

Glacier Gap Games

COURSE OVERVIEW

	Day 1	Day 2	Day 3	Day 4	Day 5
Title	B Book of Books	I Incredible Impact	B Bedrock Base	L Letter of Love	E Exciting to Explore
Treasure Point Lesson Focus	The Bible is the coolest book on the planet, unique in so many ways.	The Bible's message has had an incredible impact on the earth.	The Bible is the bedrock foundation to build our lives on.	The Bible has a thrilling theme running throughout its pages.	The Bible is exciting to explore! Let's learn it, love it, and live it.
Bible Passages	The Bible is One-of-a-Kind (Selected Verses)	Saul's Life is Transformed (Acts 9:1–22)	The Wise Man Builds His House on the Rock (Matthew 7:24–29)	The Gospel is a Message with Love (Selected Verses)	Mary Loves to Soak in God's Words (Luke 10:38–42)
Bible Gem	All Scripture is given by inspiration of God . . . 2 Timothy 3:16	Your word is a lamp to my feet and a light to my path. Psalm 119:105	Therefore whoever hears these sayings of Mine, and does them, I will liken him to a wise man who built his house on the rock. Matthew 7:24	But God demonstrates His own love toward us, in that while we were still sinners, Christ died for us. Romans 5:8	I rejoice at Your word as one who finds great treasure. Psalm 119:162
Animal Pal	Blizzard the Polar Bear	Snowball the Arctic Hare	Spike the Narwhal	Shaggy the Musk Ox	Dash the Siberian Husky
Apologetics Focus	Did you know the Bible isn't like any other "religious" book?	Did you know the Bible's teachings have positively influenced cultures around the world?	Did you know science, history, and fulfilled prophecies confirm the Bible?	Did you know the earth didn't start out with polar ice caps?	Did you know we need the Holy Spirit to help us understand the Bible?
Discovery Pass Science and Crafts	Experiment: It's Snow Unique! Main Craft: Icebreaker Fishing	Experiment: Slip and Grip Main Craft: Northern Lightscape	Experiment: Solid Ground Main Craft: Lil' Log Cabin	Experiment: H2Ohhh!!! Main Craft: "White as Snow" Globe	Experiment: Arctic Exploration Main Craft: Amazing ACE Dogsled Race
Glacier Gap Games	Welcome to the Arctic Silly Snowmen	Snowball Fight Mad/Glad Game	Battle for the Base Make It or Break It	Circle Up Finding Your Way	Iditarod Race Broom Hockey
Klondike Corner Snacks	Scripture Scrolls Snowflake Cookies (Psalm 119:18)	Snow Ball Butterflies Tundra Transformers (Psalm 19:7)	Happy Hearts Ocean Jammers (Psalm 19:8)	Gold Nuggets Snow S'Mores (Psalm 19:10)	Treasure Treats Husky Puppy Chow (Psalm 19:11)
Cool Contests	Frosted Food Fun	Chilly Cheers	Polar Dress-Up Day	Bible Books Challenge	Mission Money Mania

Contents

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Glacier Gap Games

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HANDY HELPS

LET'S WARM UP!

Beyond thrilling! Exciting to explore! Breathtakingly beautiful! Full of treasure! Words that describe the Arctic for sure, a fascinating region like no other in the world. But go back and read those words again—they can also be used to describe the coolest book on the planet—the Bible. It's mind-blowing to think that the God who made the universe wrote us a book—a book that is *beyond thrilling, exciting to explore, beautiful, and full of treasure*. Now if that isn't worthy of our attention, what is? We here at Answers VBS can hardly contain our excitement as we launch the newest VBS—*Operation Arctic*. Get ready for the thrill of exploring this one-of-a-kind treasure as we build on the following BIBLE acronym each day:

B Book of Books—The first day, we'll discover there's just no book like it, unique in so many ways!

I Incredible Impact—The second day, we'll explore the impact the Bible's teachings have had upon our world!

B Bedrock Base—The third day, we'll see there's no shifting sand here—we've got the Rock of God's Word to base our lives on!

L Letter of Love—The fourth day, we'll encounter the best love letter ever, written to us by God Himself!

E Exciting to Explore—The fifth day, we'll be challenged to learn it, love it, and live it!

Our explorers will begin warming up to the Word from the very first minute they arrive at *Operation Arctic*. The mission begins at **Snowfall Station** with the Opening Assembly, a high-energy opening with entertaining welcomes, rockin' songs, a mission moment, and prayer.

Then we're off to four fun rotation sites:

- **Treasure Point**, the Bible lesson location. Here, explorers discover what a gem God's Word is as they learn important Bible truths in fun and creative ways.
- **Klondike Corner**, the snack spot. Explorers won't want to pass up the cool treats that are waiting to melt in their mouths.
- **Glacier Gap**, the recreation location. At this spot, explorers discover that preparation is "snow" easy and games are filled with chills and thrills.
- **Discovery Pass**, the science, craft, music, mission, and memory verse spot. This location features a wide array of activities to choose from: science experiments, crafts, songs to sing, memory verse games to play, and a mission time (for those who want to spend more time than is given during the Assembly).

After finishing the day's rotations, everyone heads back to **Snowfall Station** for the Closing Assembly that includes more singing, a Creature Feature, contest results, and the greatly anticipated daily drama, which is a highlight of the kids' day. The drama begins in the city with a high-powered executive who is fed up with the rat race. He decides to move to the wilderness for a quieter, simpler existence. Little does he realize all that's in store—missing treasure, goofy bad guys, unexpected visitors, and plenty of action!

Sound fun? Then let's plunge on in to this cold *world* and God's wonderful *Word*! It promises to be a flurry of fun and excitement at *Operation Arctic*! Let's go!

OUR GOAL

It's been ten years since Answers in Genesis entered the world of VBS, and we are so thankful for how God has chosen to use these programs! But why did we decide to embark on such an undertaking in the first place, and why are we still at it, by God's grace, ten years later?

Our primary goal has remained the same all these years—to bring God glory by boldly and unashamedly proclaiming Him to a strategic group—young people! From both a biblical and statistical point of view, young people are a big deal! They're not only awesome—we love 'em!—but they're also dearly cherished by our Lord and tend to be soft-hearted toward spiritual things. Researchers generally agree most people become Christians when they're children, so it's apparent this age group is a huge mission field!

Children are loved by their Creator. Jesus said not to hinder the children but to let them come to Him (Luke 18:16). We want children to come to Christ and not be hindered in any way from doing so. To that end, our philosophy has always been to combine a biblically rich VBS loaded with substance with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, it's critically important to us not to sacrifice rich content at the expense of fun. But it's also crucial that the most exciting Book in the world doesn't come across as irrelevant or dry. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun!

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and to understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

We pray you will find that every prayer prayed, every minute invested, every dollar spent, and every word spoken will bring God glory as you reach kids for Christ. Just remember—VBS is worth it! May God richly bless your VBS.

YOUR ROLE

Your role as the Game Coordinator is outlined in the following pages. Your responsibilities may include:

- Planning games for all age levels
 - Gathering game supplies ahead of time
 - Setting up games daily during VBS
 - Running game time and/or overseeing others who are running game time
 - Overseeing the cleanup of the game area(s) each day
- Making sure key lesson themes are reinforced through the games
 - Praying over all aspects of this job before, during, and after VBS

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 church to impact lives.

FREQUENTLY ASKED QUESTIONS

The content of *Operation Arctic* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit AnswersVBS.com/oafaq.

TERMS TO KNOW

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

- **Explorers:** Children at VBS. Explorers will be put in teams named after animals they may see on an Arctic exploration (e.g., polar bears, beluga whales, snowy owls, harp seals, caribou).
- **Guides:** Team leaders who lead the teams from place to place during VBS. No teaching is required of this position.
- **Exploration Leaders:** Teachers at the Treasure Point Lesson Time.
- **Treasure Point:** Rotation site where Bible and apologetics teaching occurs.
- **Snowfall Station:** Spot where everyone joins together for the opening and closing assemblies.
- **Discovery Pass:** Rotation site where crafts are made, science experiments are performed, music is sung, memory verses are learned, and missions around the world are explored.
- **Klondike Corner:** Indoor or outdoor site where snacks are served.
- **Glacier Gap:** Indoor or outdoor site (outdoor is preferred) for game time.
- **Bible Gem:** Daily memory verse.
- **Animal Pals:** Friendly animal mascots used to emphasize the key point of each day's lesson.
- **Creature Feature:** Daily time during the closing assembly when we marvel together at God's design of various Arctic animals.
- **Toddlers:** Ages 2–4 years.
- **Pre-Primaries:** Ages 4–6 years, or age 4 through children who have completed Kindergarten.
- **Primaries:** Ages 6–9 years, or children who have completed grades 1–3.
- **Juniors:** Ages 9–12 years, or children who have completed grades 4–6.

For multi-age K–6th teams, we recommend using the material for the Primaries.

TOP 20 TIPS FOR GLACIER GAP GAMES

1. Pray! Study God's Word and the VBS lessons! This is your most important preparation. Give all concerns to the Lord and watch *Him* do great things.
2. Decide which games you will play. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily, along with Super Simple Ideas and Just for the Younger Set ideas. Extra ideas that can work any day are also given at the end of the game guide. Keep in mind that younger kids like to do several simple games each period, as well as repeat games played on prior days.
3. Before VBS, gather the game workers for a trial run. Play all the games to work out any trouble spots.
4. Invest in a megaphone to use as a microphone for the game leader.
5. Use bandanas, strips of material, jerseys, or wristbands to designate teams.
6. Use four cones, rope, or tape to designate the playing area. Use chalk if playing on pavement.
7. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
8. Depending on the game, the time you have, and the size and age of your group, consider setting up several games/activities as stations on one or more days and having kids rotate through them. This works especially well with large groups or young children who have short attention spans.
9. Teach children to always tag with two fingers on the shoulder.
10. Use water! Children love to get wet. Water balloons can be too much work, so use water from buckets and get children wet with sponges, cups, or splash balls. (The football-style splash ball works great!)

Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.

11. Some of the outdoor games that use water can be adapted to indoor games. Play with the same supplies except eliminate the water component and play a dry version.
12. Announce the name and object of the game with excitement and energy. The kids will pick up on how you feel about it.
Example: Hey kids! We're going to play an awesome game today called _____. The object of the game is _____.
13. Keep instructions short and simple.
14. Expect children to be quiet and respectful when instructions are being given.
15. Do a quick tie-in of the day's Bible content using the teaching tie-in suggestions. Games are great, but games with a point are better! Make sure to have a Bible each day so you can read any verses mentioned in the teaching tie-ins.
16. Form teams quickly and in fun ways. Once in teams, pump them up by asking questions:
 - » Who thinks their team is going to win today?
 - » Who thinks the Polar Bears will win?
 - » Who thinks the Arctic Foxes will win?
17. Have a countdown to get started.
 - » Example: Everyone ready? OK, 5, 4, 3, 2, 1, Charge!
18. Make sure everyone who is physically able plays and no one feels left out.
19. Keep children moving as much as possible.
20. Stay hydrated.

Day 1

WELCOME TO THE ARCTIC

Supplies

- Blindfolds, 1 per child
- Checklist of Arctic countries (see next page)
- 4 cones

Pre-Prep

1. Choose a safe location with a level surface that is free of obstacles. Make the playing space large enough so children can spread out at least 2–3 arms' lengths apart. Mark the corners of the space with cones.

Teaching Tie-In

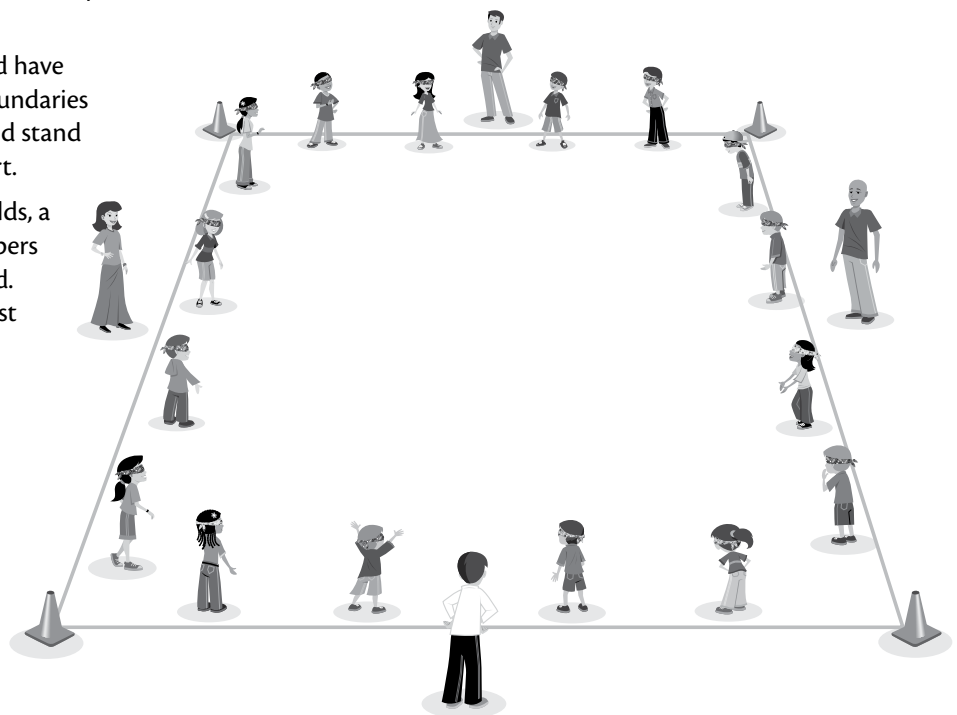
Today, we're playing a game called *Welcome to the Arctic*. The Arctic is a unique place like nowhere else on earth. There are eight countries in the Arctic—the US (Alaska), Canada, Denmark (Greenland), Iceland, Finland, Sweden, Norway, and Russia. Let's see if we can meet up with some friends from each country!

Class Time Directions

1. Have the children huddle together with you as you share the teaching tie-in and explain the game.
2. Give each child a blindfold and have them spread out along the boundaries of the playing area. They should stand at least 2–3 arms' lengths apart.
3. As the kids put on the blindfolds, a leader walks around and whispers an Arctic country to each child. Once the leader assigns the first eight kids with one country each, go to the top of the list and begin assigning the next eight kids. Continue assigning the eight countries until every child has received a country

name. (Other game helpers can assist children with blindfolds or whispering the country names.)

4. On the "GO!" signal, all children begin to say their country's name and slowly walk toward the middle.
5. Once a child reaches someone who is saying the same country, the two should grab hands and continue saying their country's name.
6. When a group no longer hears its name being called from anywhere, they should freeze in place and stop talking.
7. The game is over when all children have found their country group.
8. At the leader's signal, the kids may remove their blindfolds.
9. One by one each group shouts out its country.
10. If time, play another round. This time, groups need to end up with one person from each country in each group. (8 countries = 8 people per group.) Each child calls out his country's name (Canada, for example) and tries to find one person calling out Iceland, one saying Finland, one Norway, etc., until all eight countries are in a group.



List of Arctic Countries

- United States
- Canada
- Denmark (Greenland)
- Iceland
- Finland
- Sweden
- Norway
- Russia

Tip Corner

- Substitute masking tape for the cones.
- It's okay to have uneven numbers of kids in the varying countries.
- If you don't have at least 16 kids, drop some countries to make it work. For example, if you have 8 kids, use 4 countries and assign 2 to each country.
- Group guides may want to surround the playing perimeter.

DAY 1 OVERVIEW

B—Book of Books

Lesson Focus		Bible Passages	
The Bible is the coolest book on the planet, unique in so many ways.		The Bible is One-of-a-Kind (Selected Verses)	
Bible Gem	Animal Pal	Cool Contest	
2 Timothy 3:16	Blizzard the Polar Bear	Frosted Food Fun	
Discovery Pass Science and Crafts	Klondike Corner Snacks	Glacier Gap Games	
Experiment: It's S'now Unique! Main Craft: Icebreaker Fishing	Scripture Scrolls Snowflake Cookies	Welcome to the Arctic Silly Snowmen	

NOTES
