



LOCO MOTION GAMES

Elementary Station Leader Manual



Group resources really work!

This Group resource incorporates our R.E.A.L. approach to ministry. It reinforces a growing friendship with Jesus, encourages long-term learning, and results in life transformation, because it's:



Relational—Learner-to-learner interaction enhances learning and builds Christian friendships.

Experiential—What learners experience through discussion and action sticks with them up to 9 times longer than what they simply hear or read.

Applicable—The aim of Christian education is to equip learners to be both hearers and doers of God's Word.

Learner-based—Learners understand and retain more when the learning process takes into consideration how they learn best.

Loco Motion Games

LEADER MANUAL

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BEFORE YOU GET ROLLING...


- ▶ **Pray for the kids who'll attend your VBS.** God can reach kids with the life-changing message of his love—yes, even through games! Ask God to prepare your heart and the hearts of the kids and leaders who'll be part of your VBS.
- ▶ **Plan your games.** If you have only a few Crews at each rotation, you'll most likely have time to do all three game options, but if you have a large VBS, you may be able to do only two—so take your pick! You don't need to rush the life-application discussion or wrap-up time after each one. Starting on Day 2, you'll see a game that ties to the Operation Kid-to-Kid™ project each day. Try to include these games in each rotation—they'll help keep Crews connected with this important part of VBS.

After you've picked the games you'll play each day, prepare and set up for those activities before Crews arrive so you can transition between games quickly and smoothly.

- ▶ **Streamline leading games with the new Games-at-a-Glance Cards.** This manual will contain the most thorough explanation of each game, *including any necessary preparation*, but once you have that covered, you can use the handy, sturdy, water-resistant Games-at-a-Glance Cards to lead the games you've chosen for each day. That way you don't have to hang on to the manual during game play and risk losing it, tearing it, or getting it soaked! Purchase your set at group.com or your Group VBS supplier.
- ▶ **Determine the number of Crews you'll have in each rotation.** At Rocky Railway VBS, kids join mixed-age Crews—groups of up to five elementary-age kids and one adult or teenage leader. Plan on having one-quarter of the total number of Crews in each of your rotations. For example, if your VBS has 20 Crews, you'll be working with five Crews (approximately 25 kids and five adult or teenage helpers) during each session.
- ▶ **Work with the VBS Director to collect necessary supplies.** Create some breathing room in your budget by listing supplies in your church bulletin to ask church members to donate or allow you to borrow items such as large suitcases or duffle bags, pool noodles, large sponges or sponge balls, rubber playground balls, beach balls, cotton balls, medium to large buckets, rolls of crepe paper streamers, and other supplies you'll find in the supply lists. Items shown with an asterisk are available from Group Publishing or your Group VBS supplier.



Games-at-a-Glance Cards

- ▶ **Have access to a water hose or large buckets of water.** Each day at Loco Motion Games includes at least one water game option to give Crew members a refreshing cool-down in the hot summer sun. Whenever you see this icon  in a game's title, be sure to have a way to replenish your water supply between station rotations.
- ▶ **Work with the Director to recruit several teenage Loco Motion Games assistants.** These middle school or high school helpers will be invaluable to your station's success. Prior to each day, review the games so your volunteers will know how to help you prepare, distribute, and collect the game supplies. Explain to your teen helpers that they're role models for the other kids and you need their help to keep the games on task and to keep the water games from getting out of hand—which means if they're in charge of spraying everyone with spray bottles, they need to stop when the Station Leader is talking and they should spray kids on their shirts only. They can also be cheerleaders who help keep Crew members involved and having fun!
- ▶ **Get Crew Leaders involved!** Be sure Crew Leaders understand that games will truly be more enjoyable and impacting for their Crews when they participate right along with the kids. Over the years, we've discovered that when Crew Leaders listen, get involved, play wholeheartedly, and have fun, kids do too! So get everyone in on the fun!
- ▶ **Meet with the Spotlight VBS Photographer.** Each day, one group of Crews will get their photos taken at the start of Loco Motion Games. Later, these wacky pictures will be dropped into a cool slideshow that retells the Bible story in a fresh way. You'll work with the photographer to get the kids involved and energized as they have their pictures taken. You can get a copy of the script from the Spotlight VBS Photographer to help you.



- ▶ **Use an attention-getting signal.** A fun and effective option is the Train Whistle (available from Group). The first time kids come to your station, introduce and rehearse your attention-getting signal.
- ▶ **Repeat the daily Bible Point often.** Every activity at Rocky Railway VBS focuses on one simple, memorable Bible truth called the Bible Point. Repeating the Bible Point will help children remember it and apply it to their lives. Kids will be listening for the Bible Point so they can shout “Trust Jesus!” Each time kids shout, “Trust Jesus!” they’ll reach up and pull down—like pulling a train whistle lever. (See photo.)
- ▶ **Use the game introductions and questions provided to connect the game with the Bible Point.** For some games, the link to the Bible Point is clearly made in the introduction and then kids can simply play. Following most of the games, you’ll ask discovery-guiding questions of the combined Crews, or each Crew will gather in a knee-to-knee circle to discuss the questions provided in the Wrap-Up Questions box. Be sure to photocopy the Wrap-Up Questions ahead of time for the days you’ll need them and hand them out to each Crew Leader. (The Wrap-Up Questions are also included in the photocopyable Crew Leader Guides available on the Rocky Railway Clip Art & Resources CD in the “Program Resources” section.)
- ▶ **Call on kids’ Crew roles.** Every day, kids within a Crew choose one of five jobs: Kit Carrier, Guide, Prayer Person, Schedule Supervisor, or Thank You-er. Kids love having a special job every day, especially when those jobs get called on. During VBS, each Station Leader will call on the same role every day. Since kids switch roles daily, you’ll give everyone a chance to participate in a special way. During Loco Motion Games, you’ll call on the *Thank You-er* most often.
- ▶ **Learn (and use) people’s names.** While you won’t have the opportunity to spend one-on-one time with participants as the Crew Leaders do, kids and adults will be wearing name badges. If you call on them, try to call them by name.



Train Whistle



“Trust Jesus!”

BIBLE POINT

Day 1

Jesus' power helps us do hard things.

Bible Story: Ananias helps Saul. (Acts 9:1-19)

Bible Verse: "For I can do everything through Christ, who gives me strength."
(Philippians 4:13)

Consider This...

- ▶ The Bible makes it evident that God often asks his followers to do hard things. Noah built an ark. Abraham prepared to sacrifice his son. Mary bore the Son of God. Ananias had the terrifying job of reaching out to Saul.
- ▶ To understand the difficulty of Ananias' job, it's important to realize just how much Saul hated the early church. He approved the stoning of Stephen, arrested Christians in Jerusalem, and set his sights on imprisoning Christians living in Damascus. Christians ran away from Saul—not toward him!
- ▶ Ananias' name means "protected by the Lord." It's likely that his parents didn't know the importance of such protection during this important, history-altering mission.
- ▶ In Acts 9:15, God doesn't ease Ananias' misgivings with words of comfort or empowerment. He simply shares his life-changing plan for Saul and urges Ananias to go.
- ▶ Because of his selection and obedience, Ananias got to be the first person to welcome Saul as a Christian. In spite of any misgivings or fear, Ananias warmly greeted Saul with the phrase "Brother Saul."



Why It Matters...

Jesus still asks his followers to do hard things. The kids at your VBS know it's hard to forgive when someone hurts their feelings. They've experienced the difficulty of splitting time between parents' homes after a divorce. Kids can tell you how tough it is to make new friends, do what's unpopular, learn a new skill in school, and reach out in friendship to someone who's lonely. That's why today's activities will encourage kids with the truth that Jesus' power can fortify them through life's challenges. Just as Ananias drew strength from God's reassurance and plan, kids will come away with renewed inspiration that *they* can trust in Jesus' power to tackle the hard things they face.

DAY 1

BIBLE POINT: Jesus' power helps us do hard things.

BIBLE STORY: Ananias helps Saul.
(Acts 9:1-19)

BIBLE VERSE: "For I can do everything through Christ, who gives me strength."
(Philippians 4:13)

SING & PLAY EXPRESS

- ▶ Learn the Day 1 Bible Point and verse, and meet Bible Memory Buddy Ramsey.
- ▶ Sing Rocky Railway VBS songs.
- ▶ Meet Cam Track, an engineer who needs some power to get his train back on track.



BIBLE ADVENTURES

Encourage Ananias to do the hard thing God has asked of him, and experience a trust fall to feel what it means to trust Jesus.



CHEW CHEW SNACKS

Chew Chew Track



KIDVID™ CINEMA

Dominic relies on Jesus' power to take a tough karate test... after failing many times.



IMAGINATION STATION

Try to keep their Off-Rail Rollers on track, and remember that Jesus' power helps them do hard things.

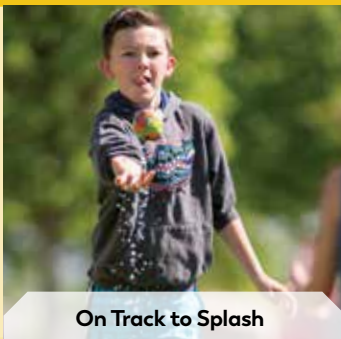


ROCKY WRAP-UP

- ▶ See who is starring in today's Spotlight VBS.
- ▶ Get a little help learning a tough "train track trick," then have a surprise visit from Ananias.
- ▶ Receive a ram-bunctious Bible Memory Buddy.



LOCO MOTION GAMES



On Track to Splash



Runaway Train



Hold the Track Line

▶ At Rocky Railway VBS, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.



INTRODUCE OPERATION KID-TO-KID™

Welcome Crews to Day 1 of Loco Motion Games with a big smile and introduce yourself.

Say: Before we roll into Loco Motion Games, I have to tell you about this cool project we're part of at VBS! It's called Operation Kid-to-Kid. Kids here in our country, like all of you, will get to help some families in need in Ecuador—a country in South America!

South America is home to the Andes mountains—the longest mountain range in the world that also has some of the highest peaks in the world! It's not easy to live in mountains so high, but people living in the Andes of Ecuador have figured out some amazing ways to make mountain life work. A big help comes from some four-legged, fluffy pals—alpacas.

- ▶ Alpacas are sort of like llamas, but they have fluffy, strong fleece that gives them some funny hairdos sometimes.
- ▶ An alpaca's fleece can be shaved off and give a family up to 10 pounds of warm fleece a year! The fleece is easy to clean and spin into yarn for making hats, shirts, mittens, and so much more to keep people warm and dry in the high mountains.
- ▶ Things made from alpaca fleece are sold in markets to make money for families to buy other important things they need, like food, stuff for school, repairs on their homes, and doctor visits.



SUPPLIES

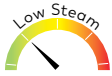
- ▶ photocopy of the Operation Kid-to-Kid flier on page 13

STAY ON TRACK

IMPORTANT! No matter what games you choose to play today, begin each rotation time at Loco Motion Games with this quick introduction to the Operation Kid-to-Kid project. The games station is where kids will hear the most about this awesome service project!



There's even more good alpacas can do for families that we'll dig into during our games this week. Every \$10 we collect for Operation Kid-to-Kid will buy an alpaca for a family who needs one in Ecuador. You can invite *your* entire family to help! You'll get letters today that you can take home to your family (hold up a copy of the Operation Kid-to-Kid parent flier) so everyone will know what the project is all about. Starting tomorrow, we'll have a fun game each day about Operation Kid-to-Kid. Speaking of games, *let's play!*



OPTION 1: On Track to Splash

Before Crews arrive, fill the buckets about three-quarters full with water, and divide the sponge balls among three of the buckets, submerging them in the water. Then place the buckets holding the sponge balls at one end of a roughly 40x40-foot play area and the remaining buckets of water on the opposite end.

Lay out the lengths of yarn on the ground throughout the play area. There should be at least 5 feet between lengths of yarn so Crew members standing on the yarn can't reach each other. Place a few lengths of yarn close enough to the buckets on both ends so players can easily reach into the buckets while standing on the yarn.

Demonstrate the sound of your Train Whistle (or another noisemaker), and let Crews know you'll start and stop most games during the week with that sound, so they'll want to listen carefully for it.

Say: **It's going to be an awesome week, and Loco Motion Games is where you'll run, splash, play, and laugh as you learn about Jesus' power!**

Today we're on track with how **JESUS' POWER HELPS US DO HARD THINGS.** (*Trust Jesus!*) You'll get to take on a fun challenge in this game. Let's see how hard it gets!



SUPPLIES

- ▶ Train Whistle*
- ▶ sponge balls or sponges (3 per Crew per rotation)
- ▶ 2-foot lengths of extra-thick silver or gray yarn (1 length per person per rotation)
- ▶ 6 large buckets

*available from Group Publishing or your Group VBS supplier



Train Whistle

STAY ON TRACK

When you see a supply quantity listed as "per Crew per rotation," that means you need only the amount required for your largest rotation of Crews. You'll reuse the supplies from rotation to rotation. If supplies aren't reusable (such as paper goods that probably won't survive multiple rotations), you'll see the supply listed as "per Crew," and that means you'll need the quantity of that supply for each Crew at your VBS.

FIELD TEST FINDING

In the first rotations at our field test, we played all rounds of this game in silence for the added challenge, and the kids didn't really mind, but it was hard to tell if they were having any fun! Some of our Crew Leaders felt that some kids actually appreciated the quieter, lower-key game, so we didn't completely cut the silence but kept it to just the first round. Depending on how your group responds, you can continue playing silently for as many rounds as you like.

1. Have all the Thank You-ers choose and stand on pieces of yarn near the buckets—they have important jobs in getting the sponge balls out of and into the buckets.
2. Have everyone else spread out in the play area and choose a length of yarn to stand on with one foot in front of the other, as if balancing on the rail of a railroad track.
3. Everyone will work together to move every sponge ball from the buckets they're in to the buckets on the other side of the play area.
4. The balls can be moved only by tossing them to someone else.
5. Players are knocked out of play and must sit down for the remainder of the round if:
 - ▶ players go off track by stepping off the yarn.
 - ▶ players drop a ball—both the tosser (except Thank You-ers) and intended catcher are out and the ball stays where it fell.
 - ▶ (in the first round only) players make *any noise* while playing—they must stay silent. In subsequent rounds, noise is okay.
6. When everyone's ready, sound the Train Whistle to start the round. You and your games assistants can make sure those who earn an out sit down.
7. Rounds end when the buckets the sponge balls started in are emptied and no more sponge balls are in play. Sound the Train Whistle at the end of rounds, and count how many sponge balls were successfully moved.
8. Then reset the sponge balls, allow everyone to quickly move to a different piece of yarn (including the Thank You-ers), and play a new round with the goal of improving on the number of balls successfully moved.

When it's time to move on, sound the Train Whistle to end the game, and have Crews reset the water buckets with sponge balls for the next rotation. Then gather everyone around you.

Ask:

1. **What was the hardest part of the game for you?**
2. **What strategies did you figure out that made things easier?**
3. **What are some things in your life that used to be really hard for you to do that you're better at now?** Share an example of your own first, such as struggling to learn to tie your shoes when you were younger.

Say: Doing hard things can get easier. God gave us these amazing brains that learn as we struggle. When we keep trying, we figure things out and gain new skills. Sometimes we get tired of trying, but when we feel like we're at the end of our own power, **JESUS' POWER HELPS US DO HARD THINGS.** (Trust Jesus!)



OPTION 2: Runaway Train

Say: This next game is called Runaway Train because, like a runaway train, it's a little out of control! It can be scary when things are out of control in real life, but our fears and worries can be calmed when we give our attention to Jesus and ask for his help. **JESUS' POWER CAN HELP US DO HARD THINGS.** (Trust Jesus!) Let's see how focusing on something that's calm and steady can help you in this out-of-control-fun game!

1. Have kids each find a partner in their Crew (if a Crew has an uneven number, one trio is fine).
2. Give each pair a pool noodle and a cup.
3. Have partners spread out in the play area and stand about 15 feet apart, directly across from each other. Make sure pairs are spread out enough that no one will cross paths and collide as partners run toward each other.
4. One partner in each pair holds the cup with the open top facing the other partner. Hold the cup steady and away from the body.
5. The other partner in each pair holds the pool noodle right at the edge of one end while running. This allows the pool noodle to flop and flail while the person runs, making it hard to control the other end of the pool noodle—and that's the point.



SUPPLIES

- ▶ Train Whistle*
- ▶ pool noodles (3 per Crew per rotation)
- ▶ 18-ounce plastic cups (3 per Crew per rotation)
- ▶ Sing & Play Express Music CD* and CD player

*available from Group Publishing or your Group VBS supplier

FIELD TEST FINDING

Crews loved this game! Just wait until you see it in action. It's hilarious, and you'll hear lots of laughter!

6. The partner with the pool noodle runs as fast as he or she can toward the cup the other partner is holding out steadily, with the goal of getting the free end of the pool noodle directly into the cup.
7. Runners can't slow down to aim. They must run all the way to the cup and try to hit the target of the cup. It's difficult but hilariously fun!
8. Partners take turns holding the cup and running the pool noodle.
9. Play the Sing & Play Express Music CD in the background while Crews play.

Turn off the music and sound your Train Whistle when it's time to move on.





OPTION 3: Hold the Track Line

Before Crews arrive, lay lines of pool noodles to divide your play area into large sections—one section for every two Crews you'll have at your largest rotation. If you have a large play area where you can allow pairs of Crews to really spread out, the pool noodle boundaries likely won't be necessary.

Give Crews a big welcome to Day 1 of Loco Motion Games, and introduce yourself if you haven't already.

Say: This super-fun game is all about holding on tight when things get tough. Your Crew will link together with another Crew to form a train, and your goal is to keep your train together—no train cars going off the rails!

1. Have Crews pair up. If you have an uneven number of Crews, one Crew can split in half and each half can join one of the other large groups.
2. Everyone in the new groups will hold hands to form a linked "train" line.
3. Groups can decide which end of the line is the train's engine and which is the caboose. The person at the head of the line—the engine—will then run and move around the play area, changing directions frequently, and the rest of the train will follow and try to hold on to each other.
4. If anyone detaches from a train line, the group can shuffle positions in line and play again.



SUPPLIES

- ▶ Train Whistle*
- ▶ pool noodles for marking play area boundary lines (5 for every 2 Crews, optional)
- ▶ Sing & Play Express Music CD* and CD player
- ▶ photocopies of the Wrap-Up Questions: Hold the Track Line (1 per Crew)

*available from Group Publishing or your Group VBS supplier

FIELD TEST FINDING

For the most part, Crews kept this game from getting so wild that people on the ends of the line fell. We played in a grassy area, so the few spills didn't cause any injuries, but if you're playing on a paved surface, you can keep the game from gaining too much momentum by having teams link by holding on to each other's shoulders, front to back, rather than holding hands side by side.

5. Groups can play rounds for as long as time allows.
6. Have each group choose a play area you've marked, and then sound the Train Whistle to start the game.
7. Play the Sing & Play Express Music CD in the background while everyone plays.

When it's time to move on, turn off the music, sound the Train Whistle, have everyone sit in circles with their Crews, and give each Crew Leader a copy of the Wrap-Up Questions to lead a quick discussion.

WRAP-UP QUESTIONS: HOLD THE TRACK LINE

Ask:

- ① What part of the game was the most fun?
- ① What part of the game was the hardest?

Say: It could get pretty hard to hold on and stay together! That's true when we have to do something hard in our lives, too. When we're struggling, it can pull us apart from friends.

- ① How have hard times in your life been hard on your friendships? Share an example of your own, such as a time of struggle that made you grumpy or tired so you argued with a friend or just wanted to be left alone.

Say: It's normal to be frustrated or upset when we're trying to do something hard, but that's when we need our friends most! Let's hold on to our friends, because a lot of times it's through the help and love of friends that **JESUS' POWER HELPS US DO HARD THINGS.** (Trust Jesus!)

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A Rosy Future!

Rosa is an important part of her family.

She helps out in the garden, provides warm clothes, takes care of the environment, and is a critical source of income.

Did we mention that Rosa is an alpaca?

Rosa's "family" says their lives have changed drastically since she came to live with them. For families in mountainous areas of Ecuador, an alpaca means up to 10 pounds of fleece every year! And alpacas can live up to 20 years! Rosa's fleece is spinnable, knittable, sellable, and profitable for needy families. People around the world prize alpaca fleece because it's warmer and thicker than sheep's wool and is hypoallergenic. Alpacas impact entire communities, as they provide jobs for fleece spinners, herders, and shopkeepers.

As part of Rocky Railway VBS, our church will participate in an Operation Kid-to-Kid™ international mission project—a partnership between Group Publishing and World Vision—that allows hundreds of thousands of kids in North America to provide the life-changing resource of alpacas for families in Ecuador.



A \$10 donation contributes toward the cost of an alpaca as well as to educating families on how to care for these important animals.

Join us in making a long-lasting impact across the globe! Your contribution will help not only families today but entire communities in years to come.

World Vision®

Building a better world for children

Group
Real. Bold. Love.

BIBLE POINT

— Day 2 —

Jesus' power gives us hope.

Bible Story: Paul encourages others in a storm and shipwreck. (Acts 27)

Bible Verse: “So be strong and courageous, all you who put your hope in the Lord!” (Psalm 31:24)

Consider This...

- ▶ After Paul became a follower of Jesus, he fervently shared the news of Jesus everywhere he went. In Jerusalem, Paul encountered a group of men who opposed his teachings. These men began a riot, accusing Paul of spreading false doctrine and of defiling the Temple. Guards arrested Paul and threw him in prison. The following years included trials, death threats, secret transfers to other prisons, and finally a trip to Rome where Paul could plead his case before Caesar.
- ▶ In Acts 27:9, Paul notes the sailing season in connection with Jewish observances. Sailors typically only sailed from Pentecost (May–June) through Tabernacles (after the Day of Atonement in late September or early October). Roman sailors resisted sailing in November, as it typically proved dangerous.
- ▶ The sailors battled the fierce storm for at least three days, using every trick they knew to secure the ship and survive hurricane-force winds and waves. Finally, the weary seamen lost hope of ever being saved. At this low point, Paul shares the hopeful news given by God.
- ▶ God's message of hope, conveyed through Paul, rang true for the soldiers, the sailors, and the prisoners. God's angel assured Paul that “none of you will lose your lives” (Acts 27:22). However, after the shipwreck, the soldiers planned to kill the prisoners so they wouldn't escape. (Roman law mandated that a soldier who lost a prisoner had to take that prisoner's place!) “But the commanding officer wanted to spare Paul, so he didn't let them carry out their plan” (Acts 27:43). And, just as the angel said, not even a prisoner died.



Why It Matters...

In many ways, Paul was powerless in the stormy sea. He didn't have experience as a sailor. Guards held him prisoner. And, of course, he couldn't stop the crashing waves and howling winds. But Paul *did* have Jesus' power on his side!

In the same way, the kids at your VBS may feel powerless through life's storms. The world can seem turbulent, dark, and confusing. Bad news crashes over us. Fear blows relentlessly, leaving kids feeling hopeless. Yet God promises to strengthen us with *his* power! And we can trust that God's promises are true. Like Paul, we have Jesus' power on our side. Today, celebrate that truth and give kids the hope of victory and comfort during life's uncertainties.

DAY 2

BIBLE POINT: Jesus' power gives us hope.

BIBLE STORY: Paul encourages others in a storm and shipwreck. (Acts 27)

BIBLE VERSE: "So be strong and courageous, all you who put your hope in the Lord!" (Psalm 31:24)

SING & PLAY EXPRESS

- ▶ Learn the Day 2 Bible Point and verse, and meet Bible Memory Buddy Ava.
- ▶ Sing Rocky Railway songs.
- ▶ Share God Sightings, and add a Track Sticker to a special poster.
- ▶ Hear how Cam is discouraged and hopeless about delivering the trainload of treats.



BIBLE ADVENTURES

Join a ship's crew, and find hope amid a windy, wavy, wild storm with prisoner Paul.



CHEW CHEW SNACKS

Bagel Tunnel



KIDVID™ CINEMA

Analiz uses her music to bring Jesus' hope to her sick grandmother and so many others!



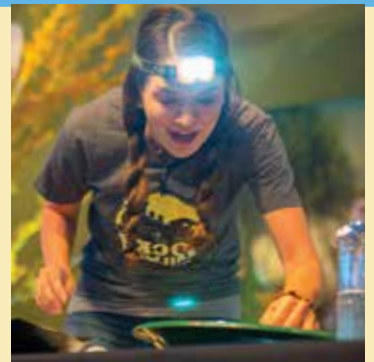
IMAGINATION STATION

Play with cool Hope 'n' Hovers to remind them that Jesus' power gives them hope.



ROCKY WRAP-UP

- ▶ Watch for familiar faces in today's Spotlight VBS.
- ▶ Search for hidden "gold," even when it seems hopeless to find it. Then celebrate when they find it!
- ▶ Receive a winged and wonderful Bible Memory Buddy.



LOCO MOTION GAMES



Walking Lightly



H.O.P.E. Ball



Tunnel Run



▶ At Rocky Railway VBS, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.



DAY 2



OPTION 1: Walking Lightly

SUPPLIES

- ▶ Train Whistle*
- ▶ pool noodles (approx. 1 for every 4 Crews per rotation)
- ▶ 1-inch wide Velcro strips (approx. 72 inches in length per Crew per rotation)
- ▶ scissors and/or utility knife
- ▶ cotton balls (20 per Crew per rotation)
- ▶ 18-ounce disposable cups (1 per Crew per rotation)
- ▶ Sing & Play Express Music CD* and CD player

*available from Group Publishing or your Group VBS supplier

FIELD TEST FINDING

At our field test we simply wrapped string around the pool noodles to tie them to kids' feet for the game. It didn't quite work. The strings loosened and allowed the pool noodles to move around too much, and it made passing the "shoes" to the next person too hard. Despite the technical difficulties, kids and Crew Leaders loved the game and the fun connection to the OK2K project, so we kept it but reengineered the pool noodle shoes. Follow the "Alpaca Shoes" instructions for a game experience much improved by our field test discoveries!

Alpaca Shoes

A few days ahead of VBS, make these fun spongy shoes to let kids experience what it might be like to have alpaca feet!

1. Cut each pool noodle into sections about a foot long.
2. Then cut the pieces in half lengthwise to make pool noodle "shoes" that Crew members will strap to the bottom of their real shoes. Make an extra pair for you or one of your games assistants to demonstrate with.
3. Cut four 18-inch lengths of both sides of Velcro strips (eight strips total) per Crew for your largest rotation.
4. Peel the backing off one strip of each side of the Velcro, and connect the pieces back to back to make a Velcro strip that will adhere to itself when wrapped around a foot. Repeat with all remaining Velcro.



5. About 2¼ inches from an end of one of the pool noodle pieces, use scissors or a utility knife to spear through the pool noodle and make a sawing motion toward the center of the pool noodle to cut a 1-inch opening. Repeat at the other end of the pool noodle.
6. Feed one prepared self-adhering Velcro strip through each cut in each pool noodle piece.
7. Repeat with all remaining pool noodle pieces until you have a completed pair of Alpaca Shoes for each Crew in your largest rotation.

Before Crews arrive for the day, fill one cup per Crew in your largest rotation with 20 cotton balls, and place the cups on the ground along one side of your play area, spaced at least 5 feet apart.

Welcome Crews back to another fun day at Loco Motion Games, and gather them near you so they can hear your instructions.

Say: **Yesterday I told you about our awesome Operation Kid-to-Kid project. Any money we collect for the project this week will help buy alpacas for families in need in Ecuador. Alpaca fleece helps families make clothing they can wear or sell, and money from their sales can buy other important things their families need. Through Operation Kid-to-Kid, we show Jesus' love and that **JESUS' POWER GIVES US HOPE!** (Trust Jesus!)**

Here's a fun fact about alpacas: The bottoms of their feet are covered by pillowy pads—they don't have hard hooves—so when they walk, they don't damage the ground. I wonder what it's like to have feet like that. Let's find out!

1. Have each Crew choose a cup you placed on the ground and line up single file about 15 feet across from the cup. Have the Thank You-er from each Crew move to the head of each line.
2. Give each Thank You-er two "Alpaca Shoes" you've prepared.
3. With your extra set of Alpaca Shoes, demonstrate how to step on the pool noodle with the flat side on the ground and connect the Velcro strips over the foot.
4. After your demonstration, Crew members can help their Thank You-er attach Alpaca Shoes to his or her feet.
5. At your cue, Thank You-ers will *walk* on spongy Alpaca Shoes to the cups across from them and take a couple of cotton balls—alpaca fleece—to bring back to their Crews and start a pile on the ground.





SUPPLIES

- ▶ Train Whistle*
- ▶ rubber playground balls (2 per Crew per rotation)
- ▶ photocopies of the Wrap-Up Questions: H.O.P.E. Ball (1 per Crew)

*available from Group Publishing or your Group VBS supplier

FIELD TEST FINDING

Kids recognized this game as a popular one played on school playgrounds. They were excited to play it with the hopeful twist at Rocky Railway!

6. It's important that everyone walks and doesn't run on the wobbly pool noodles to guard against rolled ankles. Have Crew Leaders help enforce the walking rule.
7. Then Thank You-ers will pass the Alpaca Shoes to the next person in line to put on and walk to the cup to get more fleece.
8. Crews relay this way until everyone has had a turn walking on spongey feet.
9. Have Crew members cheer each other and the other Crews as they finish.
10. Sound your Train Whistle to start the game. Play upbeat songs from the Sing & Play Express Music CD while Crews play.

When it's time to move on, sound the Train Whistle to end the game. Have your games assistants reset the cotton balls in the cups as you transition to what's next.



OPTION 2: H.O.P.E. Ball

Welcome kids back to Loco Motion Games if you haven't already.

Say: While you play this next game, pay attention to what gives you hope to keep playing even if someone scores against you.

1. Have Crews spread out some but stay close enough to you that they can hear your directions.
2. Have each Crew stand in a circle, foot to foot (a person's feet should touch a foot of the people on each side), with each person's legs a little more than shoulder-width apart.
3. The goal is for people to roll a ball between the legs of another person as well as block the ball from going between their own.



4. Crew members can use only one arm to play and must tuck the arm they choose not to use behind their back.
5. When a person can't block the ball and is scored upon, he or she earns a letter in the word *hope*. When a person reaches all four letters, the Crew can shuffle where they're standing and start a new round.
6. About halfway through your time for this game, increase the challenge and fun for the Crews by giving each a second ball.
7. Play as many rounds as time allows, and sound the Train Whistle to signal the end of the game.

After your final round, have kids gather and sit with their Crews. Give each Crew Leader a copy of the Wrap-Up Questions to lead a quick closing discussion.

WRAP-UP QUESTIONS: H.O.P.E. BALL

Say: The game had some challenges. People could score against you, you could use only one arm, and you had to stand in a weird way. But you kept playing with some smiles and laughs and fun. So...

Ask:

1. **What gave you hope to keep playing through the game's challenges?**
2. **Tell about a time you had hope through another challenge.** Share an example of your own first, such as not giving up on a friend after an argument because of the hope that your friendship was stronger than a disagreement.

Say: We face big challenges—some might be so hard that they seem hopeless. But there's *always* hope through any challenge when we're friends with Jesus. **JESUS' POWER GIVES US HOPE!** (*Trust Jesus!*)

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SUPPLIES

- ▶ Train Whistle*
- ▶ spray bottles (1 per games assistant and Crew Leader)
- ▶ Sing & Play Express Music CD* and CD player

*available from Group Publishing or your Group VBS supplier



OPTION 3: Tunnel Run

Before Crews arrive, fill the spray bottles with water and set the nozzles to mist.

Welcome Crews back to Loco Motion Games if you haven't already.

Say: When railroads like Rocky Railway were first being built, the builders had to figure out what to do about mountains in their way. Sometimes they'd go *through* mountains by digging long tunnels right through the rock and dirt. Let's make some tunnels of our own for this next game!

1. Invite a willing person to be the first Runner. Then have the remaining kids form pairs and join their hands above their heads to form an arch—a tunnel—with their bodies.
2. Help the “tunnel pairs” stand side by side in a large circle, with pairs spaced about a foot apart, to create something like one long circular tunnel.
3. When you begin playing music, everyone forming the tunnel moves clockwise around the circle while staying joined to their partners.
4. The music also cues the Runner to run counterclockwise around the circle inside and through the tunnel the partners are making—like a train moving on a track through a long tunnel.
5. Pause the music at varied intervals, and whenever the music stops, the tunnel pairs stop moving and try to catch the Runner by lowering their connected arms and hands around the Runner. Once caught, the Runner stays in place.



6. The pair who catches the Runner disconnects, and each partner runs in an opposite direction around the circle tunnel. The first one to get back to the Runner will be the new Runner in the next round.
7. The Runner who was caught and the partner who lost the race around the circle become a new tunnel pair.
8. The new Runner runs through the tunnel when you start the music again for a new round. Vary how long you let the music play, and give most kids a turn as Runner.
9. While rounds are in motion, have your games assistants and the Crew Leaders mist everyone overhead with the spray bottles for a refreshing cool-down.

When it's time to move on, sound the Train Whistle to signal the end of the game, and gather everyone around you for a quick wrap-up.

Say: A busy game like that can heat you up, but you had a nice, cooling mist to run through.

Ask:

? How did the misty cool-down help you during the game?

Say: The refreshing spray helped keep everyone from overheating so you could keep playing the game. That's kind of like what hope feels like. Hope is refreshing and gives us power to keep going. **JESUS' POWER GIVES US HOPE!** (*Trust Jesus!*)



Bible Story: Peter and John teach about Jesus. (Acts 3:1–4:31)

Bible Verse: “He gives power to the weak and strength to the powerless.”
(Isaiah 40:29)

Consider This...

- ▶ In the name of Jesus, Peter and John healed a lame man at the Temple gate. The man celebrated the miracle so loudly that a crowd gathered. Peter, making the most of this instant audience, stood up and boldly shared the good news of Jesus.
- ▶ The priests who heard Peter’s message were most likely Sadducees. Sadducees didn’t believe in the resurrection, nor did they believe in the existence of angels or spirits. These leaders also maintained loyalty to the Roman government and sought to maintain the status quo.
- ▶ At the time, most Jews could read and write, but few—if any—received rabbinical training. Such an education would have made them skilled at lengthy theological discussions. So when Peter and John boldly preached before the Sanhedrin (a crowd of highly trained priests), the judges marveled at their ability and noted that they must have been with Jesus.
- ▶ After Peter and John’s release from prison, the church gathered around them for prayer and praise. It’s interesting to note that they *don’t* pray for the persecution to stop but that God would give them the boldness to continue sharing the news of Jesus *in spite of* their suffering.



Why It Matters...

Like Peter and John, most kids at your VBS are ordinary and “untrained.” Speaking out about their faith can be intimidating, especially in the face of a culture that often feels “anti-Christian.” Many kids feel shy about praying before a restaurant meal, inviting a friend to church, or even mentioning Jesus in regular conversation. Other kids may feel unsure when it comes to showing Jesus’ love, playing with a new friend, or reaching out to someone who’s lonely. Today, give kids the chance to practice speaking about Jesus with ease and confidence. Provide opportunities for kids to daringly step out of their comfort zones. Bolster their bravery and cultivate a courageous faith, encouraging kids to rely on Jesus’ power to help them be bold.

DAY 3

BIBLE POINT: Jesus' power helps us be bold.

BIBLE STORY: Peter and John teach about Jesus. (Acts 3:1-4:31)

BIBLE VERSE: "He gives power to the weak and strength to the powerless." (Isaiah 40:29)

SING & PLAY EXPRESS

- ▶ Learn the Day 3 Bible Point and verse, and meet Bible Memory Buddy Sierra.
- ▶ Sing Rocky Railway songs.
- ▶ Share God Sightings, and add a Track Sticker to the poster.
- ▶ Encourage Cam to boldly take his train down a steep track.



BIBLE ADVENTURES

Celebrate with a healed man, then discover how Peter and John boldly shared Jesus...even if it meant a stay in jail!



CHEW CHEW SNACKS

Coal Crunch



KIDVID™ CINEMA

Lauren helps in a community food program, trusting Jesus' power to help her boldly step out, serve, and share Jesus' love.



IMAGINATION STATION

Watch as their Bold Blasters fly higher than expected, and know that Jesus' power helps them be bolder than they thought possible.



ROCKY WRAP-UP

- ▶ Who's in the spotlight today in Spotlight VBS?
- ▶ Take on a bold bridge-building challenge!
- ▶ Receive a purr-fect Bible Memory Buddy.



LOCO MOTION GAMES



Railway Waterway



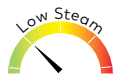
Bold Bops



Alpaca My Bags

▶ At **Rocky Railway VBS**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.





OPTION 1: Railway Waterway

SUPPLIES

- ▶ pool noodles (1 for every 2 Crews per rotation)
- ▶ 16-ounce disposable cups (1 per Crew per rotation)
- ▶ brightly colored or patterned duct tape
- ▶ medium-size buckets (1 for every 2 Crews per rotation)
- ▶ Sing & Play Express Music CD* and CD player

*available from Group Publishing or your Group VBS supplier

FIELD TEST FINDING

This one was a field test favorite! It's fun to play and fun to watch!

Before Crews arrive, fill the buckets with water.

Onto one end of each pool noodle, tape a 16-ounce cup so the bottom of the cup sits on the end of the pool noodle. It works best to set the cup on the end of the upright pool noodle and tape around both the base of the cup and the pool noodle so the tape links them together all the way around.

Then use the tape to mark a line around each noodle about 14 inches down from the cup.

Give high-fives as everyone arrives, and welcome Crews back to Loco Motion Games!

Say: Today at Rocky Railway we're learning about being bold.

Ask:

? What things come to your mind when you think about being bold? Share an example of your own first, such as standing up for a friend or even simply doing something that puts you in the spotlight.

Say: Being bold can feel uncomfortable or risky, but sometimes being bold is the only way something good can happen—so it's worth the risk. When we're not sure when or how to be bold, we can ask Jesus for help because **JESUS' POWER HELPS US BE BOLD.** (Trust Jesus!)

You'll get to be bold in this next game, but don't worry, the risk you'll take is a really fun one as you'll move supplies from one train station to another!

1. Have each Crew join another Crew and stand side by side in a long line with about 4 feet between each person. Have the Crews' Thank You-ers stand at opposite ends of the line.
2. Pick one end of the line to be the starting point, and give the Thank You-er on that end of the line one of the prepared pool noodles. Give an empty cup to the Thank You-er on the other end of the line.
3. Place a bucket of water near each Thank You-er holding a pool noodle. Then you and your games assistants can carefully fill the cup sitting on top of each pool noodle.



4. Start the music. The Thank You-er holds the pool noodle with both hands but can hold the noodle only at the tape line while carrying it to the next person in line, trying not to spill any water along the way. (The noodle gets wobbly with the full cup of water on top!)
5. Crew members boldly hand off and take the pool noodle to move it along the line.
6. If a cup gets spilled, that line simply starts over with a refilled cup.
7. If a cup successfully makes it to the other end of a line, the second to last person pours the remaining water into the empty cup the Thank You-er is holding.
8. Play the Sing & Play Express Music CD to start the game and while everyone plays.

There will be spills and “start overs” but that’s the fun element of risk that requires boldness in the game! Help everyone laugh at the spills, encourage teammates, and share strategies for successfully carrying and handing off the pool noodle.

9. After a few rounds, have Crews mix up where they’re standing in line so more people get a chance at the front of the line throughout the game.

Turn off the music when it’s time to move on, and have your games assistants refill the buckets for the next rotation.





OPTION 2: Bold Bops

SUPPLIES

- ▶ Train Whistle*
- ▶ beach balls or other large lightweight balls (2 per Crew per rotation)
- ▶ Sing & Play Express Music CD* and CD player
- ▶ photocopies of the Wrap-Up Questions: Bold Bops (1 per Crew)

*available from Group Publishing or your Group VBS supplier

Enthusiastically welcome everyone back to Loco Motion Games if you haven't already.

Say: In this game, you might have to take some bold dives for a ball.
Are you feeling bold?

1. Have each Crew stand in a circle, and give each a ball.
2. When you start the music to cue the start of the game, a willing person in each Crew tosses the ball into the air to begin the first round.
3. After the first toss, Crew members work together to bop the ball (like a bump-pass in volleyball) into the air without letting it fall to the ground.
4. Have Crews count each time the ball is bopped into the air. If the ball falls, the Crew will start the count over at one.
5. Challenge Crews to get to 20 or more successful bops or simply keep improving their score from round to round.
6. Play the Sing & Play Express Music CD while Crews play as many rounds as time allows.

Move around the Crews with your games assistants, cheering everyone on and praising bold dives and reaches that save a ball from hitting the ground. When time is up, turn off the music and give each Crew Leader a copy of the Wrap-Up Questions for a quick discussion with his or her Crew.



WRAP-UP QUESTIONS: BOLD BOPS

Ask:

- ① What were some bold moves our Crew made as we played?
- ② How did encouraging words from the games leaders and each other help you be bold?

Say: Being bold can be hard all on your own, but teamwork and encouraging friends can make it easier. Jesus can help us through the encouraging words of others. It's just one way **JESUS' POWER HELPS US BE BOLD.** (Trust Jesus!)

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OPTION 3: Alpaca My Bags

Spread out the pieces of luggage in your play area, and open them. Place about 20 balls, any mix of sizes or shapes, into each piece of luggage.

Welcome everyone back to Loco Motion Games if you haven't already.

Say: We're halfway through the week and our time to collect the money our VBS will give to the Operation Kid-to-Kid project. All the money will help buy alpacas for families who need them in Ecuador and help us show Jesus' love in a life-changing way!

Let's play a game where you'll experience the good that comes with giving, like the giving we're doing through our project. The game's called Alpaca My Bags! Get it? Alpaca?

1. Have each Crew choose a piece of luggage and stand near it.
2. For the first round, each Crew takes balls from other Crews' bags and runs them back to their own. Each person can carry *only two balls at a time*.
3. Crews can't stop anyone from taking balls from their bags, but they can work fast to take from other bags so their own bags don't get completely emptied.
4. The first round ends when a Crew's bag is completely empty (even if only briefly) or you need to move on because of time. Sound the Train Whistle to signal the end of the round, and then have Crews reset all the bags so each one has about 20 balls again.
5. For round two, Crews move balls from their own bags to other Crews' bags, trying to completely empty their own.



SUPPLIES

- ▶ Train Whistle*
- ▶ large suitcases or duffel bags (1 per Crew per rotation)—borrow from church members or friends
- ▶ various sizes of balls (about 20 balls per suitcase or duffel)

*available from Group Publishing or your Group VBS supplier

FIELD TEST FINDING

Our games leader had her assistants break out the spray bottles to mist everyone while they ran in this game, too. It was a hot day, and the spray was a welcome cool-down for this high-energy game! You can add a water element like this to any game you like if your Crews need a cool-down!

6. As in round one, no one can block anyone else from placing balls in a bag, but Crews can work fast to move balls from their bag into other bags.

When it's time to move on, sound the Train Whistle to end the game. Have Crews reset the bags one more time so they're ready for the next rotation. Gather everyone around you for high-fives and a quick discussion.

Say: Both rounds of the game were played in almost the exact same way, but the first round was all about taking and the second was all about giving. Ask:

? Which round of the game did you enjoy more? Why?

Say: When we focus on others instead of ourselves, we give instead of take, and that brings joy! Giving takes boldness to let go of things we want so we can help with the needs of others. **JESUS' POWER HELPS US BE BOLD** (*Trust Jesus!*), and we can always ask Jesus for help to give boldly, whether it's for Operation Kid-to-Kid or some other way we can give.



BIBLE POINT

— Day 4 —

Jesus' power lets us live forever.

Bible Story: Jesus' death and resurrection. (Matthew 26:17–28:10)

Bible Verse: “The Spirit of God, who raised Jesus from the dead, lives in you.”
(Romans 8:11)

Consider This...

- ▶ The Passover meal shared between Jesus and his disciples commemorated God's miraculous provision for his people centuries earlier. In this traditional celebration, Jews remembered the sacrificial lamb, whose blood (marked on their doorposts in Egypt) saved them. How appropriate that Jesus—our sacrificial lamb—completes his work on earth with such a symbolic event.
- ▶ In Jesus' culture—and in some Middle Eastern cultures today—eating together equaled friendship. Scholars equate sharing a meal with trust and intimacy, adding weight to Jesus' comment to Judas: “One of you who has just eaten from this bowl with me will betray me” (Matthew 26:23).
- ▶ The Roman government had deprived the Sanhedrin of the right to carry out most capital punishments. Therefore, even though the chief priests and elders found Jesus guilty, they had to turn him over to Pilate for execution.
- ▶ At Jesus' death, Matthew 27:51 records that “the curtain in the sanctuary of the Temple was torn in two, from top to bottom.” There were actually two curtains in the Temple. One divided the Most Holy Place from the Holy Place; the other separated the Holy Place from the court. Matthew doesn't specify *which* curtain tore, but a rending of either one would symbolize changes between God, ritual law, and humanity.
- ▶ Even Jesus' followers found his resurrection hard to believe! Matthew 28:17 tells us, “but some of them doubted!” Yet Jesus eased their doubts by appearing to them repeatedly over 40 days (Acts 1:3; 10:40-41).



Why It Matters...

Death is an uncomfortable—and even scary—topic for children *and* adults. Even though we don't like to talk or think about it, it's likely that most kids will experience the death of a pet, friend, or relative. That's why it's critical that we help children understand the hope we have through Jesus. Even though death may mean the end of *this* life, kids can celebrate the astonishing promise of eternal life with Jesus. Use today's lesson to help children understand their need for Jesus. Guide them as they discover that through Jesus' miraculous power, we can live forever in heaven.

DAY 4

BIBLE POINT: Jesus' power lets us live forever.

BIBLE STORY: Jesus' death and resurrection.
(Matthew 26:17-28:10)

BIBLE VERSE: "The Spirit of God, who raised
Jesus from the dead, lives in you."
(Romans 8:11)

SING & PLAY EXPRESS

- ▶ Learn the Day 4 Bible Point and verse, and meet Bible Memory Buddy Finn.
- ▶ Sing Rocky Railway songs.
- ▶ Tell about God Sightings, and add another Track Sticker to the poster.
- ▶ Learn how Cam's train ran out of fuel, and discover that our lives can be "powered up" forever because of Jesus.



BIBLE ADVENTURES

Use Velcro and hearts to explore God's plan for a forever friendship with us, then experience Jesus' sacrificial, loving forgiveness.



CHEW CHEW SNACKS

Crunchy Crossbuck



KIDVID™ CINEMA

Isaac was sad when his brother, Joel, died. Today Isaac finds Jesus' strength through dance, and he dances to celebrate Joel's life forever in heaven!



IMAGINATION STATION

Decorate and play with Perpetual Papers, and be reassured that Jesus' love for them will never end.



ROCKY WRAP-UP

- ▶ Enjoy today's Spotlight VBS.
- ▶ Participate in a moving drama, as Jesus makes a way for us to live with him forever.
- ▶ Receive a finn-tastic Bible Memory Buddy.



LOCO MOTION GAMES



Mumble Hum Message



Cross the Divide

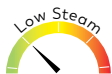


Celebrate the Victory

At **Rocky Railway VBS**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.



DAY 4



OPTION 1: Mumble Hum Message

As Crews arrive, give a warm welcome back to Loco Motion Games if you haven't already.

Say: **Through Operation Kid-to-Kid, we've learned some fun facts about alpacas and how they'll help families in need in Ecuador! Here's another funny alpaca fact: They can make different sounds, but mostly, alpacas hum all day every day. It's how they communicate. Let's play a game where you'll hum like an alpaca!**

1. Have Crews sit in circles facing each other.
2. You and the games assistants whisper a simple phrase into the ear of each Crew's Thank You-er.
3. Thank You-ers hum that phrase—repeating what they heard but without opening their mouths at all as they mumble-hum the phrase—into the ear of the person sitting next to them.
4. Along with mumble-humming the message, kids should use facial expressions and even some body language to help communicate the phrase.
5. Each person passes the phrase in the same way, in the same direction around the circle until it gets to the person sitting on the other side of the Thank You-er. That person will then say, aloud and clearly, his or her guess of what the phrase is. Then the person who started the round can confirm or correct the guess.



SUPPLIES

- ▶ Train Whistle*

*available from Group Publishing or your Group VBS supplier

FIELD TEST FINDING

This gloriously supply-free game brought out a lot of laughs and fun!

6. Play a few rounds with new people starting each round with the following phrases:

- ▶ Happy birthday!
- ▶ Jesus loves you.
- ▶ Good job!
- ▶ Jesus' power lets us live forever.

When all Crews have finished their last round, sound the Train Whistle to signal the end of the game. Have Crews gather around you for a quick wrap-up.

Ask:

- ❓ **What was it like to communicate like an alpaca?**
- ❓ **What messages can our Operation Kid-to-Kid project communicate to families in Ecuador?** Share an example of your own first, such as that people in a faraway country care about them.

Say: **Through Operation Kid-to-Kid and some funny, fuzzy alpacas, we're sending an awesome message of love—our love and Jesus' amazing love!**

SUPPLIES

- ▶ beach balls (1 for every 2 people per rotation)—you can use any other kind of medium-size ball that's easy to toss and catch
- ▶ photocopies of Wrap-Up Questions: Cross the Divide (1 per Crew)
- ▶ Train Whistle*
- ▶ Sing & Play Express Music CD* and CD player

*available from Group Publishing or your Group VBS supplier

STAY ON TRACK

Enlist Crew Leaders and your games assistants to encourage kids to show patience if partners have differing motor skills. Any kids having trouble catching can widen the gap between them and their partners more slowly.



OPTION 2: Cross the Divide

Welcome Crews back to Loco Motion Games, if you haven't already.

Say: **Today we're talking a lot about forever and how JESUS' POWER LETS US LIVE FOREVER. (Trust Jesus!) Forever. Sounds kind of impossible, right? Impossible for us on our own, but not impossible with Jesus. We have limits, but Jesus doesn't. Let's play a fun game to explore reaching our limits.**

1. Form pairs within Crews. If a Crew has an uneven number, they can form one trio.
2. Give each pair a ball.
3. Say: **In a minute, you'll all spread out with your partners and stand facing each other with a few feet between you.**
4. **Pretend you're standing on opposite sides of a mountain divide along Rocky Railway and you have to get a train—a ball—across the divide.**
5. **You'll toss a ball back and forth to each other, and each time you have a successful toss and catch, you'll take a step backward and away from each other. Then toss and catch again.**
6. **Do this over and over until you can't get the ball to each other anymore.**

7. Have everyone spread out and begin tossing. Play the Sing & Play Express Music CD while partners play.
8. When it looks like most partners have reached their limit and aren't tossing anymore, turn off the music. Gather everyone back together in their Crews to find a new partner and then spread out again to play one more round.



Wrap up the second round by turning off the music and sounding the Train Whistle to signal the end of the game. Have each Crew sit in a circle, and give each Crew Leader a copy of the Wrap-Up Questions to lead a discussion.

FIELD TEST FINDING

We used tennis balls for this game at field test, but they were difficult to toss and catch for younger kids. We swapped for beach balls, which are easier to toss and catch.

WRAP-UP QUESTIONS: CROSS THE DIVIDE

Ask:

- ❓ What happened in the game as the gap grew bigger?
- ❓ What was it like to reach your limit for getting the ball across successfully?

Say: **This game shows us what sin—the wrong things we all say and do—does to us and God: Sin puts an impossible divide between us and God. Pause. But nothing's impossible for Jesus! Jesus made a way for all our sins to be forgiven so the divide between us and God goes away, forever. JESUS' POWER LETS US LIVE FOREVER! (Trust Jesus!) We'll learn all about what Jesus did in Bible Adventures and Rocky Wrap-Up.**

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OPTION 3: Celebrate the Victory

SUPPLIES

- ▶ Train Whistle*
- ▶ 2 extra-large buckets
- ▶ large car-washing sponge
- ▶ rolls of 1 color of crepe paper streamer (approx. 18 inches per person for half of your total number of people in all rotations)
- ▶ rolls of a different color of crepe paper streamer (approx. 18 inches per person for half of your total number of people in all rotations)
- ▶ large trash bag
- ▶ pool noodles, ropes, tape, or chalk for marking boundary lines
- ▶ Sing & Play Express Music CD* and CD player

*available from Group Publishing or your Group VBS supplier

Before Crews arrive, mark boundary lines to create a rectangle that's roughly 40x20 feet. Then mark a center line that splits the rectangle into two equal-size squares.

Place buckets filled with water on opposite ends of the rectangular play area, centered near the far boundary lines. Submerge the sponge in one of the buckets so it gets thoroughly soaked.

Tear roughly 18-inch lengths of both colors of streamers. Players will tie these around their foreheads during the game to keep track of who's on their team.

Gather Crews near the center line of the game area you've marked so everyone can hear your instructions, and give a warm welcome back to Loco Motion Games if you haven't already.

Say: **Today's a special day at Rocky Railway because we're celebrating that JESUS' POWER LETS US LIVE FOREVER! (Trust Jesus!) That's a big deal, and you'll discover how Jesus makes forever possible for us in Bible Adventures and Rocky Wrap-Up. To get us in the celebrating mood, let's play a fun game where you'll celebrate with your team.**

1. Divide Crews into two roughly equal teams, and have them stand on either side of the center line.
2. Each time a team scores a point in the game, they'll celebrate big with some motions and a cheer. Give teams a few minutes to come up with how they'll celebrate. They can even use and combine the Crew cheers they may have created yesterday in KidVid™ Cinema.
3. Distribute one color of streamer pieces to each team. Kids can wrap and tie them around their foreheads or upper arms to track their team members in the fast-moving game.

STAY ON TRACK

IMPORTANT! Play this game in each rotation. Crews will come up with a fun celebratory cheer with motions that they'll use again in today's Rocky Wrap-Up. This game takes a little longer to get things rolling, but it's worth it!

FIELD TEST FINDING

This soggy version of the classic game Handball was a great way to wear out wiggles with a fun cool-down, too!



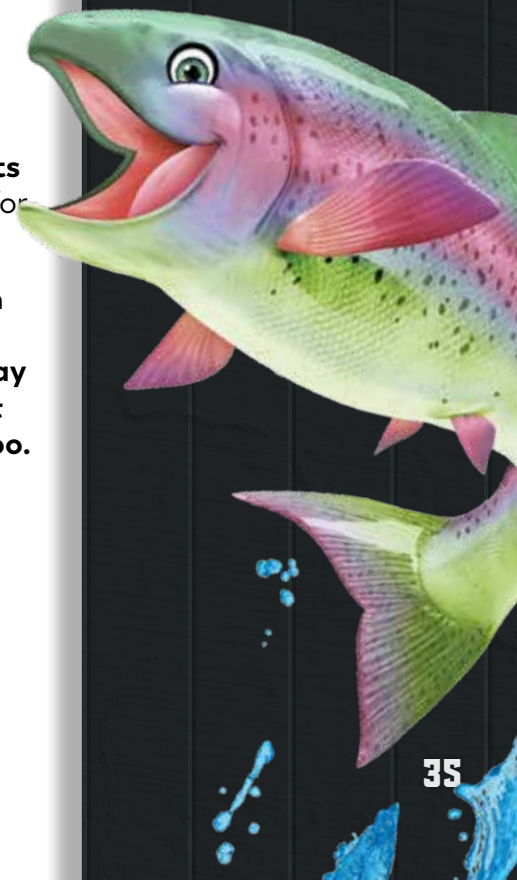
4. Teams score by getting the “ball” (the big sponge) into their goal (the bucket on the opposite side of the field).
5. Players hold the ball in their hands and can take up to three steps before they must pass it to a teammate.
6. If the ball hits the ground, any player can pick it up.
7. At least five members of a team must touch the ball before a goal can be scored.
8. No one can kick the ball or make contact with other players.
9. If the ball goes out of bounds, you and your games assistants can toss it up in the air and back into the game.
10. After a team scores, players return to their own sides. Then you’ll get the ball soggy again in a bucket and take it to the center line to toss it into the air to start a new round.
11. Have teams spread out on their own sides of the field.
12. Ask one person from each team to come to the center of the field. Toss the ball up into the air to start the game. The two team members will try to catch it and begin moving and passing the ball with their team.
13. Play the Sing & Play Express Music while everyone plays, and remind teams to celebrate every goal they score.

When it’s time to move on, turn off the music and sound the Train Whistle to end the game. Have your games assistants refill the buckets, if needed, for the next rotation. Gather everyone around you, and collect all the used streamers in the trash bag. Then everyone can sit around you for a quick wrap-up.

Ask:

- ① **What did you like about celebrating big each time your team scored?**
- ② **What are other things you celebrate with cheers and lots of fun?** Share an example of your own, such as cheering for your favorite sports team to win.

Say: **We have a lot to celebrate, and we can celebrate Jesus with even more joy, bigger cheers, and loads of thankfulness! Remember your team cheer because as you learn more today about how JESUS’ POWER LETS US LIVE FOREVER (Trust Jesus!), you can use your cheer to celebrate Jesus’ victory, too.**



Bible Story: The church is united. (Acts 2:42-47; 4:32-35)

Bible Verse: “Love each other in the same way I have loved you.”
(John 15:12)

Consider This...

- ▶ The book of Psalms mentions prayer more than 60 times—more than any other section of Scripture. The book of Acts comes in second, recording the importance and occurrence of prayer about 34 times. Clearly, the early church relied on prayer for hope, communion, healing, provision, and unity. Communication with God became a critical part of their community.
- ▶ Scholars believe that the early church probably met in Solomon’s Colonnade, a porch along the inner side of the Temple wall.
- ▶ Many of the first Christians came from Jewish backgrounds, meaning they probably already followed God’s command to give to the poor (Deuteronomy 15:4-8). Uniting and caring for others may have been a natural connection with their faith family.
- ▶ Acts 4:33 records the great power with which the apostles testified about Jesus’ resurrection. It’s likely this refers to a boldness given by the Holy Spirit but might also indicate that their life of unity and joy became a powerful witness to those around them.
- ▶ While Acts shines a light on the rapid growth of the early church (Acts 2:47; 4:4; 6:7; 9:31; 21:20), in a city of around 200,000 people, they still represented a minority of the population. This small band of believers needed to stick together and support each other!



Why It Matters...

Are the kids at your VBS like or unlike the early Christians? Why? Do they have a heart to serve, share, and bear one another’s heartaches? What would happen if kids today had the same spirit of that first faith family? What would the church of tomorrow look like? You have the opportunity to send kids off with a passion for sharing Jesus’ love in powerful and practical ways! With Jesus’ power, we can transform tomorrow’s faith community into an environment of belonging, sharing, caring, and community. Today, help kids discover how Jesus’ power can help them be faithful friends who truly care for each other.

DAY 5

BIBLE POINT: Jesus' power helps us be good friends.

BIBLE STORY: The church is united.
(Acts 2:42-47; 4:32-35)

BIBLE VERSE: "Love each other in the same way I have loved you." (John 15:12)

SING & PLAY EXPRESS

- ▶ Learn the Day 5 Bible Point and verse, and meet Bible Memory Buddy Lawrence Elk.
- ▶ Sing Rocky Railway songs.
- ▶ Discuss God Sightings, and add a Track Sticker to the poster.
- ▶ Hear Cam's troubles with a new crew member.



BIBLE ADVENTURES

Search for "review clues," have a party to celebrate our good friends, and act out ways the first Christians showed friendship and unity.



CHEW CHEW SNACKS

Good Friend Fruit Pizza



KIDVID™ CINEMA

Renee and Alina became friends when they helped in a cool church ministry. They love spending time together and growing in friendship with Jesus and each other!



IMAGINATION STATION

Make Power Bands with three types of beads, and wear them to remember that Jesus' power helps them be good friends.



ROCKY WRAP-UP

- ▶ Watch the adorable preschoolers in today's Spotlight VBS.
- ▶ See a jaw-dropping sciency celebration of Jesus' power.
- ▶ Add the final Bible Memory Buddy to their herd.



LOCO MOTION GAMES



Train of Thought

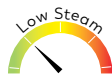


Noodle Track



Boxcar Bolt

▶ At Rocky Railway VBS, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.



OPTION 1: Train of Thought

SUPPLIES

- ▶ Train Whistle*
- ▶ copies of the “Train of Thought Word Puzzles” handout (1 per Crew, plus 1 for you)
- ▶ pens (1 per Crew per rotation)
- ▶ cellphone timer

*available from Group Publishing or your Group VBS supplier

FIELD TEST FINDING

Crews absolutely loved this game! The brainy challenge felt fresh and fun in a week of more physical games.

FIELD TEST FINDING

Our games leader walked everyone through the first word puzzle on the handout to help everyone understand the game. If your group could use a jump-start, consider doing this. It really helped at the field test!

Before Crews arrive, make copies of the “Train of Thought Word Puzzles” handout on page 40.

Make a copy of the handout, fill it in with the answers below, and keep the copy with you as your answer key. Following are the answers to the puzzles:

- | | |
|-------------------------------------|----------|
| 1. Eye | 6. Hand |
| 2. In | 7. Short |
| 3. Tooth | 8. Hot |
| 4. Under | 9. Heart |
| 5. Time (or Life is acceptable too) | 10. Pan |

Greet Crews for the last day of Loco Motion Games.

Say: For this game you’ll put your heads together to solve some fun word puzzles. Each puzzle has a train of thought—one word that’s a common link for the three other words in the puzzle. You’ll have only 10 seconds to solve each puzzle, and they’ll get harder as we go. Are you feeling brainy and awake? Pause. **Hmm, I don’t know if you’re awake enough. We better change that.** Have everyone stand up and do about 10 jumping jacks or squat jumps with you for a quick “wake up.”

1. Have Crews sit in circles, and give each Crew Leader a copy of the handout and a pen.
2. Use your copy to guide the game and a timer to time 10 seconds for each puzzle. After the first few puzzles, adjust how much time you give Crews based on how easy or difficult it is for them to answer. It should be challenging but not so challenging that it’s mostly frustrating.
3. Use your Train Whistle to signal the beginning and end of time for each puzzle. When time’s up, Crews must put their pens down.
4. At the end of each puzzle’s time, allow Crews to call out their guesses (if they have any), and then share the answer from your answer key. Affirm and encourage Crews as you move through the puzzles.

After the last puzzle, have your games assistants collect the used handouts and pens while you lead everyone in a quick wrap-up.

Ask:

- ① What was helpful about sharing brain power with your Crew for solving the puzzles?
- ② Tell about another time you worked with friends or family to solve a problem. Share an example of your own, such as getting lost while driving and everyone in the car working together to figure out a solution.

Say: Working together isn't only good for games; it helps us in **big ways in everyday life!** When we listen to others' thoughts and can share our own, we solve all kinds of problems and can make friends, too. Teamwork can be hard, but we can ask Jesus for help because **JESUS' POWER HELPS US BE GOOD FRIENDS.** (Trust Jesus!)



TRAIN OF THOUGHT WORD PUZZLES

For each numbered puzzle below, there's one word that can go in front of the other three to make words with a common beginning. Work together to figure out what word links the others in the puzzles.

1. _____ lash
_____ lid
_____ brow

6. _____ off
_____ print
_____ shake

2. _____ side
_____ to
_____ door

7. _____ cut
_____ bread
_____ stop

3. _____ brush
_____ paste
_____ ache

8. _____ dog
_____ head
_____ spot

4. _____ ground
_____ weight
_____ water

9. _____ beat
_____ burn
_____ broken

5. _____ saver
_____ line
_____ less

10. _____ cake
_____ handle
_____ icky



OPTION 2: Noodle Track

Welcome everyone back for the last day at Loco Motion Games if you haven't already.

Say: I've seen a lot of great teamwork this week at Loco Motion Games, and that's something to be proud of! You're proof that **JESUS' POWER HELPS US BE GOOD FRIENDS.** (Trust Jesus!)

You've also worked together for Operation Kid-to-Kid. The money we've collected will combine with money collected by other kids from all over our country—even the world—who are attending Rocky Railway VBS, and it'll help so many families in Ecuador! When we work together to show Jesus' love and power, *amazing things happen!* Let's celebrate Operation Kid-to-Kid with another fun teamwork game.

1. Have Crews spread out and lie down on the ground in a line where one Crew member's head rests just a few inches away from the next Crew member's feet.
2. Lay three pool noodles near the feet of the person whose feet are at the end of the line.
3. The person near the pool noodles picks them up *using only his or her feet*, pinching the pool noodle between feet.
4. Then that person lifts his or her legs toward his or her head to pass the pool noodle to the feet of the person lying above in line.
5. The entire Crew passes this way until all the pool noodles are moved to the other end of the line.



SUPPLIES

- ▶ Train Whistle*
- ▶ pool noodles (3 per Crew per rotation)
- ▶ Sing & Play Express Music CD* and CD player

*available from Group Publishing or your Group VBS supplier

SUPPLIES

- ▶ Train Whistle*
- ▶ balloons (1 per person per rotation)
- ▶ large trash bags (for containing all the balloons)
- ▶ traffic cones or other place markers (4 per Crew per rotation)
- ▶ short, preschool-size chairs (1 per Crew per rotation)
- ▶ spray bottles (1 per Crew Leader and games assistant)
- ▶ Sing & Play Express Music CD* and CD player
- ▶ photocopies of the Wrap-Up Questions: Boxcar Bolt (1 per Crew)

*available from Group Publishing or your Group VBS supplier

6. Pool noodles that fall to the ground during a pass go back to the beginning of the line to start over.
7. Challenge Crews to move as fast as possible, and they can work to move even faster in subsequent rounds.
8. Have Crews shuffle where they are in line for new rounds, or they could even combine with other Crews to make longer passing lines.
9. Play the Sing & Play Express Music CD as Crews play.

When it's time to move on, turn off the music and sound the Train Whistle to signal the end of the game. Have games assistants collect the pool noodles and tuck them away until the next rotation.



OPTION 3: Boxcar Bolt

Before Crews arrive, inflate the balloons, tie them off, and store them in the trash bags to keep them from blowing away.

For each Crew in your largest rotation, set up a line of two traffic cones, a chair, and then two more traffic cones all spaced 10 to 15 feet apart.

Fill the spray bottles with water, and set the nozzles to spray a stream of water, not a mist.

Greet everyone for the last day of Loco Motion Games if you haven't already.

Say: I hope you've had the best week of your summer here at Rocky Railway and made some new friends. Who knows? Maybe you've made friends this week you'll stick with for years and years because **JESUS' POWER HELPS US BE GOOD FRIENDS. (Trust Jesus!) Let's wrap up with a game where you'll stick with you friends!**

1. Have Crews form single-file lines from tallest to shortest, with the Thank You-er at the front of the line.
2. Give everyone but the Thank You-er a balloon, and have Crew members link together in their line so they're suspending the balloons between the middles of their bodies, holding on to the shoulders of the person in front of them.
3. Each Crew chooses a line of obstacles and lines up a few feet across from an end cone.



4. When you sound the Train Whistle, each Crew runs along the line of obstacles. When they come to a cone, they run a full circle around it, then move on to the next obstacle.
5. When Crews come to a chair, they step up on it and over it.
6. Crews run their courses to the other side trying not to drop the balloons between them and not using hands to hold or move the balloons. Any dropped balloons at any point mean starting over.
7. Have Crew Leaders and games assistants spray Crews while they run for a fun cool-down.
8. Play as many rounds as time allows, and encourage Crews to share ideas for strategies to be more successful and faster as they run the course again.
9. Play the Sing & Play Express Music CD while Crews play.

When it's time to move on, turn off the music and sound the Train Whistle to signal the end of the game. Have each Crew sit in a circle, and give each Crew Leader a copy of the Wrap-Up Questions. Your games assistants can collect the balloons in the trash bags for the next rotation and refill the spray bottles as needed.

WRAP-UP QUESTIONS: BOXCAR BOLT

Say: This has been a great week, and I've had a blast getting to know you all! **Ask:**

1. **?** What's your favorite memory from the week? Share an example of your own.
2. **?** How has being at Rocky Railway helped you make new friends or become even better friends with people you already knew?

Say: Some of us maybe also started a friendship with Jesus this week or got to know him better. We've learned so much about Jesus' power and love. **JESUS' POWER HELPS US BE GOOD FRIENDS** (Trust Jesus!), and we can take all the friendships we've started or strengthened here at VBS with us.

Close with a quick prayer of thanks for the friendships your Crew has built this week and for the friend we have in Jesus.

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Notes



Notes



LOCO MOTION GAMES

DAY 1



- ▶ On Track to Splash
- ▶ Runaway Train
- ▶ Hold the Track Line

DAY 2



- ▶ Walking Lightly
- ▶ H.O.P.E. Ball
- ▶ Tunnel Run

DAY 3



- ▶ Railway Waterway
- ▶ Bold Bops
- ▶ Alpaca My Bags

DAY 4



- ▶ Mumble Hum Message
- ▶ Cross the Divide
- ▶ Celebrate the Victory

DAY 5



- ▶ Train of Thought
- ▶ Noodle Track
- ▶ Boxcar Bolt

Questions:



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