

## Day 1 Overview – God Creates the World

### Genesis 1–2:4

God created a beautiful universe and filled it with good gifts. Long before people needed healing and long before Jesus came to earth, God's love was already on display through creation. Today children will discover that God created everything with care and purpose, and that people are uniquely made in God's image. Because God loves us, we can love each other.

### Day 1 Game Theme: Creation Station

#### Day 1 Game 1: Space Launch Countdown

- **How to Play:** Kids line up on a starting line ("Mission Control") (p. 1). The leader calls out a number from 10 to 1 (p. 2). On "1," kids must sprint to the opposite side of the field ("The Galaxy") (p. 1) while navigating around the leader(s), who tries to tag them with a soft foam ball (or pool noodle). Tagged players become "Space Debris" and must sit down where they were tagged, acting as obstacles the remaining runners must avoid in the next round.
- **Supplies Needed:** 1 soft foam ball/pool noodle per leader, cones to mark boundaries.
- **Indoor/Outdoor Adjustments:** Outdoors, maximize the running distance. Indoors, consider having kids skip or crab-walk instead of running to maintain safe speeds.

#### Day 1 Game 2: Flashlight Tag (Day & Night)

- **How to Play:** One player is designated as the "Sun" (the tagger) and carries a soft foam pool noodle segment. All other players start as "Darkness" (p. 3). When the Sun tags a player, that player is instantly transformed into "Light" (p. 3). They must freeze, hold a star shape with their body, and shout, "Let there be light!" (p. 3). Another unfrozen player can crawl through their legs to unfreeze them back into the game.
- **Supplies Needed:** 1 pool noodle segment.
- **Indoor/Outdoor Adjustments:** Outdoors, set wide boundary cones. Indoors, dim the overhead lights slightly if safe to reinforce the day-and-night theme (p. 2).



### Day 1 Game 3: Gathering the Waters

- **How to Play:** Divide the children into two teams representing "Dry Land" and "The Seas" (p. 4). Scatter blue and yellow/gold plastic cups across the entire playing area. On the whistle, the "Sea" team must turn all the blue cups right side up, while the "Land" team must turn the yellow/gold cups right side up. The team with the most of their designated color flipped correctly after 2 minutes wins the round.
- **Supplies Needed:** 15–20 blue cups, 15–20 yellow poly cups, a whistle.
- **Indoor/Outdoor Adjustments:** Outdoors, expand the grid to force more running. Indoors, place the cups closer together to test agility and quick bending.

### Day 1 Game 4: Animal Kingdom Relay

- **How to Play:** Two teams line up for a classic relay race. The leader calls out a day of creation. If Day 5 is called, kids must flap like birds or swim like fish to the cone and back (p. 4). If Day 6 is called, they must crawl like land animals and make their favorite animal sounds (p. 4). The first team to have all members complete their animal movements wins.
- **Supplies Needed:** 2 turning cones.
- **Indoor/Outdoor Adjustments:** Outdoors allows for full-speed bear crawls and frog hops. Indoors, use smaller, controlled movements (like crab-walks) to fit the space safely.



## Day 2 Overview - Men bring their friend to Jesus for healing. Luke 5:17–26

It's likely that they'd heard the buzz.

"That guy, Jesus—have you seen what he can do?"

"I was there! He touched the leper and instantly healed him!"

"The teacher from Nazareth? People say he even has power over demons!"

The stories sounded wild enough that the four desperate friends had to give it a try. After all, if Jesus could heal lepers and cast out evil spirits, surely he could heal their paralyzed friend. But after carrying their friend to the house in Capernaum, the men realized they weren't the only ones in town who wanted to see Jesus. The crowd spilled out of the house and into the street!

That didn't stop these determined men. Jesus could heal their friend, so they had to bring him to Jesus. With extra resolve and a bit of creative problem-solving, the four friends hoisted their buddy up the outside stairs to the roof. There, they tore a hole through the clay and straw and carefully lowered their friend down to Jesus.

The kids who come to your VBS probably won't face the physical challenge of carrying a friend, like the men in the Bible. But they may struggle internally with the challenge of helping and serving others. It's hard to put others first. It's work to show God's love. Service can be just as hard as digging that hole in the roof. Today, guide kids in exploring what it means to demonstrate determined love for others and consider who in their world needs God's transforming love.

## Day 2 Game Theme: Determined Love

### Day 2 Game 1: The Roof Hole Escape

- **How to Play:** Set up 3–4 large hula hoops in a row on the ground, representing the holes torn in the roof (p. 7). Kids form a line holding hands. On the start signal, the entire line must move through the hula hoops one by one without breaking their handgrip. They must step in and pull the hoops over their bodies to "escape the crowd" (pp. 9, 11).
- **Supplies Needed:** 4 large hula hoops.
- **Indoor/Outdoor Adjustments:** Outdoors, space the hoops far apart to create a running challenge. Indoors, place them close together to emphasize flexibility and teamwork.



## Day 2 Game 2: Crowd Control

- **How to Play:** Two players act as the "Determined Friends" and hold a beach towel between them (p. 7). The remaining kids act as the "Crowd," standing scattered throughout the play zone (p. 7). The Friends must navigate from one end of the room to the other while carrying a lightweight ball on their towel, completely avoiding touching any member of the crowd (p. 11). If the ball drops or they touch a crowd member, they must restart.
- **Supplies Needed:** 1 beach towel, 1 lightweight plastic or foam ball, cones.
- **Indoor/Outdoor Adjustments:** Outdoors, allow the "Crowd" to gently sway or step side-to-side. Indoors, keep the crowd completely frozen in place as statues to prevent accidental collisions.

## Day 2 Game 3: Mat Movers Relay

- **How to Play:** Divide the kids into teams of 4–5. One player sits or lies down on a durable blanket or towel. The other teammates must work together to carry their friend safely from the starting line, around a turning cone, and back to the base. Switch roles so every child gets a turn being moved.
- **Supplies Needed:** 2 durable moving blankets/towels, 2 cones.
- **Indoor/Outdoor Adjustments:** Outdoors & Indoors make sure the surface is free of trip hazards as teams work to carry their "paralyzed friend".

## Day 2 Game 4: Up and Praise Tag

- **How to Play:** One player starts as the tagger ("The Crowd"). All other players start the game in a paralyzed state—they can only move by wiggling or crawling on the ground. The leader stands at the edge of the boundary. When a player crawls all the way to the leader, the leader shouts, "Get up and go home!". That player is instantly "healed" and can now run freely, helping un-tag frozen players by high-fiving them.
- **Supplies Needed:** Cones to mark the boundary lines.
- **Indoor/Outdoor Adjustments:** This game works identically indoors and outdoors; ensure the floor surface is clear of debris for safe crawling.



## Day 3 Overview - Jesus dies and comes back to life

### Matthew 27:11-28:20

The words that describe Jesus' trial and crucifixion are brutal:  
Abandoned. Stripped. Beaten. Mocked. Disgraced. Humiliated. Pierced.

But one word gave hope and joy: Risen.

And it all happened because of the greatest word of all: Love.

Things haven't changed that much in 2000 years. People still doubt the deity of Christ. People still run from the love of God. People are desperate for hope. People's lives are void of love. That's why every child at VBS has such a critical mission—to be a mirror that reflects God's transforming, selfless, and powerful love to everyone around us.

Today, use your activities, conversations, and questions to help children dig into the magnitude of God's love. Guide them in exploring what it would be like if we poured out that same love to the people in our families, community, and world.

## Day 3 Game Theme: Mission Accomplished

### Day 3 Game 1: Empty Tomb Sprint

- **How to Play:** Divide the group into two teams standing behind a starting line. On the other side of the play area, place a large pop-up canopy or pop-up tent covered in dark sheets to represent the tomb. (You can use anything to represent the tomb if a tent/canopy is not available.) On the whistle, the first player from each team sprints to the "tomb," crawls completely through it, verifies it is empty, and sprints back to tag the next teammate.
- **Supplies Needed:** 1 pop-up canopy or play tent (Or other object), dark sheets or blankets.
- **Indoor/Outdoor Adjustments:** Outdoors, anchor the canopy securely against the wind. Indoors, use a simple folding table covered in a blanket to create the tunnel tomb if a canopy won't fit.



### Day 3 Game 2: The Rolling Stone

- **How to Play:** Kids sit in a tight circle on the floor with their legs extended straight out in front of them, creating a "tomb wall." One player stands in the center as the "Angel." The leader drops a giant, lightweight exercise ball (the "Stone") into the circle. The seated kids must use only their feet and hands to keep the ball rolling rapidly around the inside of the circle, while the Angel tries to push the ball completely out of the circle to roll the stone away.
- **Supplies Needed:** One large exercise ball or giant beach ball.
- **Indoor/Outdoor Adjustments:** Outdoors, use a slightly heavier playground ball so the wind doesn't blow it away. Indoors, use a giant inflatable beach ball to protect surrounding walls and objects.

### Day 3 Game 3: Free from the Tomb

- **How to Play:** Two players are designated as "The Stone Guards." All other players start the game trapped inside a large square boundary marked by cones ("The Tomb"). The Guards stand outside the boundary lines. On the whistle, the kids inside must try to break out of the tomb and sprint to a designated safety line without being tagged by a Guard. Once a child reaches the safety line, they shout, "He is risen!"
- **Supplies Needed:** 8 boundary cones.
- **Indoor/Outdoor Adjustments:** Outdoors, make the distance between the tomb and the safety line longer to let kids hit top speed. Indoors, decrease the distance but add a rule that kids must hop on one foot to escape.

### Day 3 Game 4: Good News Avalanche

- **How to Play:** The leader sets up 15 to 20 tall plastic cones (or water bottles) across the play area, representing "The Walls of Sadness." The children stand behind a perimeter line holding soft foam playground balls. On the start signal, all children simultaneously throw and roll their balls to knock down as many cones as possible within a 60-second time limit. Once all cones are down, the group celebrates the victory.
- **Supplies Needed:** 15–20 tall plastic cones/water bottles, 10–12 soft foam balls, a stopwatch.
- **Indoor/Outdoor Adjustments:** Outdoors, weight the cones with a little dirt if it is windy. Indoors, use lightweight plastic cups instead of cones for an even louder, satisfying "crashing" sound when knocked over.

