



Elementary CREW LEADER GUIDE



What's a Crew Leader?

If you've been asked to be a Crew Leader, you've met two important qualifications: You love the Lord and you love children. During Maker Fun Factory, you'll visit different activities with a group of three to five children. *You're not in charge of preparing or teaching activities; you just get to be there and help kids enjoy them as you shepherd the members of your Crew.* Because your Crew is small, you'll get to know and affirm each one by asking questions, really listening, and being encouraging.



TINKER TIP

This isn't from *our* field test but from a VBS director who frequents our online forum. She reminds the Crew Leaders that some of the kids at VBS might not ever hear a kind or affirming word. She encourages her Crew Leaders to speak God's love to *each child*. This director says it makes a huge difference in the way Crew Leaders treat and speak to the kids. Wonderful idea!

Maker Memories

Bible Memory Buddies®

Each day during KidVid™ Cinema, you'll give each kid in your Crew a Maker Fun Factory Bible Memory Buddy and help kids slide the Buddies onto a carabiner that will easily attach to kids' clothing or personal items to go with them wherever they go. Each Buddy has the day's Bible verse written on the back too!

At the end of each day, kids will leave their Maker Fun Factory Carabiners and Bible Memory Buddies in the Crew bag. This will ensure kids aren't without their carabiner and collection of Buddy tags each day at VBS.



Take-Home Connector Cards

Kids and families love these interactive cards that continue the VBS week's learning at home! They'll spark meaningful conversations with family members and they're designed for building and stacking to make a unique creation. Take-Home Connector Cards are an integral part of Maker Fun Factory's faith discoveries!

The Imagination Station Leader will show the Take-Home Connector Cards to kids during the week and then on the last day of VBS kids will be sent home with a full set of Connector Cards (1 set per family). Take-Home Connector Cards are intentionally woven into Maker Fun Factory as a *fun* and personal way for kids to connect their entire families with Scripture and all they've learned from the Bible at VBS.



TINKER TIP

It can be a challenge to get take-homes to actually make it home throughout the week so with that in mind we've suggested the sets of Take-Home Connector Cards go home on the last day of VBS. Your Director may choose to distribute them differently but no matter the approach, excitedly encourage kids to take the cards home and *use them!* Your enthusiasm will help kids know these cards have value and are a way to keep the VBS fun going at home.



Who's Who in the Crew

During their first Sound Wave Sing & Play session, kids will choose Crew jobs. Each child will have one of the jobs listed in the chart. If children can't agree on who should perform each of the jobs, assign jobs to kids for Day 1; then rotate jobs each day so that by the end of the week, all children in the Crew have had an opportunity to do each job. The name badges also list these Crew roles on the back. If your Crew has fewer than five kids, some kids may have more than one job. Kids are excited about having special jobs. Encourage them to fulfill their roles, and provide lots of opportunities for them to do so.

Jobs	Duties
Guide	chooses action ideas for traveling through Maker Fun Factory (such as crawling, tinker tiptoeing, or making a Crew train)
Kit Carrier	distributes and collects supplies and helps carry the Crew's bag
Prayer Person	leads or opens prayer times
Schedule Supervisor	helps monitor the daily schedule to let the Crew know what's coming next
Thank You-er	leads the Crew in thanking Station Leaders each day

The Crew Family

Every member of your mixed-age Crew adds something to every activity.

I've just completed third grade.

I'm a unique and important part of my Crew because I like to be challenged. I can help younger members of my Crew with challenging projects.

I've just completed fifth grade.

I'm a unique and important part of my Crew because I like to make choices. I can help younger Crew members with tasks and help the Crew Leader guide everyone in showing Jesus' love.

I've just completed fourth grade.

I'm a unique and important part of my Crew because I like to ask questions. I can help my Crew ask questions to make sure we understand what we're learning.

I've just completed kindergarten.

I'm a unique and important part of my Crew because I have a great imagination. I can help my Crew dive into each Bible adventure!

I've just completed first grade.

I'm a unique and important part of my Crew because I like to be the best. I can help encourage my Crew to be the best it can be.

I've just completed second grade.

I'm a unique and important part of my Crew because I want everything to be fair. I can help make sure we all take turns and treat one another fairly.





Top 4 Crew Leader Tips

Participate!

- Sing the songs and do the motions.
- Play the games.
- Be curious in Imagination Station.
- Use your imagination in Bible Discovery to interact with each day's story.
- Share your own God Sightings.
- Give your own insights during KidVid Cinema.

Support the Station Leaders.

- Quickly form knee-to-knee circles for Crew discussions.
- Listen to each Station Leader, and encourage kids to listen too.
- Put the Crew bag out of the way during activities.
- Be enthusiastic.

Lavish your attention on the kids.

- Turn off your cellphone—you can contact your friends *after* VBS!
- Use kids' names in kind and loving ways.
- Use eye-to-eye contact.
- Be an active, tuned-in listener during discussions.
- Give hugs or high fives throughout the day.
- Be there for the kids as they arrive. Get there early. Check with your VBS Director to see when he or she would like you to arrive each day.

Be positive.

- Model the behavior that you want kids to have.
- Positively acknowledge kids' answers to questions. Rather than saying "No...that's the wrong answer," say, "Thanks for sharing. Anyone else have thoughts?"
- Smile! Have fun!

⚙️ TINKER TIP ⚙️

Use Positive Words Like These:

- Let's keep moving so we can do as many fun activities as possible.
- Listen carefully so you'll know what to do next.
- Stay with the Crew; we need your help in this activity!
- That's a unique way of doing things! How did you think of that? Let's try it this way.
- It's important that we all follow the instructions and work together as a team.
- Please move over here so you can see better.
- Let's all sit in a circle so we can see and hear one another better.
- Those Buddies sure are cool! Let's keep them put away so we can hear about this next activity.



What to Do If...

Most of the time, things will go smoothly for your Crew, but every once in a while, you may run into a dilemma. Here's some advice on how to handle different challenges.



If my Crew won't stay together...

Encourage your Guide to come up with creative ways to travel. Or work with your Thank You-er to come up with cheers to say as you travel.

If I have a clique in my Crew...

Cliques can make the Crew experience unhappy for the outsiders. Encourage friendships among all Crew members by pairing kids with partners they don't know very well during games and other activities.



If older kids are unhappy being grouped with mixed ages...

Highlight their helping role. Encourage them to help younger kids with snack preparation and other activities. Acknowledge them by telling younger kids, "[Name of older child] is really good at that. Why don't you ask him [or her] to help?"

If a Crew member won't participate...

Help shy children feel welcome by calling them by name and asking them questions directly. Respond to their questions with a smile and a statement such as, "That's really interesting!" Also try giving children special jobs. For example, assign them the task of finding a place for your Crew to sit at each station.

If someone *really* doesn't want to participate in Game Makers, that's okay. Maker Fun Factory can be tiring! Let children rest until they're ready to participate.

If people in my Crew don't get along...

Quietly take the children aside. Tell them you've noticed that they're not getting along. Let them know that although they don't have to be best friends, they do have to be together all week, so things will be a lot more fun if they can at least be kind to one another. (Use the daily Bible Points for these teachable moments!)



If I have an overly active child...

Pair this child with yourself during partner activities, and suggest that he or she sit with you during quiet times. Try to make sitting still a game by saying, "Let's see how long you can sit still without interrupting. I'm timing you. Ready? Go!" If those suggestions don't work well enough, ask your Director if you could have an assistant Crew Leader to help the child focus and participate.

If my Crew gets too big...

Maker Fun Factory is a blast, so it's likely that kids will want to bring friends. However, the activities at Maker Fun Factory are designed to work with a mixed-age Crew of no more than five kids. If you have a small Crew, you'll welcome a few additional friends into your Crew family. But if your Crew grows past five children, talk with your Maker Fun Factory Director as soon as possible. He or she will need to form a new Crew so kids can have the best experience possible.



What Do I Do at Each Station?



Sound Wave Sing & Play is where kids worship by singing upbeat action songs. Your job at Sound Wave Sing & Play is to

- greet your Crew members in your designated seating area.
- follow the motions, and sing out loud.



Imagination Station is where kids can experiment, play, and discover as they use amazing Sciency-Fun Gizmos! Kids also learn about Operation Kid-to-Kid in this station. Your job at Imagination Station is to

- listen carefully to the instructions because you'll most likely need to repeat them for some members of your Crew!
- use *your* imagination and share your curiosity as kids explore their gizmos. It's time to play!
- help kids complete their activities (*only* when they need help).
- help clean up your area before leaving.



KidVid™ Cinema is where kids watch a daily video of *real* kids sharing and exploring the unique ways God made them. Your job at KidVid Cinema is to

- encourage kids to tune in and watch the video.
- lead your Crew in participating in the activities before and after the video.
- lead kids in discussion when it's called for. (Expect surprising insights and answers from kids. And don't be afraid of deep, personal conversations—those are where impact and transformation happen.)
- give kids the special Bible Memory Buddies each day.

In KidVid Cinema, kids will discuss real-life topics like conquering fear, feeling left out or different, and living with a disease. Don't worry! Each of these is handled in a kid-appropriate way. The kids in your Crew may share very real experiences with you. Don't feel like you have to have all the answers! Use the Bible Points to reassure kids that God *purposely* made each of us the way we are and loves us.



Snack Factory is where Crews come for a tasty snack. Your job at Snack Factory is to

- gather your Crew in a designated area.
- help your Crew focus on the Snack Factory Leader as he or she explains the snack.
- lead kids in discussing how the snack connects to the day's Bible verse by following a helpful handout.
- help kids clean up your area before leaving.



Game Makers is where kids play team-building games. (One day of VBS your Crew will skip games to help make treats for the entire VBS!) Your job at Game Makers is to

- listen carefully to the instructions so you can help your Crew members follow them.
- participate in each activity, and cheer on your Crew members as they participate.
- participate during one day's game time in a "photo shoot" for the day's Spotlight VBS slideshow (a customized slideshow featuring the kids and leaders at Maker Fun Factory)!



Bible Discovery is where kids experience the Bible story. Your job at Bible Discovery is to

- line up with your Crew outside the door.
- listen carefully to hear how Crew Leaders should help out that day.
- encourage Crew members to participate.
- share your own discoveries during discussion times and your excitement during each Bible adventure.



Funshop Finale is where kids experience an exciting review of the day's lesson. Your role at Funshop Finale is to

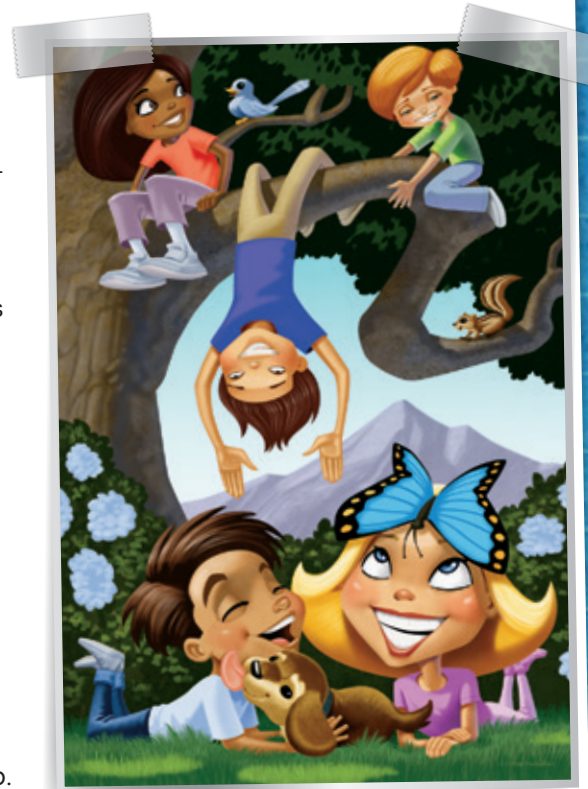
- lead kids to your assigned seating area.
- participate in singing and other activities.
- remind your Crew to participate without being rowdy or disruptive.
- make sure each child leaves with his or her Sciency-Fun Gizmo from Imagination Station.
- collect Crew members' name badges and Bible Memory Buddies and store them in your Crew bag.

Bible Point: God made you.

Bible Story: God lovingly creates people. (Psalm 139; Genesis 1:26–2:4)

Consider This...

- In Genesis 1:26, God speaks of himself in the plural form when he says “Let us make human beings in our image.” This is often thought of as a reference to the Trinity as well as an acknowledgment of God’s majesty. However, you may not know that throughout history, kings traditionally used plurals when referring to themselves. This “royal we” is known to have occurred in the Hebrew language and fits with the idea of the Trinity.
- It’s interesting to note that after God created human beings on the sixth day, he looked at all he had made and saw that it was *very* good—not just good.
- The book of Psalms is actually five different books put together. Each of the five books is thought to correspond with a book of the Pentateuch (the first five books of the Bible).
- Psalm 139 is part of the fifth book of Psalms. David wrote these primarily as songs of thanksgiving and praise that would’ve been set to music and used in communal worship.



Why It Matters...

Today’s kids are in the unique position to compare themselves to the entire world. Social media gives us all a mirror to which we compare ourselves, and it can feel like there’s always someone who’s better, prettier, smarter, more athletic, more adventurous, and just all-around *more!* That’s why today’s message matters! You get the chance to share with the kids at your VBS that they were intentionally, lovingly, carefully crafted by God. You’ll have the opportunity to help kids (and even leaders) set aside the mirror and simply rest in the realization that the same God who created the entire planet also formed their fingers, toes, brain, and being with his skillful hands. Help kids discover that they’re one-of-a-kind creations of the most-high God who loves them dearly.

Key Verse: “Thank you for making me so wonderfully complex!”
(Psalm 139:14)



DAY 1

Bible Point: **God made you.**

God Sightings®

Every day at Maker Fun Factory, kids and leaders will share evidence they've seen of God. We call these *God Sightings*, and they're an easy, practical, and powerful way to help kids realize that God is still active in our everyday lives. The more you incorporate God Sightings into your conversations with kids, the more they'll "get it."

Today help kids share positive things about themselves and the way God made them. Here are a few examples:

- Talk about personality traits in your Crew members such as friendliness, a sense of humor, being an encourager, etc.
- Suggest Bible verses and songs that tell about how God knows us *very* well.
- Point out positive things you notice about the kids in your Crew throughout the day and say, "God made you that way!"



TINKER TIP

Sit in knee-to-knee circles for discussions. Call on kids by their Crew role. For example, say, "I'd like our Guide and our Prayer Person to answer the next question."

DECKER



TINKER TIP

A God Sighting is not "I see God in that tree." A God Sighting is "I see God's creativity and power because only God can make a tree." God Sightings are seeing things that God has created, allowed, provided, done, or revealed to us.

Wrap-Up Questions: Creation Combos

Say: There are a lot of ways God could have made us but he decided to make each of us just the way we are! We all have unique things about us—things that make us even a little bit different from others. Maybe it's not having 8 legs, but our differences are still awesome! **Ask:**

? Tell your name and something about you that's unique such as the color of your eyes, being really good at a sport or activity, or maybe you can do a cool trick like **curling your tongue**. (Give an example first to get the discussion going and then invite your Thank You-er to go next. Allow kids time to think.)

Say: The different ways God made us are amazing! How boring would the world be if we were all *exactly* the same? I'm so glad that **GOD MADE YOU** (Wow, God!)—all of you!



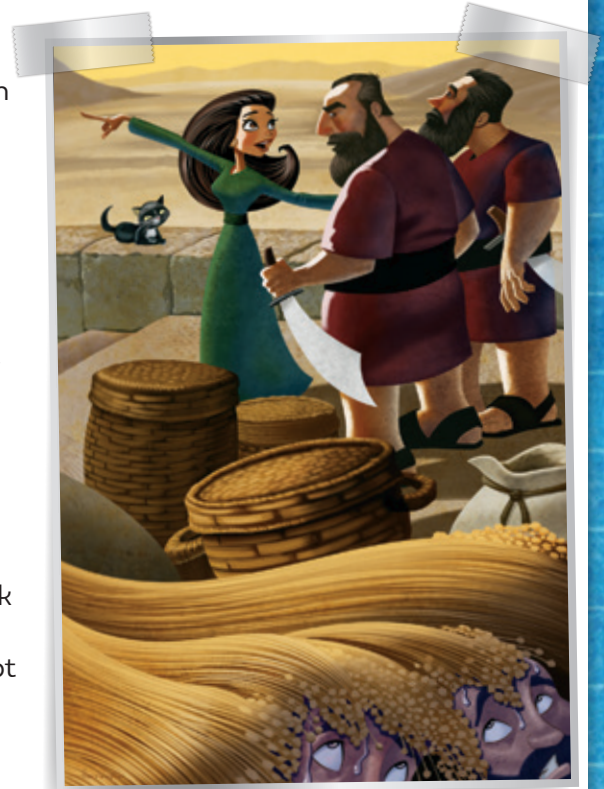
Tinker Tips From Your Director

Bible Point: God is for you.

Bible Story: Rahab believes in God's mighty power. (Joshua 1-2)

Consider This...

- Joshua had already proven himself as a godly leader. When Moses sent spies into the Promised Land, Joshua was the leader who went on behalf of the tribe of Ephraim. Upon their return, only Joshua and Caleb had faith that God would give them the land he had promised.
- Rahab's short, yet crucial, role in this passage contains strong examples of faith, strength, grace, and mercy. Rahab may have impacted history in another way, as many scholars trace Jesus' lineage back to her!
- Joshua received plenty of training for his leadership position, serving as Moses' personal aide for 40 years. (What a great internship!)
- Joshua knew a thing or two about faith. At the time he took over as leader of the Israelite nation, he was one of only two remaining Israelites who had seen the plagues of Egypt and had been present for the entire exodus. He had seen God's mighty power displayed time and time again.



Why It Matters...

Take a look around you and you'll likely see people of all ages showing what they believe in. T-shirts proudly promote superheroes, ball caps shout logos of sports teams, bumper stickers tell what political candidates we like, and bracelets call out our connection to charitable causes. Kids know what it means to rally behind a cause, person, or team. So consider how the kids at your VBS will feel as they discover that God is *for them!* On days when they feel like they don't have a friend in the world or when everything seems to be against them, kids can find comfort in knowing that God is on their side. Use every opportunity today to remind kids that God is championing *their* cause because of his unfailing love.

Key Verse: "If God is for us, who can ever be against us?"
(Romans 8:31)



DAY 2

Bible Point: **God is for you.**

God Sightings®

God Sightings are a great way to help kids see that God is active all around us. Remember, the more you incorporate God Sightings into your conversations with kids, the more they'll "get it."

Today, help Crew members identify what being "for" someone else looks like and how God is for us. Here are a couple of examples:

- Praise kids so others can hear when you see acts of encouragement, kindness, and helping hands and thank kids for being *for* each other.
- Keep watch for unique moments during the day to lead your Crew in thanks to God for his support and love.



TINKER TIP

As a Crew Leader, you are the chief God Sightings encourager! Have fun with your Crew members as you look for God in action each day.



TINA TERMITE





Wrap-Up Questions: You Can!

Say: When you're feeling knocked down, like the towers of cans in our game, it can be hard to remember that **GOD IS FOR YOU**. (Wow, God!) Ask:

-  Tell about something or someone that made you feel knocked down or discouraged.
-  How can knowing that God is for you help you the next time you feel that way?

Say: There will be tough times in life for all of us, but God is for us *through* the good and the bad. When things are great, you can celebrate with God and when things knock you down, you can ask God for help and still know for sure that **GOD IS FOR YOU**. (Wow, God!)



Tinker Tips From Your Director

Bible Point: God is always with you.

Bible Story: God is with Gideon.
(Judges 6:11–7:25)

Consider This...

- In Judges 6:11, Gideon is threshing wheat in the bottom of a wine press. People usually did their threshing above ground and often on a hill where the wind would blow away the chaff. However, in such a position, Gideon would have been an easy target for the raiders that plagued the area. Threshing his wheat in the hidden pit of a wine press kept his crops from being stolen.
- Gideon followed God's orders and destroyed the idols and altars to false gods. After this, people wanted to stone Gideon for his actions. Some of these people were Gideon's fellow Israelites! This shows how far the Israelite people had fallen from God's will.
- The Amalekite and Midianite armies were camped in the valley of Jezreel, which was an incredibly fertile agricultural area and still is to this day. Whoever controlled this valley controlled all who lived around it.
- The dream described in Judges 7:13 might seem a little strange without some historical context. At that time, barley was far less valuable than wheat; therefore, barley bread was considered inferior to wheat bread. Similarly, the Amalekite and Midianite armies considered Gideon's army inferior to theirs. God simply used cultural symbols of value to demonstrate the surprising thing he planned to do!



Why It Matters...

Researchers estimate that 1 in every 5 Americans struggles with loneliness. The kids and teens at your VBS are particularly vulnerable to such feelings, especially when you consider rampant bullying. Social media can create a false sense of connectedness that actually leads to physical isolation. (Think of how you feel when you see pictures of everyone else having fun without you.) Now more than ever, kids need to hear that God is with them. The kids at your VBS will be reassured to know that God is truly a constant companion who will never let them down. You have the chance to point out that a friendship with God satisfies our needs better than anything or anyone else.

Key Verse: “The Lord your God is with you wherever you go.”
(Joshua 1:9)



DAY 3

Bible Point: **God is always with you.**

God Sightings®

Keep looking for evidence of God—our amazing Maker—all around you. Throughout the day point out the things that remind you of God's consistent presence. Here are a few examples:

- Thank God for the Bible and the love God communicates to us in its pages! It's no ordinary book and it's a true God Sighting.
- Bring up the Operation Kid-to-Kid project and how amazing it is that it doesn't matter where in the world you are, your community or across the world in a village in Peru, God is always with you.
- Point out songs from Sound Wave Sing & Play, such as "He's Got the Whole World In His Hands," that offer reminders that God's presence covers the world.



Wrap-Up Questions: Shadow Chase

Ask:

? What made it hard to protect your shadow from getting stepped on and being tagged?

Say: Our shadows follow us everywhere we go. Even if they're really hard or even impossible to see sometimes, they're still always near us. That's like God. Ask:

? Call out words that describe how you feel when you think about God being with you always.

Say: Because **GOD IS ALWAYS WITH YOU** (Wow, God!) that means that you're never really alone. The powerful God who created everything and everyone in our world is by your side. Let's celebrate our amazing God! Lead kids in this cheer: "We cheer because God is near!"



Tinker Tips From Your Director

Bible Point: God will always love you.

Bible Story: Jesus dies and comes back to life. (Luke 22:66–24:12)

Consider This...

- Pilate and the Jews didn't really get along. Pilate had taken from their funds to build Roman architecture in the area and had brought imperial images into the city. Roman authorities had already warned Pilate about the mounting tensions in the area he ruled.
- Pilate found Jesus innocent—he didn't want to kill Jesus. In fact, Pilate likely thought the Jewish leaders were just jealous men who wanted to get rid of a rival. But when Jewish leaders threatened to report Pilate to Caesar, he compromised his beliefs and gave in to public demand for the sake of his career.
- Interestingly, David foreshadows Jesus' pain and suffering in amazing detail throughout Psalm 22. He writes of being mocked (verse 7), having his hands and feet pierced (verse 16), and people casting lots for his clothing (verse 18).
- Most historians and scholars believe Jesus' tomb was something like a cave, carved from the limestone hills surrounding Jerusalem.
- Bringing spices to a grave was the Bible-times equivalent of bringing flowers to a grave today. It was a sign of love and respect.



Why It Matters...

Of the many incredible things God offers us, his love is undoubtedly the greatest. Unfortunately, true love might be an increasingly difficult concept for the kids at your VBS to grasp. We claim to *love* everything from hamburgers to sports teams, so it's easy to see where this confusion (or trivialization) comes from. But God's powerful love is transforming because it's unfailing and undeserved. *That* is unlike *anything* kids see around them! The kids and adults at your VBS will be unearthing evidence of God's love as long as they live—it's just that big. Today you'll help kids explore the fact that God's pure love is real, unending, and stronger than our shortcomings. Kids simply don't see examples of that in our culture today! Look for opportunities to set an example for the kids you interact with by demonstrating God's unfailing love.

Key Verse: "Your unfailing love will last forever." (Psalm 89:2)



DAY 4

Bible Point: **God will always love you.**

Helping Children Follow Jesus

During the week, if you sense that a child might like to know more about what it means to believe in Jesus, give this simple explanation:

God loves us so much that he sent his Son, Jesus, to die on the cross for us. Jesus died and took the punishment for all the wrong things we do. But Jesus is stronger than death, and he came back to life! Jesus wants to be our friend forever. If we ask him to, he'll take away the wrong things we've done and fill our lives with his love. Jesus will always be with us and will help us make the right choices. If we believe in Jesus and ask him to forgive us, someday we'll live with him forever in heaven.

Be sure to share the news of the child's spiritual development with his or her parent(s).

God Sightings®

Today, help your Crew members think of God Sightings that show God's love for us. Here are a few examples:

- God shows us his love through amazing experiences like a week at VBS where we learn about our amazing Maker!
- God made us to care for each other because he loves us. Highlight times you see kids caring for one another.
- It's the ultimate God Sighting—Jesus! God sent his only Son to take the punishment for *our* sins because God loves us so much.





SKYLER





Wrap-Up Questions: Keep It Rolling

Say: Keeping the marble machine in our game constantly moving without dropping a marble was hard! **Ask:**

-  Why was it impossible to always keep the marble machine moving perfectly?
-  What are other things in life that break down or don't work perfectly?

Say: Because of sin—the wrong things we all say and do—we're not perfect and it separates us from the perfect God who made us. Sin breaks us apart from God and makes our lives like a broken marble machine. But **GOD WILL ALWAYS LOVE YOU** (*Wow, God!*), and wants to be with you forever...so God sent his Son, Jesus, to connect you to God again and make a way for you to be with God forever.

(If your Crew *hasn't* been to Bible Discovery yet today, you can excitedly tell them you're going to learn all about what Jesus did when you get to that station.)



Tinker Tips From Your Director

Bible Point: God made you for a reason.

Bible Story: Abigail brings peace. (1 Samuel 25)

Consider This...

- David and his men stayed in this remote area after running from King Saul. At this point in history, David had encountered Saul and the two had made peace. David, however, remained in the area even though he was no longer a fugitive. He knew that Saul's words couldn't always be trusted.
- It might be easy to sympathize with Nabal at first. After all, David asked him to feed 600 men! But cultural customs at the time demanded that travelers be fed. Nabal was incredibly wealthy and would've had no financial problem taking care of David and his men. Not only that, but Nabal owed some of his financial success to David and his men since they had protected Nabal's men and flocks.
- Not only was Abigail incredibly brave, just, and wise, but she also showed a sense of humor. In verse 25, she says Nabal "is a fool, just as his name suggests." This was actually a little joke. *Nabal* sounds like a Hebrew word meaning "fool." (Good one, Abigail!)
- David made a good choice when he took Abigail as a wife. She was wise, kind, and beautiful, and by marrying the widow of a prominent citizen of Judah, David earned a few "political bonus points."



Why It Matters...

There's no doubt about it—the kids at your VBS are going to do amazing things in life. But those amazing things start *now*! Psalm 139 reassures us that God's purpose and plans began before we were born. While kids may not *know* God's plans for them yet, imagine how transforming it would be for *every* child to begin prayerfully seeking God's purpose today! No child is an accident. No child is meaningless. God created each one of us intentionally. Today you have the privilege of encouraging each child with the promise that he or she was created for a specific reason!

Key Verse: "For I know the plans I have for you," says the Lord."
(Jeremiah 29:11)



DAY 5

Bible Point: **God made you for a reason.**

God Sightings®

Today, help your Crew members celebrate God Sightings that give them glimpses of the reason God made them. Here are a few examples:

- Tell kids about qualities you can see already developing in them that'll make them amazing adults such as patience, solid faith, leadership, etc.
- As kids share in stations about what they want to do in the future, encourage them to always watch for God's lead in doing what he made them to do.
- Tell each child why they're a God Sighting for you and how their unique qualities made your week great.

Thank You to You!

Thanks for all you've done to help children learn that they're here for a reason and their purpose comes from our amazing Maker-God!



✦ TINKER TIP ✦

- Find out if the kids in your Crew have age-appropriate Bibles or Christian music at home. Talk with your VBS Director about providing these basic resources for kids.
- Continue building friendships long after VBS is over. Fill out the "All About My Crew" information on each Crew member. After VBS, you'll be able to send postcards and birthday cards and greet kids who attend your church.
- Give each child his or her Bible Memory Buddies and other fun goodies from Maker Fun Factory.
- Thank your VBS Director for all he or she has done to bring Maker Fun Factory to your community to demonstrate God's awesome love!



What an
awesome week of
building up kids'
faith—way to go!



Tinker Tips From Your Director



All About My Crew

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____