

A MET VBS ADVENTURE MANUAL

LIMBER

LUMBER YARD



CROSSCUT CREEK

GAMES



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GAMES 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!





PERSONAL PREPARATION

AS THE JOBSITE LEADER AT THE
CROSSCUT CREEK
LIMBER LUMBER YARD, YOU...

...have the special opportunity to encourage Loggers to use their God-given energy in positive ways! Games are vital for...

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 Loggers while encouraging physical activity.

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.

PREPARE YOUR HEART

A good logger makes sure he or she has the right equipment to be prepared for any situation. Don't let poor planning or dull Christianity hinder your ministry. Immerse yourself in God's Word.

The Bible tells us Nehemiah wept over his sin and the sin of his people. Ask God for insight and a tender heart. Amazing things happen when God's people pray!

Please pray for your Assistants and potential VBS attendees. Pray fervently for souls to be saved and lives to be changed. Investigate and remove any sin that would hinder your ministry. Pray for God to work in your own life. Then, pray for every student daily by name and need.

A helpful resource on prayer is located at www.merrillministries.com.

HEY THERE!
I'M CHIP!
WATCH FOR MY TIPS
THROUGHOUT THIS MANUAL!



#2 | ACORN HUNT

LOGGER TIP

Welcome to Limber Lumber Yard! Woodpeckers remind us to keep praying and not give up! Woodpeckers and squirrels are very different from each other, but they have one thing in common: they love acorns and they will do just about anything to keep the other from stealing their stash!

OBJECTIVE

Your goal is to collect the most "acorns" in your stash!

EQUIPMENT

- "Acorns" (These can be real acorns, ping-pong balls, small items that represent acorns, or acorn pictures printed on cardstock and cut into 2.5"x2.5" cards.)
- Cones (to mark boundaries)
- 2 large, round, empty trash cans
- Work gloves, 1 per Poacher
- Stopwatch or timer
- Whistle

PREPARATION

1. Use cones to mark the edges of the playing field.
2. Place trash cans on opposite corners of the playing field.
3. Spread the "acorns" out around the playing field.

OPTIONAL | Lay the trash cans on their sides and decorate them with brown paper to look like hollow logs.

INSTRUCTIONS

ROUND 1

1. Divide the students into two teams, Woodpeckers and Flying Squirrels.
2. Have teams line up outside the playing field.
3. Set a timer for 2 minutes. (Time may need to be shorter for smaller groups.)
4. On the "Go!" signal, players race to pick up as many "acorns" as possible before time runs out. (Make sure players don't put acorns in the other team's "log".)
5. Blow the whistle when time is up.
6. All players must stop where they are and drop their acorns.
7. Count (or have Assistants count) the number of acorns in each log.
8. The team with the most acorns *in* the log at the end of two minutes wins!

ROUND 2 | "POACHERS"

1. Spread the acorns back on the playing field.
2. Choose 1 "Poacher" from each team.
3. Give each poacher a pool noodle.
4. The game is played the same as before, except this time, if a player is tagged by a poacher while carrying acorns, the player has to give the poacher their acorns.

NOTE | Play as many rounds as time permits.

VARIATIONS

- Players may only pick up 1 acorn at a time.

