



START *the* PARTY

Celebrate the Good News

GAMES

TODAY'S BIBLE STORY

Matthew's Party
Luke 5:27-32

TODAY'S BOTTOM LINE

**Jesus is a good reason
to have a party.**

KEY QUESTION

**What is your favorite
type of party?**

MEMORY VERSE

**"You always show me the path
that leads to life. You will fill me
with joy when I am with you."**

Acts 2:28, NIV

BASIC TRUTH

I can trust God no matter what.

1. DJ SAYS

WHAT YOU NEED: Music player (could be phone connected to speakers) with a variety of kids' dance songs, open space for dancing

WHAT YOU DO:

- Gather all the kids in an open area with enough space to dance freely. Make sure you have a variety of dance songs ready to play.
- Explain the basic rules of Simon Says: kids must only follow commands that start with, "DJ says." If the command does not start with "DJ says," kids should not perform the action.
- Begin by demonstrating each dance move. For example: floss, whip, sprinkler, dab, nae nae, the woah, hit the folks, macarena, cupid shuffle, grocery shopping, and disco. If you're including older dance moves like the Charleston, demonstrate those as well.
- Start playing a dance song and begin giving commands.
- We recommend using a mix of "DJ says" commands and regular commands to keep kids engaged and attentive.
- After a few rounds of regular commands, you can introduce variations to make the game more exciting and challenging. Here are some options: dance with eyes closed, dance with no hands, dance with one hand, dance on one foot, etc.
- If a participant performs an action without "DJ says," they are out of the game for that round.
- Continue playing until only one participant remains, or until you decide to end the game.
- The main goal is to have fun and enjoy the dancing and laughter with the kids. Encourage creativity and silliness! You can adapt the game as needed based on the age and skill level of the kids.

WHAT YOU SAY:

"Give yourselves a round of applause for nailing those dance moves! Just like we followed the DJ's commands, we can also follow Jesus by loving who He loves and working together as a team. Remember, Jesus is a good reason to have a party in our lives. So, as we wrap up our DJ Says game, let's end with a joyful shout: **Jesus is a good reason to have a party!** On the count of three, let's make some noise. One, two, three!"

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2. DISCO FREEZE DANCE

WHAT YOU NEED: Music player (could be phone connected to speakers) with a variety of kids' dance songs, darkened room or space; Optional: disco ball, glow sticks

WHAT YOU DO:

- Set up the disco ball in the center of the room (if available). Dim the lights or turn them off completely to create a disco atmosphere. You can also use glow sticks to add to the ambiance.
- Tell kids that they'll dance, and when the music stops and/or the lights come on, they must freeze in their dance pose.
- Begin playing a song and turn on the disco ball (if using one). Encourage kids to dance and have fun.
- After a random period of dancing, pause the music and either turn on the lights or turn off the disco ball (or both) suddenly.
- As soon as the music stops and/or the lights come on, kids must freeze in their dance poses. Any child still moving or dancing is out of the game for that round.
- Once all kids have frozen, resume the music and turn off the lights or turn on the disco ball again. Repeat the process, alternating between dancing and freezing rounds.
- Keep playing additional rounds, gradually increasing the difficulty by stopping the music and/or changing the lights at unexpected moments.
- Continue playing until only one child or a small group remains without being eliminated.
- The main goal is to have a blast dancing, freezing, and laughing together. Encourage creativity and silliness. Remember to adapt the game based on the age and preferences of the kids. Enjoy the groovy disco freeze dance party!

WHAT YOU SAY:

"Even as the music stops and lights come on, the party continues in our hearts with Jesus. Our dance may pause, but His love is always in motion. Let's dance through life, knowing Jesus is the reason we celebrate! His presence turns every moment into a joyful party, and **Jesus is a good reason to have a party!**"

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3. PARTY HOPSCOTCH

WHAT YOU NEED: Printed pictures of left and right footprints and handprints, open space for game setup and play

WHAT YOU DO:

- Print out pictures of left and right footprints and handprints. You can use different colors or markers to distinguish between left and right.
- Determine the size of the playing area and mark the starting point.
- Design a layout by arranging the footprints and handprints in rows. Each row should consist of three to four different prints. For example:
 - Row 1: Right Foot - Left Foot - Right Hand
 - Row 2: Left Hand - Right Foot - Left Hand
 - Continue creating different layouts for subsequent rows.
- Have the first player stand at the starting point.
- Call out the sequence of prints for the first row (e.g., "Right Foot - Left Foot - Right Hand").
- The player follows the sequence, hopping and jumping to each designated space.
- After successfully completing the first row, call out the sequence for the next row.
- The player continues hopping and jumping through the layout, following the specified sequence for each row.
- As kids become more comfortable, you can make the layout more complex or introduce a time challenge. For example, call out the sequences faster or backwards.
- If a child places the wrong hand or foot on the wrong print, they are out of the game for that round.
- Kids who make a mistake can cheer on the remaining participants and encourage them to continue.
- The game continues until only one child remains without making a mistake. This child is declared the winner.

WHAT YOU SAY:

"As we finish our fun hopscotch game, let's remember that **Jesus is a good reason to have a party**. Just like we hopped and jumped, we can dance through life with Jesus and have a joyful celebration. Following the prints was a challenge, and following Jesus can guide us through life's adventures. Jesus makes every day a special party!"

TRAVEL TIME

As you travel to the next track, use the following questions to keep the conversation going and to keep kids thinking about what they're learning!

- Imagine you're planning a "Jesus is a good reason to have a party" celebration. What kind of food would you serve?
- How do you feel like what we learned about Jesus today contributes to a sense of celebration and joy in your life?
- Can you think of a time when sharing the love and kindness of Jesus felt like a true party moment?

GETTING READY

PREPARE AHEAD OF TIME FOR GAMES ROTATION FOR VBS

1. DJ SAYS

WHAT YOU NEED:

- Music player (could be phone connected to speakers) with a variety of kids' dance songs
- Open space for dancing

2. DISCO FREEZE DANCE

WHAT YOU NEED:

- Music player (could be phone connected to speakers) with a variety of kids' dance songs
- Darkened room or space
- Optional: disco ball
- Optional: glow sticks; one for each kid

3. PARTY HOPSCOTCH

WHAT YOU NEED:

- Printed pictures of left and right footprints and handprints; multiple sets of each
- Open space for game setup and play

TODAY'S BIBLE STORY

Jesus' Parable of
the Wedding Feast
Matthew 22:1-14

TODAY'S BOTTOM LINE

Everyone is invited to the party.

KEY QUESTION

How does it feel to be invited?

MEMORY VERSE

**"You always show me the path
that leads to life. You will fill me
with joy when I am with you."**
Acts 2:28, NIV

BASIC TRUTH

I should treat others the way
I want to be treated.

1. START THE DISCO

WHAT YOU NEED: Music player (could be phone connected to speakers) with a variety of kids' dance songs, disco/dance floor tiles (real or makeshift), open space for dancing and placing tiles

WHAT YOU DO:

- Set up the disco/dance floor tiles on the floor in a grid pattern, leaving some space between each tile. Ensure each tile has a specific limit for the number of kids allowed (such as three people on one tile).
- Begin playing a song and let kids dance around the room.
- Pause the music suddenly at any point, signaling kids to quickly find a disco/dance floor tile.
- When the music stops, kids must immediately locate the nearest available tile and stand on it. Remind them only the specified number of kids are allowed on each tile.
- Check each tile to ensure the correct number of kids. Anyone standing on a tile with more kids than allowed is out of the game for that round.
- Remove one or more tiles (depending on the number of kids). Adjust the grid of tiles accordingly.
- Restart the music and let kids dance again until the next pause.
- After each round, continue removing tiles and decreasing the number of kids allowed on each tile.
- As the game nears its end, with only a few kids and tiles left, adjust the rules as necessary to ensure there's only one person standing on the final tile (the game becomes more similar to musical chairs at this point).
- The last person remaining on a tile at the end of the game is declared the winner.

WHAT YOU SAY:

"As our disco game ends, remember that Jesus extends His welcome to all. Our dance moves reflect the truth: **Everyone is invited to the party.** Just as we danced together, let's celebrate and share this message of inclusivity and compassion."

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BASIC TRUTH

I should treat others the way
I want to be treated.

2. FILL WITH JOY

WHAT YOU NEED: Wire garden fencing (enough to create a circular structure), pool noodles, balloons, clear tape or zip ties, open space for game setup and play

WHAT YOU DO:

- Set up the wire garden fencing in a circular shape with a diameter shorter than the length of a pool noodle, creating a boundary for the game area.
- Insert the pool noodles horizontally through the openings in the wire fencing so they cross the space in the middle of the circle. Ensure they are secure and evenly spaced.
- Inflate the balloons and fill the top of the wire fencing structure with the balloons, so they rest on the noodles. Make sure the balloons are packed tightly but not overly tight to allow for movement.
- Each player will take a turn removing one pool noodle at a time from the wire garden fencing structure. The goal is to remove a noodle without causing any balloons to fall to the ground.
- As the pool noodle is removed, other kids should watch closely to ensure that no balloons fall. Balloons may move slightly but should remain mostly in place.
- Keep track of the number of successful rounds for each player.
- If a player removes a noodle and balloons fall as a result, that player loses the round. Note the number of balloons that fell, as this will determine the winner in case of a tie.
- Continue playing rounds until there is only one participant remaining without causing balloons to fall. This player is declared the winner. In case of a tie (multiple players remaining with no balloons left), the player with the fewest balloons fallen during their turns wins.
- Remember to supervise the game to ensure safety and avoid any rough behavior.

WHAT YOU SAY:

"With balloons dancing above, our noodle challenge taught us the power of gentle coordination and collective effort. Just as we navigated the noodles without popping the balloons, let's remember that in the grand celebration of life, Jesus ensures that everyone is invited to the party of acceptance and happiness. Carry this truth in your heart: **Everyone is invited to the party.**"

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I want to be treated.

3. BALLOON PARTY

WHAT YOU NEED: Solo® cups in two colors, balloons (one per child), timer or stopwatch, table

WHAT YOU DO:

- Set up a table in a suitable play area. Make sure there is enough space for kids to stand comfortably on either side of the table.
- Place two lines of 6-10 cups (one color for each team) along one edge of the table. The cups should be evenly spaced and staggered to create a challenge.
- Divide the children into two teams, with an equal number of kids on each team.
- Each team stands behind their designated line of cups.
- Start the timer and signal the kids to begin.
- Kids must inflate their balloon and then release the air to create a burst of force that will blow the cups off the table.
- Players can inflate and release the air from their balloon as many times as needed within the time limit.
- The team that successfully blows all their cups off the table first wins the round.
- Stop the timer as soon as one team has completed the challenge.
- Team Relay Variation: For a relay race version, have each team form a line behind their cups. The first child on each team blows up their balloon, releases the air to blow cups off, and then the next child in line takes a turn. Each child must wait until the previous child has completed their turn before starting their own.
- Declare the winning team for each round and reset the cups for the next round. Play multiple rounds, allowing different kids to take turns in each round.

WHAT YOU SAY:

"Wow, what a cool game we had with cups and balloons! Remember, just like we all joined in the game, **everyone is invited to the party**. Jesus loves having all of us together, just like in our game. So let's always be kind to everyone and keep the party going with love!"

TRAVEL TIME

As you travel to the next track, use the following questions to keep the conversation going and to keep kids thinking about what they're learning!

- Imagine making a special invite for someone to join Jesus' party. How would you draw it to show that Jesus welcomes everyone with a huge smile and open arms?
- Since Jesus invites everyone to join in His party, who are three friends you'd want to bring along and invite to know Jesus?

GETTING READY

PREPARE AHEAD OF TIME FOR GAMES ROTATION FOR VBS

1. START THE DISCO

WHAT YOU NEED:

- Music player (could be phone connected to speakers) with a variety of kids' dance songs
- Disco/dance floor tiles (real or makeshift)
- Open space for dancing and placing tiles

2. FILL WITH JOY

WHAT YOU NEED:

- Wire garden fencing; enough to create a circular structure about four feet in diameter
- Pool noodles
- Balloons
- Clear tape or zip ties
- Open space for game setup and play

3. BALLOON PARTY

WHAT YOU NEED:

- Solo cups; two sets of different colors, about 6-10 cups per set
- Balloons; one for each kid
- Timer or stopwatch
- Table

TODAY'S BIBLE STORY

**Jesus' Parable of
the Lost Son**
Luke 15:11-32

TODAY'S BOTTOM LINE

Celebrate the good news.

KEY QUESTION

**What's the best news
you've ever heard?**

MEMORY VERSE

**"You always show me the path
that leads to life. You will fill me
with joy when I am with you."**

Acts 2:28, NIV

BASIC TRUTH

I can trust God no matter what.

1. WHAT'S LOST IS FOUND

WHAT YOU NEED: A large bucket or inflatable pool filled with sand, party favor objects (party blower, party hat, kazoo, whistle, bouncy ball, stickers, plastic figurines, etc.), open space for setup and play, list of qualities/actions to discuss (e.g., kindness, respect, friendliness); *Optional: small shovel or digging tools*

WHAT YOU DO:

- Place the bucket or inflatable pool filled with sand in a designated play area.
- Hide various party favor objects in the sand, partially burying them to make them challenging to find.
- Let the kids take turns digging through the sand to find the hidden party favor objects. They can use their hands or small shovels or digging tools (if provided) to uncover the items.
- As the objects are found, set them aside and encourage the kids to examine them.
- After all the objects have been found, gather the group around to discuss the significance of each item and its connection to qualities/actions that might become "lost" without Jesus. Show each object to the kids and ask for their thoughts on what qualities/actions might become "lost" without Jesus in their lives or what happens when you "leave Jesus' party" (you are not as friendly, you become disrespectful, etc).
- After discussing the qualities that might be "lost," shift the focus to the positive changes that occur when someone returns to Jesus' love and teachings. Encourage kids to share how they can apply these positive changes in their daily lives.
- Summarize the discussion by highlighting the importance of keeping these qualities alive through a strong connection with Jesus.
- The main goal is to engage in an enjoyable activity while also reflecting on the qualities that matter and the positive impact of Jesus' teachings. Adapt the discussions and reflections based on the age and understanding of the kids.

WHAT YOU SAY:

"As we conclude our adventurous treasure dig, remember that just as we uncovered hidden gems in the sand, we can **celebrate the good news** that Jesus helps us rediscover the qualities that may become 'lost' without Him. Each buried object symbolized a part of ourselves waiting to be found."

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2. PARTY SCOOP

WHAT YOU NEED: Blindfolds, pasta spoons, cotton balls, bowls, timer or stopwatch, play area with a table

WHAT YOU DO:

- Place a bowl in front of each child at the edge of the table. Scatter a generous amount of cotton balls across the table's surface. Provide a blindfold and a pasta spoon to each child. Have the children put on their blindfolds and ensure they cannot see.
- Start the timer for one minute. Give a signal to start, and the kids begin blindly scooping cotton balls using their pasta spoons.
- Kids can use their sense of touch and the sound of the cotton balls to guide their spoon toward them. Encourage them to gently scoop under the cotton balls to avoid knocking them away. As the kids scoop up cotton balls, they place them in their bowls.
- After one minute, stop the timer and give a signal to stop. Each child counts the number of cotton balls they successfully scooped into their bowl.
- Depending on the number of participants, you can either declare the child with the most cotton balls the winner, or you can give small prizes to the top participants.

WHAT YOU SAY:

"As we finish our game, let's celebrate the good news that Jesus brings into our lives. Just like how we trusted our instincts to gather cotton balls without seeing, we can trust in Jesus even when things seem uncertain. Remember, we can **celebrate the good news** that Jesus died for our sins and rose again! So let's keep the celebration going by sharing Jesus' love and making every moment a special reason to rejoice!"

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3. HULA-HOOP PASS

WHAT YOU NEED: Hula-hoop, large space to play

WHAT YOU DO:

- Ask the kids to form a line, standing side by side, and encourage them to hold hands with the friends next to them. This will create a connected chain.
- Choose one child to start the game by holding the Hula-hoop on their arm.
- Explain that they'll be moving the hoop through the chain.
- Instruct the starting child to lift the hula hoop above their head and step through it to gently pass it to the next person. This will continue through the chain of connected hands. Remind them that the goal is to keep the chain intact while the hoop travels and to bring the hoop back to "home" at the starting point.
- Encourage the kids to communicate and work together as they adjust their positions to allow the hula hoop to pass through the chain smoothly.
- Instruct the last child to guide the hoop the opposite way back through the chain, making its way "home" to the starting point again.
- This game could be played as a race between teams or multiple rounds.

WHAT YOU SAY:

"What amazing teamwork! You all did so well. We brought the Hula-hoop back home just like the son ran home to his father in the Bible story we learned about today. Just like how the father celebrated his son's return, we can **celebrate the good news**. Jesus gives us the best reason to celebrate!"

TRAVEL TIME

As you travel to the next track, use the following questions to keep the conversation going and to keep kids thinking about what they're learning!

- Imagine you're throwing a party to celebrate Jesus rising again. What fun activities or decorations would you include?
- What are some ways we can celebrate and show our gratitude for Jesus' amazing act of rising from the dead?
- Why do you think it's exciting and special to celebrate the good news that Jesus rose again?

GETTING READY

PREPARE AHEAD OF TIME FOR GAMES ROTATION FOR VBS

1. WHAT'S LOST IS FOUND

WHAT YOU NEED:

- A large bucket or inflatable pool filled with sand
- Party favor objects (party blower, party hat, kazoo, whistle, bouncy ball, stickers, plastic figurines, etc.)
- Open space for setup and play
- List of qualities/actions to discuss (e.g., kindness, respect, friendliness)
- *Optional: small shovel or digging tools*

2. PARTY SCOOP

WHAT YOU NEED:

- Blindfolds; one for each kid
- Pasta spoons; one for each kid
- Cotton balls; 10-15 for each kid
- Bowls; one for each kid
- Timer or stopwatch
- Play area with a table

3. HULA-HOOP PASS

WHAT YOU NEED:

- Hula-hoop
- Large space to play

TODAY'S BIBLE STORY

The Woman at the Well
John 4:1-26, 39-42

TODAY'S BOTTOM LINE

Jesus is the life of the party.

KEY QUESTION

How can Jesus change your life?

MEMORY VERSE

**"You always show me the path
that leads to life. You will fill me
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BASIC TRUTH

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1. "LIVING WATER" OBSTACLE COURSE

WHAT YOU NEED: Tarp, halved pool noodles (or other suitable materials like sticks, PVC pipes, etc.), hose or bucket of water, play area with grass

WHAT YOU DO:

- Lay the tarp flat on the grass in your chosen play area. Place the pool noodles, sticks, or other materials alongside the tarp to create the obstacle course.
- Explain to the kids that they are going to work together to build an obstacle course using the pool noodles and other materials. The goal of the game is to guide the "living water" (the water from the hose or bucket) through the course to reach the grass below.
- Choose one child to be responsible for holding the hose or pouring water from the bucket at the starting point of the course. The other kids will work together to adjust the pool noodles and create zigzag or winding pathways for the water to flow. They can use their hands, feet, or additional pool noodles to guide and direct the flow of water. They can lift, lower, and angle the pool noodles to create interesting routes for the water.
- Encourage the kids to communicate and collaborate as they navigate the water through the course.
- For added fun, you can time the kids to see how quickly they can guide the water to the grass. Alternatively, you can make the course more challenging by adding twists, turns, and different types of obstacles.

WHAT YOU SAY:

"As our 'Living Water' Obstacle Course adventure comes to a close, we can think about how we learned that Jesus is often referred to as the 'living water' that refreshes and sustains us spiritually. Just as we creatively guided the water through obstacles to nourish the grass, Jesus offers us the life-giving 'water' that brings joy and fulfillment. Remember, when we celebrate and have fun, we're truly embracing that **Jesus is the life of the party**, filling our lives with His love and bringing happiness to everyone around us!"

TODAY'S BIBLE STORY

The Woman at the Well
John 4:1-26, 39-42

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2. START THE SPONGE RELAY

WHAT YOU NEED: Sponges (or cups), buckets of water, music player and suitable music, play area with enough space for the relay

WHAT YOU DO:

- Soak the sponge in water until it's fully wet, or fill a cup with water.
- Divide the kids into two or more teams, depending on the number of participants. Tell teams to line up, front-to-back, with about a foot of space between each kid.
- Start playing upbeat music, and instruct the first kids in line to pass a wet sponge (or cup of water) over their heads to the person behind them. The second kids pass the item between their legs to the person behind them. They continue alternating down the line in a smooth motion, ensuring it doesn't fall or spill.
- At any random moment, stop the music suddenly. Use a whistle or call out, "Freeze!" to signal the stop.
- As soon as the music stops, the player who is holding the wet sponge (or cup of water) must quickly drain it. They can do this by squeezing the sponge over their head, into the grass, or even into the next person's cupped hands.
- Once the sponge is drained (or water is dumped), refill the cup or soak the sponge once more. Start the music again, and the relay continues.
- Continue the game with players passing the sponge up and down the line until a set amount of time has passed.
- If you'd like to declare a winner, choose the team who passed the item up and down their row the most times.

WHAT YOU SAY:

"High fives all around as our awesome relay comes to an end! Just like the unexpected splashes of laughter in our game, Jesus brings excitement to our lives. And guess what? When we have fun and share happiness, **Jesus is the life of the party**, lighting up every moment with His awesome presence and fun!"

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3. POOL NOODLE RACE

WHAT YOU NEED: Cut pool noodles (halved horizontally), ping-pong balls, start and finish line markers (cones, tape, etc.), play area with space to create the course

WHAT YOU DO:

- Give each team a pile of pool noodles and a ping-pong ball.
- Tell kids to use the pool noodles to create a track for a ping-pong ball by placing them on the ground in various directions, creating twists, turns, and even obstacles. Encourage creativity and suggest making wiggly paths, bridges, or loops to challenge the players.
- Once the track is ready, the kids will carefully place the ping-pong ball at the start of their noodle track.
- Using only a pool noodle, kids will navigate the ball along the track they've created, guiding it toward the finish line.
- The race ends when the ping-pong ball successfully crosses the finish line.

WHAT YOU SAY:

"Just like we built creative tracks to guide the ping-pong balls, Jesus guides us in life with love, joy, and exciting paths. As we celebrated reaching the finish line, let's remember that in every moment, **Jesus is the life of the party**, bringing joy and light to every moment!"

TRAVEL TIME

As you travel to the next track, use the following questions to keep the conversation going and to keep kids thinking about what they're learning!

- How does Jesus bring joy and excitement into your life?
- How have you seen Jesus be the life of the party like we learned about today?
- Have you ever felt like you were at a party inside your heart because of something awesome Jesus did? What happened?

GETTING READY

PREPARE AHEAD OF TIME FOR GAMES ROTATION FOR VBS

1. "LIVING WATER" OBSTACLE COURSE

WHAT YOU NEED:

- Large tarp
- Halved pool noodles (or other suitable materials like sticks, PVC pipes, etc.)
- Hose or bucket of water
- Play area with grass

2. START THE SPONGE RELAY

WHAT YOU NEED:

- Wet sponge or cup; one for each team
- Buckets of water; one for each team
- Music player and suitable music
- Play area with enough space for the relay

3. POOL NOODLE RACE

WHAT YOU NEED:

- Cut pool noodles halved horizontally
- Ping-pong balls; one for each team
- Start and finish line markers (cones, tape, etc.)
- Play area with space to create the course

TODAY'S BIBLE STORY

You Are the Light of the World

Matthew 5:14-16

TODAY'S BOTTOM LINE

You can be a party starter.

KEY QUESTION

How can YOU start the party?

MEMORY VERSE

"You always show me the path that leads to life. You will fill me with joy when I am with you."

Acts 2:28, NIV

BASIC TRUTH

I should treat others the way I want to be treated.

1. START THE GLOW PARTY!

WHAT YOU NEED: Glow sticks, mini traffic cones, glow-in-the-dark tape, flashlights (for flashlight tag), water bottles (for water bottle flips), play area with enough space for games; *Optional: prizes or small treats for game winners*

WHAT YOU DO:

- Choose a suitable area for your glow-in-the-dark carnival, either indoors with the lights off or outdoors at dusk.
- Distribute glow sticks around the play area, placing them strategically for a festive atmosphere.
- Glow-in-the-Dark Ring Toss:
 - Set up a ring toss station with mini traffic cones and glow sticks formed into rings.
 - Kids take turns trying to toss the glow stick rings onto the cones to score points.
- Glow-in-the-Dark Life-Sized Games:
 - Use glow in the dark tape to create a life-sized tic-tac-toe, hopscotch, or four-square board on the ground.
 - Kids can play these games using glow sticks or their own glow-in-the-dark accessories.
- Glow-in-the-Dark Flashlight Tag:
 - Provide flashlights to a few kids who will be the taggers.
 - Other kids play the game by avoiding the taggers' flashlight beams.
 - If a player is tagged by a flashlight beam, they become a tagger as well.
- Glow-in-the-Dark Water Bottle Flips:
 - Fill water bottles partially with water and insert glow sticks to create a glowing effect.
 - Kids take turns flipping the bottles to try and make them land upright.
- Set up additional glow-in-the-dark games of your choice, such as glow stick limbo, glow stick scavenger hunt, or glow stick obstacle course.
- Play music to enhance the carnival atmosphere and keep the energy high.
- Allow kids to rotate through different game stations, spending a set amount of time at each before moving to the next.
- Consider providing small prizes or treats for game winners or participants who show great sportsmanship.

WHAT YOU SAY:

"Just like our glow-in-the-dark carnival brightened up the night, Jesus lights up our lives with love and grace. Remember, celebrating Jesus as the life of the party means sharing joy and His light wherever we go. **You can be a party starter** and share the good news of Jesus!"

TODAY'S BIBLE STORY

You Are the Light of the World
Matthew 5:14-16

TODAY'S BOTTOM LINE

You can be a party starter.

KEY QUESTION

How can YOU start the party?

MEMORY VERSE

**"You always show me the path
that leads to life. You will fill me
with joy when I am with you."**
Acts 2:28, NIV

BASIC TRUTH

**I should treat others the way
I want to be treated.**

2. START THE SEARCH

WHAT YOU NEED: Glow sticks or glowing objects, words of the memory verse printed or written on slips of paper, basket or container for the slips of paper, indoor play area; *Optional: flashlights*

WHAT YOU DO:

- Before the game, prepare the glow sticks by attaching a word of the Bible verse to each one. For larger groups, divide kids into smaller teams, with a verse set for each team. Ensure the words are secure and the glow sticks are well hidden around the play area.
- Hide each glowstick with the same word in the same place. Instruct each team to move around the room together and only take one glow stick per word. Assign one adult leader per team if needed.
- Instruct the kids to search for the glow sticks with words of the Bible verse hidden throughout the play area.
- As they find each glow stick, they should bring it to a designated area.
- Once all glow sticks have been found, each team should work together to assemble the verse in the correct order.
- After the complete verse is assembled, have the teams read it aloud as a group.
- The first group to put their verse in the correct order is the winner.
- You can provide flashlights to the kids to enhance the excitement of the search and to read the verse words in dim lighting.

WHAT YOU SAY:

"What an amazing adventure we've had in our search today! As we pieced together each word of the Bible verse, we discovered a powerful message: **You can be a party starter.** Just like we searched for each piece to create a complete verse, we can share the good news of Jesus with the people around us. Remember, every time we share God's love, we're starting a party!"

TODAY'S BIBLE STORY

You Are the Light of the World

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KEY QUESTION

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Acts 2:28, NIV

BASIC TRUTH

**I should treat others the way
I want to be treated.**

3. GIANT RING TOSS

WHAT YOU NEED: Ring-shaped inflatable pool floats, open space to play;
Optional: markers or tape to designate throwing spots

WHAT YOU DO:

- For each of two teams, mark an Xs on the floor about 10 feet away from a line on the floor.
- Divide the kids into two teams. For each team, one kid will stand on the X, and the rest of the team will line up behind the line.
- The first kid in line will attempt to toss the pool float around the neck of the person on the X, like a ring-toss game. They continue trying until they're successful.
- The player on the X should then quickly move to the back of the line and the child who tossed the float becomes the one to have the float tossed at them. This pattern continues until every child on the team gets a chance to both catch and throw the float.
- When a team has had all its players have a turn, the team may sit down to indicate that they are finished. The first team to finish is the winner. Encourage the finished teams to cheer on the teams still playing.

WHAT YOU SAY:

"You all were so amazing at that game! Just like how we all worked together to finish the ring toss, we are all united by the love of Jesus. That is such a cool reason to have a party. And remember, **You can be a party starter!**"

TRAVEL TIME

As you travel to the next track, use the following questions to keep the conversation going and to keep kids thinking about what they're learning!

- What games would you want to play at a party with Jesus?
- Who do you want to invite to be at the party we have with Jesus?
- What would you want the theme of your party to be? (e.g. love, hope, faith, etc.)

GETTING READY

PREPARE AHEAD OF TIME FOR GAMES ROTATION FOR VBS

1. START THE GLOW PARTY

WHAT YOU NEED:

- Glow sticks in various colors
- Mini traffic cones
- Glow-in-the-dark tape
- Flashlights (for flashlight tag)
- Water bottles (for water bottle flips)
- Play area with enough space for games
- *Optional: prizes or small treats for game winners*

2. START THE SEARCH

WHAT YOU NEED:

- Glow sticks or glowing objects
- Words of the memory verse printed or written on slips of paper
- Basket or container for the slips of paper
- Indoor play area
- *Optional: flashlights*

3. GIANT RING TOSS

WHAT YOU NEED:

- Inflatable pool floats (donut/ring-shaped with holes in the middle)
- Open space to play
- *Optional: markers or tape to designate throwing spots*