jesus loves his children and wants to spend time with them. Discuss practical ways to grow as a child of God. Provide him with the *Growing Up in God’s Family* booklet and share the following:
  - » Read your Bible and obey what you read. You can start your Bible reading with the short Bible study book you will receive the last day of VBS. (Provide a Bible if he doesn’t have one. Be sure to fill out the presentation page.)
  - » Pray every day. Prayer is talking to God.
  - » Go to a church that believes and teaches the Bible as the Word of God.
  - » Tell others about Jesus. Tell your friends, family, and neighbors how they can become children of God.
- Fill out a Decision Card and turn it in to the VBS director.
- Stay in touch with the child through postcards, visits, or phone calls. Invite him to upcoming church events.



# SUPPLY LIST

## Day 1

### JUNGLE OBSTACLE COURSE

The following is a list of possible supplies. Select supplies based on the obstacles you choose.

- Rope, tape, or cones to mark start/finish lines
- Blue tarp
- Sprinkler
- Bucket/bin and small balls
- 5 or more large cones
- Green and blue party streamers
- Tape
- 5–6 hula-hoops
- Play tunnel
- Kiddie pool with water
- Plastic fish
- Kids' fishing net
- Table
- Pool noodles
- Clean trash can or bucket

### SEA AND SKY TAG

- Cones, rope, or field paint to mark boundaries

## Day 2

### RAINY RELAYS

- Buckets or tubs, 2 per team
- Plastic cups (with or without holes poked in the bottom) and sponges, 2–3 per team—see Tip Corner
- Water
- Ruler or measuring tape
- Scissors, a nail, or a letter opener
- Jump ropes
- Optional: extra balls/sponges, spray bottles, or water guns—see Tip Corner

### TOX TAG

- Cones, rope, or field paint to mark the play area

## Day 3

### CONFUSING COMPETITIONS

The following is a list of possible supplies. Select supplies based on the games you choose.

- Cones, rope, tape, chalk, or field paint to mark boundaries or start/finish lines

- Soccer ball and two nets
- Whistle
- Frisbees and pool noodles, 1 of each per team
- Soccer balls, 1 or more per team
- Small balls or beanbags, 1 per player
- Hula-hoops or large buckets, 1 per team
- Individual jump ropes, 1 per team
- Long jump ropes, 1 per team

### BABEL BRICKS

- Cones, rope, or field paint to mark the play area
- 40–50 beanbags
- 4 hula-hoops
- Bandanas, wristbands, or jerseys to denote teams
- Timer

## Day 4

### CAPTURE THE GIFTS

- 6 cones or bandanas (3 per team)
- Bandanas, jerseys, or wristbands to denote teams
- Whistle
- 2 hula-hoops
- Cones, chalk, field paint, or rope to mark boundary lines—see Tip Corner

### CROSS KICKBALL

- 4 objects for bases and 1 for the pitcher's mound
- Kickball or playground ball—see Tip Corner

## Day 5

### SEVEN C'S SPLASH

- 2–4 kiddie pools—see Tip Corner
- 2–4 large bins or buckets filled with water
- Splash balls, 2–3 per player—see Tip Corner
- Cones, rope, or field paint to mark play area

### COCONUT LAUNCH

- Beach towels, 1 per pair of players
- Rope, cones, tape, or volleyball net—see Tip Corner
- 1 beach ball or volleyball or lots of white water balloons
- Optional: large sheets—see Tip Corner