



**CROSSCUT**  
**CREEK**  
LET'S GET GROWING

A MET VBS ADVENTURE

**DIRECTOR  
MANUAL**



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## DIRECTOR MANUAL

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# CALENDAR

## DAY 1

## DAY 2

**DAILY THEME**

**CREATED**

**PLANTED**

**BIBLE LESSON**

**THE FIRST TREES**

Genesis 1-3

**KNOCK, KNOCK!**

Acts 12, Luke 11 & 18

**CROSS SECTIONS  
(VERSES)**

Ephesians 6:1

Colossians 4:2

**WOODLAND CREATURE**



**beaver**



**woodpecker**

**CHARACTER TRAITS**

**OBEDIENCE**

Quickly and cheerfully  
completing a task

**PERSEVERANCE**

Not giving up,  
even if it's hard

**CUTTING EDGE  
(CRAFTS)**

Chipper the Beaver



"Fir the Birds"



**LIMBER LUMBER YARD  
(GAMES)**

Tree-Toppin' Time

Acorn Hunt

**TREETOP TREATS  
(SNACKS)**



**Chipper's Home**



**Forest Floor**

**CHIP'S TIPS**

I.D. Tag

Leaf Picture

# NDAR



## DAY 3

### ROOTED

#### THE FIRE FELLER

1 Kings 18

Jeremiah 17:7

## DAY 4

### WATERED

#### LIVING WATER

John 7

Psalm 37:7

## DAY 5

### PRUNED

#### PRISON PRAISE

Acts 16

John 15:2



#### Flying squirrel



#### Black bear



#### Wood frog

#### CONFIDENCE

Trusting in someone or something

#### PATIENCE

Waiting without losing hope

#### RESILIENCE

Recovering quickly from difficulty

Forest Friends



Let's Get Growing!



Nature Bookmark



Log Pile

Millrace Mayhem

Logger Frogger



#### Stumps & Wood Chips



#### Timber Treats



#### Leafy Delights

Clad in Plaid

Make a Waterwheel

Team Color

## LET'S GET GROWING! (JER. 17:8)

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

# PROGRAM OVERVIEW

Join us on a log-rolling, axe-throwing, heart-pounding adventure as we discover how to grow in God at...



## DAILY THEMES



### DAY #1 | CREATED

Wow! We're created in God's image! Our goal is to bring Him glory! Long ago, the first man and woman disobeyed God and ate fruit from the Tree of Knowledge, changing the course of history! All actions, whether good or bad, have consequences. The first step toward spiritual growth is recognizing that we're sinners in need of a Savior.



### DAY #2 | PLANTED

"Knock, knock!" You don't have to wonder, "Who's there?" when you pray, because prayer is the life-line of communication that flows between us and God. Jesus's story about the persistent widow teaches us to pray without giving up! Just like a mighty tree grows from a tiny seed, God planted you where you are for a special purpose!



### DAY #3 | ROOTED

The ultimate showdown between Elijah and the prophets of Baal on Mount Carmel illustrates the importance of trusting in the one true God! We must know what we believe and stand firm in the faith, even when we stand alone! Hang on to your hard hats, because this is one top-thrill competition you won't want to miss!



### DAY #4 | WATERED

Just like trees need water to survive and thrive, we need Jesus, the Living Water, to nourish our souls so we can grow spiritually! It takes a long time for a tree to grow. In times of waiting, we can trust that God's plan is best!



### DAY #5 | PRUNED

In their groundbreaking Prison Praise concert, Paul and Silas sang a song that literally brought the house down! This dynamic duo faced one trial after another, but that didn't stop them from praising God and sharing the gospel with others! Sometimes the pruning process hurts, but it produces abundant spiritual fruit in the end.

# A DAY AT VBS

From the moment Loggers arrive at CROSSCUT CREEK, they are immersed in an incredible VBS experience overflowing with excitement and adventure!

## SUN-UP RALLY

The high-energy Sun-Up Rally is loaded with lively, Scripture-based songs, dramatized Bible stories, a true-life hero story, character trait highlights, hilarious skits, and more! After this rally, the Loggers get chip-chopping into their Jobsite Rotation at CROSSCUT CREEK!

## JOBSITE ROTATION

### CUTTING EDGE (CRAFTS)

Creativity is in full bloom at Cutting Edge where Loggers use their God-given imaginations to create fancy woodpeckers, whimsical forest friends, beautiful nature bookmarks, and more!

### LIMBER LUMBER YARD (GAMES)

Speed and agility are put to the test at the Limber Lumber Yard! It's non-stop motion as Loggers team up to clear log jams and race to cross the creek in time for the award ceremony. Oh! Be sure to watch out for flying squirrels!

### SHARPENING SESSION (CLASS)

Here, Loggers discover how to apply to their daily lives what they've learned about growing in God. Interactive review games reinforce the daily memory verse, and everyone is given an opportunity to respond to the gospel message.

### TREETOP TREATS (SNACKS)

Mm-mmm! Do you smell that delicious aroma?! A fresh batch of Leafy Delights just came out of the oven! At Treetop Treats, hungry Loggers fill their bellies with delicious Pepperoni Stumps, Wood Chips, and Trail Mix from the Forest Floor! There's plenty for everyone, so grab another hot cookie before you tackle the next tree!

### TIMBER TIME (MERRILL TEAM)

During Timber Time, Loggers learn toe-tapping tunes that reinforce Biblical themes, put lumberjack skills to the test while playing review games, and discover new ways to grow in God!

## SUN-DOWN RALLY

During the closing Sun-Down Rally, Loggers are rewarded for a job well done! But, be on the lookout for those pesky night-prowlers causing mayhem at the lumber mill! Don't get stuck clinging to a dead limb! Find out how you can grow in God at CROSSCUT CREEK!

## WHY THIS PROGRAM?

People all around us are withering away from a lack of spiritual nourishment. Prayer, Bible reading, and church attendance—essential elements for spiritual growth—are sadly neglected in many homes and nearly non-existent in secular schools.

Developing a thriving relationship with God at an early age is invaluable! Paul told Timothy, "And that from a child thou hast known the holy scriptures, which are able to make thee wise unto salvation through faith which is in Christ Jesus." (2 Timothy 3:15)

We've got a lot of work to do!

LET'S  
GET  
GROWING!



# SAMPLE SCHEDULE

2.5-HR. VBS | 6:00-8:30 PM

## TEAM

- Tree Nursery
- Jumping Junipers
- Roaring Redwoods
- Soaring Cedars
- Mighty Maples

## LOCATION

Auditorium
Auditorium
Various Locations
Auditorium
Auditorium

## AGES

- \*0 - 3
- 4 - 5
- 6 - 7
- 8 - 10
- 11 - \*13

## TIME

- 5:30
- 5:40
- 6:00
- 6:50
- 8:10
- 8:30

## CLASSROOM

- Nursery
- 
- 
- 

## EVENT

- REGISTRATION** opens.
- CREW CHIEF MEETING** | All teachers meet with Foreman Merrill to pray and receive instructions for the day.
- SUN-UP RALLY** | MET: songs, pledges, skits, offering, Bible lessons/dramas, Christian hero story, etc.
- JOBSITE ROTATION**
  - TIMBER TIME** | MET: songs, STEAM, and quizzing
  - LIMBER LUMBER YARD** | Games: every night
  - CUTTING EDGE** | Crafts: every night
  - TREETOP TREATS** | Snacks: every night
  - SHARPENING SESSION** | Class: review lesson, teach verses, character traits, and team cheer
  - Adult Bible Study
- SUN-DOWN RALLY** | Songs, awards, skits, contests, theme song, and more
- DISMISSAL**

\*For churches that wish to include these ages.

**NOTE** | The times for Day 5 will be slightly different to allow time for the awards ceremony.



# PLANNING AHEAD

## CREATE A BUDGET

A budget is helpful for making sure areas are not overlooked or over-spent. A customizable budget worksheet is located online.

## CHOOSE A LOCATION

### GENERAL CONSIDERATIONS

Ideally, you will have a separate space for games, crafts, and snacks, and a classroom for each team. However, if you have a large room (like a fellowship hall), snacks can share the space with games or crafts. A large divider works great in this situation. Use a row of chairs if a divider is not available.

### REGISTRATION

Consider space, noisiness, and proximity to restrooms when choosing a registration location. A well-ventilated vestibule or large room with multiple entrances and exits is best.

We do NOT recommend having students wait in the auditorium before the Sun-Up Rally begins for the following reasons:

1. It is difficult to complete necessary last-minute preparations (special effects setup, prop placement, Crew Chief Meetings, etc.) when students are already in the auditorium.
2. Young children have short attention spans. The longer kids sit in one place, the more likely you are to have behavioral issues.
3. Anticipation builds excitement.

During this time, classroom Assistants can help maintain order as they wait with the children. Students should stay in their designated lines as much as possible, but directed games and activities are great for helping kids get rid of excess energy before VBS begins. Please keep in mind, however, that too much noise in the registration area causes

confusion and makes it difficult for the registration personnel to hear.

The number of tables you need depends on the number of students in attendance and the space you have available. In general, for schools with more than 100 students, we have found that one or more 8-ft. table(s) per team is ideal; however, in smaller settings you may want to consider having two teams register per table. Set up one smaller table nearby for exchanging money.

Place two to four chairs behind one side of each table for your registration workers. Mount team posters visibly behind the tables. To minimize stress, complete the daily registration setup half an hour before the start of VBS.

Please refer to the Registration Manual for more information.



**"CLICK"**  
**CREATE A PHOTO**  
**BOOTH WITH VARIOUS THEMATIC**  
**ITEMS NEAR REGISTRATION!**



## CLASSROOMS

If you have a shortage of teachers (or simply prefer to have 1 or 2 lead teachers) you may wish to only have one classroom that the different teams rotate through.

**IMPORTANT** | Please see the note regarding teaching staff on page 27 for more information as this will affect several vital decisions.

If you are having each Crew Chief teach the lesson, each team should have its own classroom, if possible. This allows each Crew Chief to have the freedom to set up his/her own classroom, supplies, activity sheets, and teaching materials in a way that is most efficient for him/her.

Occasionally, it may not be possible to have an individual room for each class. In this case, we suggest that Crew Chiefs each take a wall (or two) to decorate and discuss where they will place supplies. Sharing rooms may change your rotation schedule.

If you have many students, some teams may need to be split down further by age and/or gender, depending on your preference and classroom and/or Crew Chief availability. In this situation, teams still go to games, snacks, crafts, and the auditorium together as a whole group, then break into separate sections for class time.

## CRAFTS

The craft room needs to be large enough to accommodate enough tables for the team with the most students. Chairs are not necessary for older students, but can be helpful for the younger ones.

**NOTE** | Not using chairs may accommodate having more students around the table. The number of tables and chairs you need (if you choose to use them) should be based on how many students you expect in your largest class.

## GAMES

A grassy field or large, easily-cleanable indoor area is needed for game time. Please designate an area for the game leader to store his/her equipment. Clearly label the space "For VBS Use Only" so items are not ruined or misplaced.

## SNACKS

Snacks should be located near a kitchen to accommodate preparation and serving needs; however, some churches have found that transferring snacks outside also works well.

**PLEASE DO NOT DECORATE THE STAGE.  
WE WILL BRING SETS, LIGHTING  
EQUIPMENT, AND PROPS TO  
FILL YOUR STAGE.**

**CLEARING THE STAGE FURNITURE IN  
ADVANCE IS GREATLY APPRECIATED.**



## AUDITORIUM

Pre-existing lighting, sound equipment, entrances and exits (for skits), and a large seating capacity make the auditorium a perfect location for holding the Sun-Up and Sun-Down Rallies.

Sometimes, due to funerals or other unexpected events, the auditorium may become unavailable. It is wise to have an alternative location in mind.



# FORMS & FILES

The following items are located online. Please make sure you open these files with a PDF reader; otherwise, they will NOT print correctly. (A printing guide is included online.)

## DIRECTOR'S INFORMATION

- Enlisting Volunteers
  - Count on Me!
  - Staff Roster
- MET Information
  - MET Finances
  - MET Housing & Hook-Ups
  - MET Meals
- Ordering Information
  - Prizes to Order
  - T-shirt Order Form
  - T-shirt Sign-Up Sheet
- VBS Budget Worksheet
- Leading a Child to Christ
- VBS Goals
- Schedules
- Prop List
- Team Posters

## REGISTRATION FORMS

- Bus Registration
- Daily Tally Worksheet
- Daily Team Totals Worksheet
- Weekly Tally Worksheet
- Registration Card Master
- Parent Letter
- Extra Verse Sheets
  - Jumping Junipers & Roaring Redwoods
  - Soaring Cedars & Mighty Maples

## HANDBOOKS

- Decorating Handbook
- Program Overview Handbook
- Registration Handbook

## SNACKS

- Snack Shopping List
- Snack Sign-Up Sheet

## CLASSROOM MATERIALS

- Activity Items
- Character Posters
- Verse Posters

## CRAFTS

- Craft Templates
- Craft Supply List

## GAMES

- Game Supply List

## PROMO MATERIALS

- Downloadable Elements
- Flyers
- Posters
- Screens & Presentations
- Social Media
- Vinyl Banner
- Yard Signs





# STRATEGY MEETINGS

Please read the following suggested meeting agendas in advance so you are well-prepared with the materials and handouts needed for each meeting. Feel free to change them to accommodate the needs of your church and staff.

**NOTE** | Although no formal meeting is scheduled, you may want to check in with your Crew Chiefs/Leaders (anyone with a manual) 1 week prior to VBS to cover any last-minute details.

**Saturday evening works best for the final Strategy Meeting (Meeting 5) with the MET; however, Sunday will work if your VBS starts on Monday.** Some churches will plan a simple meal for this event. Whether you do or do not have a meal, the meeting is essential for a well-informed staff, the involvement of volunteers, and a successful week.

## MEETING 1 (OVERVIEW)

**SUGGESTED DATE** | 8 weeks prior to VBS

**WHO** | Everyone interested in VBS

**WHAT** | VBS Program Overview

**WHERE** | \_\_\_\_\_

**WHEN** | \_\_\_\_\_

Estimated Time | 25-30 minutes

### MATERIALS NEEDED

- Bible
- Program Overview Handbook
- T-shirt Sign-up Sheet
- All teacher and leader manuals
- Paper & pen (for yourself) and additional pens/pencils for others, if needed

### MEETING AGENDA

- Welcome attendees and open in prayer.
- **OPTIONAL** | Sing "As the Deer".
- Read the theme verse, Jeremiah 17:8. Discuss the context and the meaning of each phrase.
- Introduce the VBS theme: Spiritual Growth.
- Distribute and discuss the Program Overview Handbook.
- Discuss team names, colors, age group designations, and other VBS terms.
- Announce CROSSCUT CREEK T-shirt Sign-up Sheet for anyone interested in pre-ordering.
- Announce details for next meeting.  
Date: \_\_\_\_\_ Time: \_\_\_\_\_ Place: \_\_\_\_\_
- Allow time for questions.
- Ask to speak with prospective Crew Chiefs (teachers) and Jobsite Leaders (crafts, snacks, games, and registration) afterward, if needed.
- Dismiss the group in prayer for guidance, vision, and outreach.
- **OPTIONAL** | Discuss leadership positions with individuals and distribute respective manuals.

