

# Hear Ye! Hear Ye!

## OVERVIEW

**I**t's knight time! Time to lower the drawbridge, open the gate, and charge into a world brimming with kings and kingdoms, majestic castles, fire-breathing dragons, and epic battles. Our Royal Majesty's kingdom is under attack, and we must prepare for battle!

Amidst the pages of *The Kingdom Chronicles: Standing Strong in the Battle for Truth*, the latest from Answers VBS, the knights and fair maidens will learn

- To recognize the two kingdoms—the kingdom of darkness versus the kingdom of light;
- To prepare for battle by wearing the full armor of God daily;
- To serve and obey their heavenly Commander—the King of kings;
- To build a biblical worldview and keep their guard up against false teachings and attacks by the Enemy; and
- To train their brains to know, memorize, and obey God's Word.

Excitement and adventure await from the first minute of each day when kids meet in their traveling troupes. The troupes gather at the Great Hall for the opening assembly, a high-energy beginning that includes wacky intros, lively songs, a missions moment, and prayer.

It's then off to rotate through four fun sites:

- Learn-a-Lot Chambers, where God's Word is taught in hands-on ways;
- Craft Courtyard, where kids are bedazzled making special craft creations of their own;
- Cook's Kitchen, where kids can feast on tantalizing treats and eats;
- Sir Gavin's Games, where there are plenty of Old World games with new fun twists.

Finally, everyone heads back to the Great Hall for the closing assembly, where there's more singing, Testimony Time, contest

results, and the highly anticipated daily drama. This is situated in the royal chambers and features some regal (and not so regal) characters who are engaged in a classic battle between good and evil.

So prepare to step back in time, embark on the journey, and partake of one royally fun time!

## Our Goal

If you asked the children of your church and community how they felt about the Bible, what would their response be? Would they consider the Word of God relevant to their lives and interesting to learn from? Or would it seem irrelevant and trumped by "science"?

A recent survey<sup>1</sup> by America's Research Group<sup>2</sup> revealed that an alarming number of young people<sup>3</sup> are leaving the church after they graduate because their questions about the Bible had not been answered. Respondents indicated that Sunday school materials were shallow and irrelevant. Of those polled, 86% had begun to question the Bible by their high school years. Of those who said they did not believe all the accounts in the Bible are true, 82% cited doubts about the Bible's authority or its trustworthiness.

We trust that the Lord will use Answers VBS to help reverse this sad trend by equipping today's children with the answers they seek. We have designed *The Kingdom Chronicles* to provide solid Bible-based teaching, delivered in a fun and entertaining way, that counters the misinformation about the Bible and science that children encounter daily.

<sup>1</sup> Britt Beemer poll commissioned by Answers in Genesis.

<sup>2</sup> America's Research Group, Ltd., is a full-service market and behavioral research firm offering expertise in all phases of survey research, from questionnaire design to final report preparation.

<sup>3</sup> These were people now in their twenties who regularly attended an evangelical church as they were growing up. The poll was nationwide.

## Your Role

Your role as director is outlined in the following pages. This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

So get ready! Get set! God is about to use you and your ministry to impact lives. Let's journey on into *The Kingdom Chronicles*.

## Frequently Asked Questions

The content of *The Kingdom Chronicles* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit [www.AnswersVBS.com/KCFAQ](http://www.AnswersVBS.com/KCFAQ).

## TERMS TO KNOW

Throughout the VBS curriculum, various terms will be used. Here is a concise list of some of the most common terms to know.

- **Traveling Troupes:** Groups of children (individual classes) named after people of the Middle Ages, such as Jesters or Troubadors.
- **Troupe Leaders:** Group leaders who lead the traveling troupes from place to place during VBS. No teaching is required of this position.
- **Learn-a-Lot Chambers:** Bible and apologetics teaching time.
- **Royal Trainers:** Teachers at the Learn-a-Lot Chambers.
- **Craft Courtyard:** Rotation site where crafts are made.
- **Cook's Kitchen:** Indoor or outdoor location where snacks are served.
- **Sir Gavin's Games:** Indoor or outdoor site (outdoor is preferred) for recreation time.
- **Victory Verse:** Daily memory verse.
- **Testimony Time:** Daily time during the closing assembly when real life stories are shared of someone exemplifying that day's piece of armor.
- **Toddlers:** 2–4-year-olds.
- **Pre-Primaries:** 4–6-year-olds, or children ages 4 through those who have completed kindergarten.
- **Primaries:** 6–9-year-olds, or children who have completed grades 1–3.
- **Juniors:** 9–12-year-olds, or children who have completed grades 4–6.

For multi-age K–6th traveling troupes, it is recommended to use the material for the Primaries.

## Top 20 Tips for the VBS Director

Whether you're a first-time recruit or a seasoned director, here are some tips just for you.

1. Pray and study God's Word. "We will give ourselves continually to prayer and to the ministry of the word" (Acts 6:4). You *will* be busy, so keep in mind that the busier you get, the more you need to pray and study! God will multiply your time if you give Him your best.
2. Read through the various guides thoroughly and early. Become familiar with the Director Resource CD-ROM, which contains clip art, logos, printable and customizable versions of the forms mentioned throughout this guide, and more. If you're a first time director, ask past directors and VBS veterans what's been done in the past. It helps to receive counsel! At the same time, don't be afraid to try something new.
3. Check out the web address listed on page 8 for great articles about the armor of God and building a biblical worldview. This is a good resource for you and a good reference for volunteers or parents who have questions.
4. Many hands make light work. Be careful not to overextend yourself. Delegate areas of responsibility to people and allow them the joy of serving, even if it is not quite how you would do it.
5. Build a team spirit within your own family so VBS will not seem like just *your* project, but theirs, too. Include them in discussions and preparations.
6. When working with people, there most likely will be conflicts. Resolve conflict with prayer and gentle answers based on principles from God's Word. "A soft answer turns away wrath, but a harsh word stirs up anger" (Proverbs 15:1).
7. Have a backup plan in case the weather turns nasty and you need to be inside all day.
8. Have fun. Directing your VBS should be a joy for you. At the same time, though, remember you are in a spiritual battle, with an enemy who will try to throw darts your way. "Rejoice always, pray without ceasing, in everything give thanks" (1 Thessalonians 5:16–18).
9. Label file folders with different areas of VBS, and use these to file ideas and suggestions.
10. Help your church catch the significance of this event by sharing that VBS is a huge, God-given opportunity to reach many with the gospel of Christ.
11. Get enough sleep and exercise.
12. Make people feel loved, appreciated, and needed.
13. Communicate well. Make announcements. Require attendance at the training workshops. Send emails. Keep everyone informed.
14. Be enthusiastic! Your excitement is contagious and makes others want to be in on the fun.
15. When deciding on the ages to include in your VBS, keep in mind that this VBS is written to appeal to not only young children, but also older elementary, too. It has real answers from God's Word for real issues all kids face.
16. Be the *director*. Don't commit to teaching or any other VBS leadership role during VBS week. Stay as free as possible to greet, encourage, and troubleshoot.
17. Carry a walkie-talkie or cell phone with you during VBS week so you can be reached throughout the building.
18. Prepare two bins for each troupe leader. See page 32 for more information.
19. Soon after VBS is over, survey your staff so you can make improvements for next year.
20. Keep a list of answered prayers and praises. Share your list with others. Continue praying, even after VBS is finished, for God to grow the seeds He planted and to bring more fruit over the next months. "I planted, Apollos watered, but God gave the increase" (1 Corinthians 3:6).

## TERRIFIC Trivia Tidbits

Did you know the Middle Ages lasted for about 1,000 years between approximately AD 500 and AD 1500? They were very different times than now. For instance, imagine having a falcon or squirrel as a pet, or being married by the time you were twelve, or wearing a suit of shining armor that could weigh as much as 60 pounds!

Use these fun facts and the ones below to get your mind thinking about our fun theme (medieval times) and our spiritual theme (armor of God). These trivia tidbits can be shared ahead of time at staff meetings with adults, and during the week of VBS with kids. They are also available on the Director Resource CD-ROM and can be used at arrival and dismissal time or during any down time while kids wait to get to their next rotation.

### Part 1: General Medieval Information

- Imagine this: a wall as thick as the width of your house! Castle walls were very thick—15 feet or more! One was even 80 feet thick!
- You'd better not be in a hurry to get into your house if you're a king because it could take a whole lifetime to build a castle.
- Pass the salt, please! Salt was very expensive, so the important people at a feast sat on one side of the salt container (above the salt) and the less important sat on the other side (below the salt).
- Did you know a lady who rejected an offer of marriage from a royal might be put in prison until she changed her mind? And as if that wasn't enough, a royal wife could end up in jail if she didn't give birth to a son.
- Pee-ewww! Castles were stinky! In the great hall, animals chewed on bones and went to the bathroom. Yuck!
- Better not gossip during the Middle Ages! You might be tied to a stool and dipped in the river to teach you to hold your tongue!
- Here are some nifty inventions from the Middle Ages: stirrups, windmills, cannons, the printing press, and universities.
- What's the big deal about the color purple? Well, laws were passed that allowed only powerful nobles to wear purple silk.
- Do you like dessert? Depending on where you lived, fruit or sweets were eaten during after-dinner talks. "Dessert" as we know it wasn't invented until later!
- LATINWASWRITTENINALLCAPITALSANDWITHNOSPACES. Latin was the most common language during the Middle Ages, although not many people could read at that time.
- How old were you when you began to walk? Children were put to work as soon as they could walk! They'd gather firewood or berries when they were just one year old.
- La, la, la, la, la. Guys wanted to marry girls who could sing well. Those gals were thought to make better wives.
- Did you know the word *holiday* came from this time period? It was first called a "holy day."
- No foolin! April Fool's Day began during this period. Life was hard, so a day of silliness was invented.
- Listen to this! Royalty loved to look very rich and wear many jewels, so some fancy dresses had so many costly jewels that they cost a fortune—even as much as a large farm!
- It was common practice to show your wealth at feasts, as we do today when we wear our finest clothes. During a normal day, they would wear ordinary clothes, as we do.
- How many shirts do you own? Most people during the Middle Ages didn't own more than two outfits—and those sure did need to last a long time as they were passed from parent to child!
- What's love got to do with it? The lord and lady of the castle married to get more wealth and power—not always because they loved each other.
- Better hope you didn't need to have a tooth pulled during the Middle Ages. A doctor or barber would pull it and fill the space with ground-up bones.
- Have you ever heard of the expression "chew the fat," meaning to visit with someone? It got its start in medieval times. A host would offer his guests a piece of bacon that they could chew on while visiting.
- Do you know what a quarrel is? In medieval times, it meant a short arrow used by archers.
- What can you get done in 60 seconds? A skilled archer could shoot twelve arrows each minute!

- No matter how you slice it, a favorite food was bread. The average person ate as much as three pounds a day! They even used hard pieces of bread, which they called trenchers, as plates!
- Spiral staircases are so beautiful, aren't they? They were originally designed that way so there would be enough room to swing your sword easily if an attacker was climbing up toward you.

## Part 2: Armor/Knights Information

- Calling all seven-year-old boys! If you were from a royal family, you could leave home and begin your training to be a knight at that age.
- Did you know knights didn't start out as knights? They were first pages at age seven, then became squires at age fourteen, and were finally knighted at age twenty-one after all those years of training.
- Good knight! The eve before becoming a knight, the knight-to-be took a bath. This was thought to wash away his sins.
- Wanna buy a suit of armor? Then you'd better start saving your pennies. It could cost the price of a small farm.
- That's heavy! Armor could weigh as much as sixty pounds. Sometimes knights needed help getting boosted onto their horses because of the weight.
- Armor wasn't only worn by knights. Sometimes horses and dogs wore it, too.
- What was a knight's most important weapon? His sword.
- Whoa! Some swords were longer than normal swords and needed to be used with both hands because they were so heavy. Their name? Two-handed swords.
- How are you at following rules? At one time, knights weren't very well behaved, so the Rules of Chivalry were started. These were rules of good behavior, including protecting the weak and sick, being brave, and treating ladies with respect. All knights were expected to follow them.
- Did you know they had mail in the Middle Ages? It wasn't like our mail, though. It was metal rings linked together that made up part of the armor called chain mail.
- Show-offs! Knights fought in pretend battles called tournaments to impress the ladies and practice their skills. These tournaments could actually be quite dangerous, though.
- Have you ever heard someone say, "Get off your high horse"? This means to stop acting arrogant, and it comes from medieval times. A "high horse" was a big, strong horse that could run fast with a 200-pound knight on its back. Since knights and royalty rode on tall horses, they'd have to "get off their high horse."
- Do you know what a charger is? It's the name of a knight's horse.
- If a knight brought disgrace on his lord or king, the knight was disgraced by having his swords broken, his spurs hacked off, or his shield hung upside down.
- How would you like to be called "sir"? If you were a knight, you would be. Even today in England, people are still knighted and given the title of "sir" if a man, or "dame" if a woman.
- You've heard that a dog is a man's best friend? Well, in medieval times, a horse was considered a knight's best friend.
- Like to wrestle? Knights practiced their skills by wrestling, sword fighting, and throwing a javelin.
- Forty days. This was the length of time a knight was required to fight for his noble each year. If he fought well, he might get some land and a house (called a manor).
- Have you ever had a piggyback ride? Young knights practiced fighting on piggyback to learn balance and skill for battle.

## Surely You Jest!

### Medieval Jokes

- What's a cat's favorite color?  
Purr-ple.
- What do you get when you cross a piece of wood with a king?  
A ruler.
- What does a squire become after he turns fourteen?  
Fifteen.
- Why were the medieval times called the Dark Ages?  
Because there were so many knights!
- What did William the Conqueror and Richard the Lionheart have in common?  
Their middle name.
- The king went to the castle to get the treasure. How many Ts in that?  
There are two Ts in that.
- How did the king's archer tie his shoes?  
With a long bow.
- What do you call a shark who wants to be a knight?  
A bite in shining armor.
- What do you get if a knight has trouble sleeping?  
A sleepless knight.
- What do you call a two-year-old who's throwing a temper tantrum?  
The town crier.
- What does a knight do if he's afraid of the dark?  
Use a knight light.
- Where does the king keep his armies?  
Up his sleeves.

### Tongue Twisters

- Red banner, blue banner.
- The queasy queens quarreled.
- Juggling jugglers.
- Zach has a zither.

### Knock Knock Jokes

- Knock knock.  
Who's there?  
Ken.  
Ken who?  
Ken you lower the drawbridge?
- Knock knock.  
Who's there?  
Anita.  
Anita who?  
Anita get the court jester.
- Knock knock.  
Who's there?  
Frank.  
Frank who?  
Frank you for the delicious feast.
- Knock knock.  
Who's there?  
Goat.  
Goat who?  
Goat to the castle door and see who's knocking.
- Knock knock.  
Who's there?  
Luke.  
Luke who?  
Luke in the moat! There's an alligator!
- Knock knock.  
Who's there?  
Sarah.  
Sarah who?  
Sa-rah candle around here somewhere?
- Knock knock.  
Who's there?  
Armor.  
Armor who?  
Armor turkey legs ready?

## Medieval Times A to Z

**A** acrobat, apprentice, archer, armor, arrow

**B** bailey, banner, banquet, bard, baron, belt, blacksmith, bow, bravery, breastplate

**C** castle, catapult, cathedral, ceremony, chain mail, chivalry, coat-of-arms, code of honor, count, countess, courage, courtyard, crossbow, crossroad, crown

**D** damsel, deer hunt, defender, dragon, drawbridge, dubbing, duchess, duke, dungeon

**E** earl, embroidery, empire, estate

**F** fair, falcon, family crest, feast, festivity, forest, fortress, friar

**G** gatehouse, gauntlet, goblet, great hall, guard, guild

**H** hawk, helm, helmet, herald, horse, hunting

**I** inherit, invader

**J** javelin, jester, jewel, journey, jousting, juggler

**K** keep, king, kingdom, knight

**L** lady-in-waiting, lance, longbow, lords, loyalty

**M** maiden, manor, marionette, medieval, merchant, merriment, Middle Ages, minstrel, moat, mutton

**N** noble

**O** opponent

**P** page, peacock, peasant, prince, princess, portcullis, proclamation, puppeteer

**Q** queen, quest, quintain, quiver

**R** relic, roasted pig, round table, royalty

**S** serf, servant, shield, shoes, siege, sir, squire, stable, stained glass, steward, stockade, storyteller, sword

**T** tapestry, target, tart, throne, torch, tournament, tower, town crier, training, trebuchet, trencher, troubadour, troupe, trumpet, turkey

**U** undermine

**V** valor, vassal, venison, victory, village, virtue, visor

**W** wall walk, watchman, weaponry, weaving, wild boar

**XQZ** Your Majesty, zither

## Ye Olde English

Good day, fine lords and ladies! Use this to get the detailed lingo so you can talk as a medieval person would have.

Give these locations their appropriate names:

- Bathroom ..... Privy
- Large meeting area ..... Great Hall
- Parking Lot ..... Parking Land-o-Lot
- Craft area ..... Craft Courtyard
- Snack area ..... Cook's Kitchen
- Game area ..... Sir Gavin's Games
- Nursery ..... Town Criers

Have fun with these words and phrases:

- Yes or no ..... Yea or neigh, or aye or nay
- Hello ..... Good day or Good morrow
- Good-bye ..... Fare thee well
- Okay ..... As you will
- Thank you ..... Gramercy or I thank thee
- You ..... Thou or thee
- Excuse me ..... Pray pardon me
- Child ..... Poppet