

A MET VBS ADVENTURE MANUAL

PLUG INTO GOD'S POWER

GAMES

Electricity

Cale

DAY 1

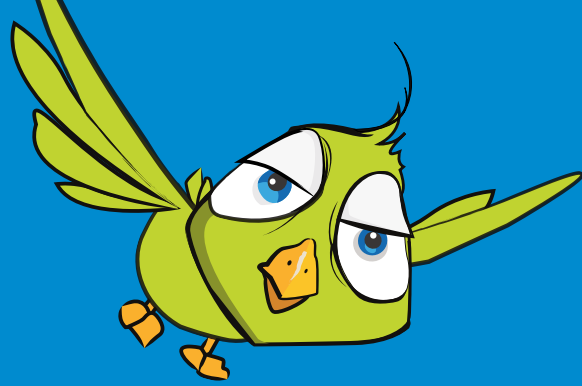
DAY 2



POWER OVER...
 POWER POINT
 (BIBLE LESSON)
 POWER LINES
 (VERSES)
 BENNY'S
 BREAKER BOX
 CHARACTER TRAITS
 ART GALLERY
 (CRAFTS)
 ENERGY FIELD
 (GAMES)
 FILLING STATION
 (SNACKS)
 BELLA'S
 BRIGHT IDEAS

SPHERES	PEERS
God vs. Man Job 38-42	Grasshoppers vs. Giants Numbers 13-14
Jeremiah 51:15a	2 Samuel 22:33
Currents & Circuits	Pneumatic & Static Electricity
HONOR Showing respect	OPTIMISM Having a positive outlook
Spheres Spinning Spheres & City Spheres	Birds Bella Bluebird & Bella Puppet
Current Events	City Cleanup
Scrumptious Spheres Melon Balls, Popcorn Balls, & Cheese Balls	Canaan's Confections Grapes, Cheese, Grasshopper Legs, & Fig Newtons
I.D. Tag	Citizen Dress Up

ndar



DAY 3

DAY 4

DAY 5

TEARS



FEARS



YEARS



Joy vs. Sorrow Book of Nehemiah	Faith vs. Fear Hebrews 11	Life vs. Death John 20-21 & Matthew 26-28
Isaiah 40:29	2 Timothy 1:7	Philippians 3:10a
Magnets & Metals	Motors & Meters	Sockets & Switches
JOY Happiness inside that spills out	FAITH Acting confidently on what God says	HUMILITY Valuing others more than myself
Smiles Smile Stress Pillow & Smiling Flower Magnet	Cars Racing Roadsters & Taxi Cabs	Crosses Cross String Art & Cross Bird Feeder
Builders & Breakers	Traffic Jam	Wire Wars
Happy Hearts Smile Cookies & Strawberry Hearts	Travel Treats Fruit Cars & Rice Krispies Stoplights	Sweet Symbols Resurrection Tombs or Root Beer Floats
Build a City Building	Team Color	Drawing Power

“God Is My Strength and Power” 2 Samuel 22:33

however, due to circumstances, facilities, and timing, some items may change slightly.

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GAMES MANUAL

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PROGRAM OVERVIEW

Introducing this year's exciting VBS adventure:



...a power-packed VBS set in the early 1900's that will transport Citizens of all ages on an unforgettable journey!

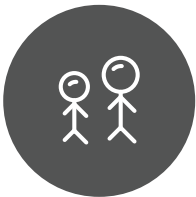
DAILY THEMES

Discover God's great power over...



01. SPHERES

"Who's got power? God does!" Today, we'll travel through Job 38-42 as big concepts like the litho-, hydro-, bio-, and atmospheres are broken down into easy-to-grasp pieces. Our great God has power over all the earth!



02. PEERS

Everyone faces peer pressure, but Joshua and Caleb didn't let it stop them from trusting in God! The same God who parted the Red Sea is the same all-powerful God who can defeat the giants in your life!



03. TEARS

It's OK to cry when you're sad. When Nehemiah learned that his beloved city, Jerusalem, was in ruins, he wept. Today we'll see that even in times of sadness and sorrow, "the joy of the Lord is [our] strength!" (Neh. 8:10)



04. FEARS

Are you afraid of snakes? Spiders? Mice? With God's help, we can face our fears with faith! As we tour the great "Hall of Faith" in Hebrews 11, we find we don't have to be afraid because "God hath not given us the spirit of fear, but of power, and of love, and of a sound mind!" (2 Tim. 1:7)



05. YEARS

God existed before the beginning of time and His reign will last forever! The grave couldn't hold Him, because He alone has power over death! Jesus said, "I am he that liveth, and was dead; and behold I am alive forevermore!" (Rev. 1:18)

HE IS OUR GREAT,

all-powerful God!

PERSONAL PREPARATION

YOUR ROLE

As the Leader at Energy Field, you have the special opportunity to encourage Citizens to use their God-given energy in positive ways.

PHYSICAL GROWTH | Games strengthen children's bodies and help them develop large and fine motor skills.

SOCIAL GROWTH | Games that require teamwork and social interaction help children develop communication and problem-solving skills. It's fun to make new friends!

EMOTIONAL GROWTH | While some children excel in physical activities, others have difficulty keeping up with their peers. Sadly, many children know the pain of being bullied or humiliated all too well. Offering a word of encouragement or genuine praise can uplift the spirit of a hurting child.

Remember, games aren't just about running around and having fun—although those are key elements. Games are a way you can reach out and demonstrate the love of Jesus to these Citizens while encouraging physical activity.

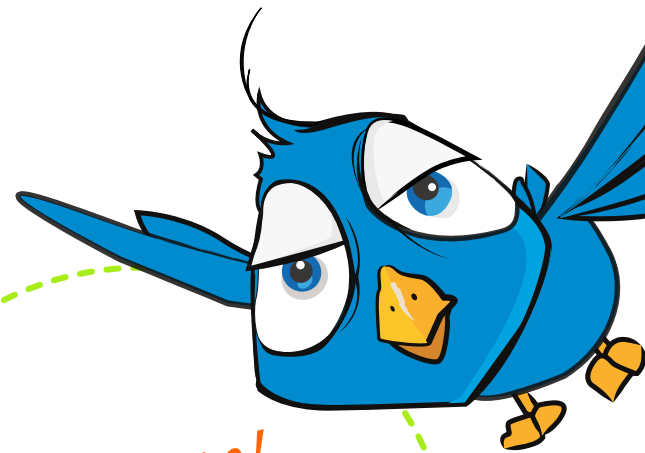
Thank you!

Thank you in advance for your hard work, preparation, and willingness to serve. We appreciate you and are praying for you!

GET READY

Reading this manual carefully in advance will help reduce many last-minute emergencies or mishaps. If you have any questions, please contact your VBS Director as soon as possible.

Feel free to adapt the following games according to your facilities, supplies, or particular age group needs. If you choose to create your own games, please try to coordinate them with the daily or weekly theme.



Hello There!
I'M BELLA THE BLUEBIRD!
WATCH FOR MY BRIGHT
IDEAS THROUGHOUT
THIS MANUAL!

== GAME INSTRUCTIONS ==

DAY 01 | CURRENT EVENTS

CITIZEN TIP

Welcome to Energy Field, Citizens! Here at ELECTRICITY we rely on electricity to power our city. But what is electricity? Electricity is the flow (or current) of power. In order for it to work, there must be a source of power, a connected line, and various pieces of conductive equipment. This process is called a circuit, but if the circuit is broken, power cannot flow.

For this game, you represent the line of power and the hula hoops and "spheres" (hold up a hula hoop and ball) represent the current. Remember, God is the source of all power and he has power over the spheres!

OBJECTIVE

Your goal is to be the first team to complete the circuit by getting your hula hoop to the cone and bringing the ball back to the starting line!

EQUIPMENT

- 12" lengths of rope, 1 per person
(Players may hold hands instead of using rope.)
- Hula hoops, 1 per team
- Beach ball(s) or similarly-sized balls, 1 per team
- Cones to mark the middle, 1 per team
- Electric cord(s) or rope for the start/finish line(s)

PREPARATION

- Gather necessary equipment.
- Cut the rope into 12" lengths (if using it).
- Set start/finish lines and middle markers.
(The distance between these points will determine the duration of the game. You may want to shorten the distance for younger players.)

INSTRUCTIONS

Divide the class into teams of 4-10 players, depending on the size of the class. (Classes with 7 or fewer students can compete together against the clock.)

PART 1 | Move the Current

1. Players line up in a straight line (side by side) with the last person standing behind the starting line and the rest of the team in front of the starting line. Have kids hold hands or a piece of rope between them.
2. Place 1 hula hoop on the arm of the last person (who is standing behind the starting line) of each team.
3. Without "breaking the circuit" (letting go of the rope/person's hand beside them), each player moves through the hula hoop and passes it on to the arm of the next player. If a player "breaks the circuit" (lets go of the rope/other person's hand) *while the hula hoop is touching them*, the entire team must return to the starting line and begin again.
4. Once a player passes the hula hoop to the next person, they may let go of their neighbor's rope/hand and run to the front of the line. The person behind them grabs hold of their rope/hand to reconnect the circuit.
5. Continue moving the "current" (hula hoop) across the playing field until it passes the middle marker.
6. Team members place the hula hoop over the middle marker, (put down their ropes if using them), and pick up the ball.

PART 2 | Pass the Sphere

7. The team then lines up again with the last person behind the middle marker and the rest of the team in front.
8. Starting with the last player, teams pass the ball over and under until they reach the starting line.
9. The first team to cross the start/finish line wins! (Decide if 1 player needs to cross or the whole team.)

NOTE | To play again, do the same parts in reverse. Players pass the ball over and under until they reach the marker, then they grab the ropes & hula hoop and move the current from player to player until they reach the start/finish line.

VARIATIONS

- Use only the hula hoop or the ball for a game and have the players go to the middle, around the cone, and back.
- YOUNGER PLAYERS | Omit the rope/hand holding and have the kids slide the hula hoop over their head, down to their feet, step out of it and pass it to the next person to repeat the actions. When finished passing the hula hoop, each player runs to the front of the line.

THIS EXAMPLE USES 20 PLAYERS DIVIDED INTO 4 TEAMS OF 5.

