

Director Guide







To make your job as VBS Director easier, make sure you

- read the *Director Guide* completely.
- check out the Resource DVD-ROM thoroughly.
- spread out all the materials that came in your kit.
- browse the other leader and teacher guides to become familiar with all aspects of this VBS.

COURSE OVERVIEW

Day 1

Day 2

Title	Destination: Creation	Destination: Old Testament Locations
Bible Passages	Genesis 1; John 1:1-3	Genesis 18; Exodus 3
Time Tracker	Jesus* Before and at Creation (Eternity Past to c. 4000 BC)	Jesus* in the Old Testament (c. 4000 BC to End of BC)
High Voltage Verses	All things were created through him and for him. And he is before all things, and in him all things hold together. Colossians 1:16-17	Jesus Christ is the same yesterday and today and forever. Hebrews 13:8
Animal Pal	Flutter the Sparrow	Lottie the Lamb
Daily C	Creation	Christophany
Apologetics Focus	Jesus as a member of the Trinity	Prophecies made and fulfilled about Jesus
Inventors' Science and Crafts	Experiments: A Work of Art & Rocks That Fizz Main Craft: Eternity Circlet	Experiments: Moment in Time & Time to Shine Main Craft: Burning Bush Light
		
Quantum Leap Games	Garden of Eden Games	Ancient Hebrew Games
Bits and Bytes Snacks	Beginning of Time Treats Trinity Trio	Sarah's Cakes Burning Branches
		
Cool Contests	Back in Time Candy Contest	Backwards Day Team Cheers

Day 3

Destination:
Visitation

Selected Verses

Jesus in the New Testament
(End of BC to Early AD)

For God so loved the world, that he gave his only Son, that whoever believes in him should not perish but have eternal life. John 3:16

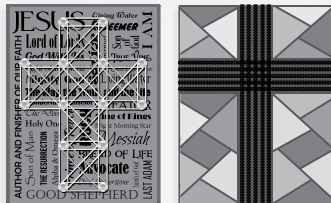
Sergeant the St. Bernard

Cross

Jesus is fully man
and fully God

Experiments: Balancing Act
& Don't Lose Your Marbles!

Main Craft: Criss-Cross



Ancient Roman Games

Christmas Cookies
Resurrection Brownies



Christmas in ____
(month of your VBS)

Day 4

Destination:
Preparation

Acts 1; John 14:2-3

Jesus Now
(Early AD to Now)

In my Father's house are many rooms. If it were not so, would I have told you that I go to prepare a place for you? John 14:2

Bucky the Beaver

Clouds

Evidences of the
resurrection of Jesus

Experiments: The Hand Is Quicker
Than the Eye & Blast Off!

Main Craft: Time Warp Time Capsule



Nowadays Games

Mansion of Many Rooms
Cotton Candy Clouds



Dress-Up Day
Design-the-Time Challenge

Day 5

Destination:
Celebration

Revelation 21-22

Jesus in the Future
(Eternity Future)

At the name of Jesus every knee should bow, in heaven and on earth and under the earth, and every tongue confess that Jesus Christ is Lord, to the glory of God the Father. Philippians 2:10-11

King the Lion

Crown

Jesus on the New Earth

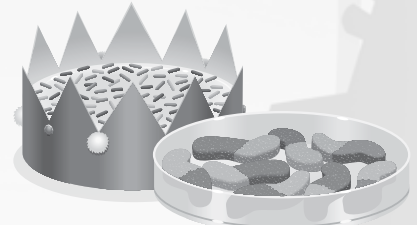
Experiments: This Is Nuts!
and Twister Time

Main Craft: Build-a-Bot Pencil Holder



Futuristic Games

King's Crowns
Petri Critters



Mission Money Mania
Names of Jesus Challenge

* Jesus was given the name "Jesus" at his birth.

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Director Guide

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For more information, write:

Answers in Genesis
PO Box 510, Hebron, KY 41048

Project Coordinator: Stacia McKeever
Written by Randy and Barb Witt with Deb Ludens
Edited by Mikayla Klein and Anneliese Rumminger
Interior layout by Diane King
Cover illustration and design by Jon Seest
Illustrations by Paul Agner

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Let's Take Off!

Wouldn't it be amazing to travel back in time and witness epic events in history? Imagine the thrill of meeting great heroes of the faith like Abraham, Moses, or Gideon. Or the fun of experiencing life in ancient cultures like Rome. Or the fascination of watching famous inventors make discoveries that change the world.

Now imagine traveling through time and meeting the most important man ever—a man who was not just a man but who was also God. One who turned the world upside-down. One who existed outside of time.

We'll do just that as we embark on *Time Lab* from Answers VBS. We'll use words beginning with "C" to help us remember that Jesus, our forever faithful, loving, caring, promise-keeping Lord, has been with us always!

Day 1 Creation—Did you know the Son of God has always existed? We'll talk about his existence before time and his activity at creation.

Day 2 Christophany—Big, cool word the kids will love learning that teaches the Son of God didn't start as a babe in a manger but has been around forever, actively involved throughout history, including Old Testament times.

Day 3 Cross—Here's when Jesus comes to earth and is given the name "Jesus." And here's where he lives, dies, and comes back to life. It's the most epic historical account ever! Because of him, we can live forever, too!

Day 4 Clouds—After Jesus rose again, where did he go? He's actively working on our behalf as he sits at the right hand of God the Father, interceding for us, protecting his church, and preparing a place for his children! Wow!

Day 5 Crown—We'll end our tour through time at the new heaven and new earth, where Jesus and his children will live together in the most amazing place forever. Whatever your best day *ever* has been, this will blow it away!

Excitement will be running high from the first minute our time travelers arrive at *Time Lab*. They'll start their day at the **Atomic Assembly**, a supercharged opening complete with entertaining welcomes, rockin' songs, a mission moment, and prayer. Then we're off to four fun rotation sites:

Simulation Station, the teaching time. Here, time travelers discover Jesus throughout all the pages of the Bible and realize he's a joy and thrill to find.

Bits and Bytes Snacks, the snack spot. Time travelers will enjoy having a "byte" of yummy brain food to eat!

Quantum Leap Games, the recreation location. Time travelers realize every nanosecond counts as they race against time and encounter fun physical challenges and games from ancient (and not-so-ancient) time periods.

Inventors' Science and Crafts, the science, craft, music, mission, and memory verse spot. This location features a wide array of activities to choose from: electrifying science experiments to explore, creative crafts to invent, high-energy songs to sing, fun memory verse games to play, and mission time to investigate (for those who want to spend more time than is given during the Assembly).

After finishing the day's rotations, everyone heads back to the **Atomic Assembly** for the closing 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 features an inventor tinkering in his lab as he works on his most important invention—his time machine. Will he get it to work? Will it go back in time? Forward in time? Laughs abound and adventures await in this wacky and entertaining drama.

Time sure will fly while we're having fun. So head this way and get ready to launch into hyperdrive as we take off for *Time Lab*! Let's go!

Our Goal

We are so thankful for how God has chosen to use the Answers VBS programs over the past decade! 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?

Our primary goal has always been 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 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, we combine a biblically rich VBS loaded with substance with off-the-charts, irresistible fun. In a day and age when content sometimes suffers, it's critically important to us not to sacrifice rich content. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. 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. We're praying for you!

Your Role

As director of VBS, you are someone who possesses vision, organizational and people skills, and a heart for children. The following are your responsibilities.

- Oversee the entire VBS (read through the *Director Guide* and other manuals for further information)
- Work with the church staff on VBS-related issues such as goals, dates, and budget
- Recruit, organize, and oversee the entire VBS staff
- Run training workshops
- Coordinate the closing program
- Establish effective follow-up
- Pray over all aspects of this job before, during, and after VBS

Frequently Asked Questions

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

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.

- **Time Travelers:** The kids at VBS. Time travelers are put in teams named after elements in the periodic table (e.g., Team Beryllium, Team Cobalt, Team Copper, Team Silver, Team Gold).
- **Time Keepers:** Team leaders who guide the time travelers from place to place during VBS. No teaching is required for this position.
- **Scientists (Dr. Slimestein or Dr. Slime, Professor Timely or Professor Time, etc.):** Teachers at the Simulation Station lesson time.
- **Simulation Station:** Rotation site where Bible and apologetics teaching occurs.
- **Atomic Assembly:** Spot where everyone joins together for the opening and closing assemblies.
- **Inventors' Science and Crafts:** Rotation site where kids make crafts, perform science experiments, sing songs, learn memory verses, and explore missions around the world.
- **Bits and Bytes Snacks:** Indoor or outdoor site where yummy snacks are served.
- **Quantum Leap Games:** Indoor or outdoor site (outdoor is preferred) for game time.
- **High Voltage Verses:** Daily memory verses.
- **Animal Pals:** Friendly animal mascots used to emphasize the key point of each day's lesson.
- **Creature Feature:** Daily time during the opening or closing assembly when we marvel together at God's design of various thematic 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 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 devote ourselves 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 Resource DVD-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 previous 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 on the teaching at *Time Lab*. 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 for games in case it rains 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, give thanks in all circumstances" (1 Thessalonians 5:16-18).
9. Label file folders or electronic 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, and 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 kids. 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 cell phone or walkie-talkie with you during VBS week so you can be reached throughout the building.
18. Prepare two containers for each team leader. See page 36 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 growth" (1 Corinthians 3:6).

Terrific Trivia Tidbits

Use the fun facts below to get your mind thinking about the fun theme (time travel/science lab) and our spiritual theme (discovering Jesus throughout all eternity). They can be used during arrival and dismissal times or during any downtime while kids wait to get to their next rotation.

Trivia About Time and Travel

- Do you know how long it takes the average person to fall asleep? 7 minutes.
- How long is a day? Did you say 24 hours? In reality, it's more like 23 hours, 56 minutes, and 4.2 seconds. But who's counting?
- How long do you think a day is on Mercury? Answer: About 176 earth days.
- When was the last time you got hiccups? For future reference, a bout of hiccups usually lasts about 5 minutes.
- There are estimated to be over 100 billion known galaxies. Even if we could travel at the speed of light, that would be a lot of ground to cover!
- What time do you get up? If it's after 8 a.m., you're in a small minority! According to one research study, one out of five people is awake by 5:30 a.m. The peak wake-up time is between 6 and 6:30 a.m. (23%), with almost everyone awake by 7:30 a.m. (83%).
- Lightning bolts and time travel kind of go together, don't you think? There are a lot of lightning bolts out there! In fact, more than 100 lightning bolts strike the earth every second.
- A flash of lightning has enough energy in it to toast 1,000,000 slices of bread.
- Since an earth day is slightly less than 24 hours, once every four years (with a rare exception) we add an extra day in what is called a leap year. That helps to make up that little bit of lost time (which is due to the earth taking a little longer than 365 days to go around the sun each year).
- Can you think of any animals that fly? Did you say insects, birds, and bats? They are the only living things capable of flight. But in the not-too-distant past, flying reptiles were also around!
- Maybe we should rename the flying squirrel because it can't technically fly but glides instead. Bats are the only mammals that can truly fly.
- Did you know it takes one week to make a jelly bean? Don't you think it's worth the wait?
- If you want to see the oldest clock in the world (created in 1386), hop on a plane and travel to Salisbury, England.
- Have you ever been told to "synchronize your watches"? There are people whose job it is to synchronize the worldwide clocks and add something called a leap

second. That's because our 24-hour day is ever so slightly not a 24-hour day due to the earth's rotation slowing down. We lose about one second a week.

- Do you like to sleep? Good, because the average person spends 25 years of his life asleep.
- It's cool to know that even if an analog clock is broken, at least it shows the correct time twice a day! (What's an analog clock? It's the kind that has hour and minute hands, rather than digital displays.)
- Isn't the word *nanosecond* cool? Did you know a nanosecond is one billionth of a second?
- Guess what airships and blimps are filled with? Typically, it's a gas such as helium (the stuff used to fill party balloons). Helium is lighter than air and allows the blimps to rise and float, kind of like balloons.
- Imagine driving to the sun. (Bad idea—major sunburn.) But if you could drive to the sun at a speed of 55 miles per hour, it would take around 193 years to get there.
- Have you ever seen a sundial? In ancient times, people used them to tell time. As you may guess, the sun is involved with this method of telling time. A sundial contains a "gnomon" (the thing in the middle) that casts a shadow onto a platform etched with different times. And in case you are wondering how they could figure out what time it was after dark—they used the stars!
- Did you know there are 31,536,000 seconds in a year? Wonder how we figured that out.
- Originally, wristwatches were popular for women, while men carried pocket watches. But during World War I, men who were soldiers couldn't just leisurely reach into their pockets to look at a pocket watch, so they began to wear wristwatches, too.

Inventions Inspired by God's Design of Plants and Animals (Biomimicry)

- Here's an idea that really "stuck"! When walking through the woods, inventor George de Mestral noticed seed burrs clinging to his clothes. After studying them more closely, he came up with the idea of Velcro®.
- Ever have trouble seeing your computer screen in bright sunlight? Scientists have discovered that God made butterfly wings to shine colorfully even in direct sunlight. They are studying them to help design computer screens that are bright no matter what time of day.
- Do you know what a gecko looks like? Yeah, it's like that little critter on the GEICO® commercials! Geckos' toe pads stick to anything, allowing them to climb on ceilings and glass. Wouldn't it be cool if we could make astronaut boots that would hold that securely? Or tape

and other adhesives that wouldn't get dirty and lose their stickiness?

- Heard of the Wright brothers? Did you know they studied birds to figure out how to build flying machines?
- Flowers are cool, huh? The lotus flower looks sparkly and beautiful. But what you can't see are teeny tiny, microscopic nail-like structures that keep dust from settling on its petals. When water drops roll over the leaf, the "nails" collect the dust and specks and leave the leaf looking shiny clean. A company spent lots of years studying the lotus flower and made a house paint that also helps fend off dust and dirt.

Accidental Inventions

- Post-it® notes. These handy little notes stick to just about anything. Originally, the inventor was supposed to come up with a really strong sticky substance. Instead, he came up with a really weak one that wouldn't permanently stay stuck. Eventually, someone got the idea to put the sticky substance on paper so the paper could be stuck on and peeled off. Everyone loved it, and Post-it® notes were born!
- Do you own a Slinky®? An engineer named Richard James invented it. He intended for it to be used on naval ships during World War II to stabilize instruments on the ship. While Richard was working on his invention, it fell on the floor and sprang along. A new idea was born, and he decided to turn it into a children's toy instead.
- Milk Duds® were first thought to be a dud! The machine was supposed to be making round candies, but they kept coming out in oval shapes. A worker called them "duds" because they weren't round. But people still loved them, so they just went with the name "Milk Duds®" and continued to make them.
- Have you ever played with Silly Putty®? This fantastic toy was accidentally invented during World War II by an engineer trying to find a substitute for synthetic rubber. When he dropped boric acid into silicone oil, it made a stretchy and bouncy compound. The strange thing was it could also pull the print off a newspaper if it landed there. Called Nutty Putty at first, it eventually became known as Silly Putty® and has been a favorite ever since.
- Aren't you glad someone invented safety glass that doesn't shatter and spread all over the place when hit? A French chemist named Edouard Benedictus accidentally knocked over a flask. It broke, but stayed pretty much in the shape of the flask without sending pieces of glass flying everywhere. Edouard remembered the flask had had something in it (cellulose nitrate) that coated the inside and caused the glass to stay intact. A new idea was born, and safety glass is now widely used in windshields, bank windows, gas masks, shower doors, skyscraper windows, and many other things.

Famous Scientists Who Believed the Bible

- Ever heard of Morse Code? It was invented by Samuel Morse, the same guy who invented the telegraph. The poor guy endured many long, hard years when his inventions were rejected. He did not see any conflict between his scientific knowledge and Christianity—in fact, quite the opposite. Morse remained a humble Christian to the end of his days, describing his life's work by saying, "It is his work. Not unto us, but to thy Name, O Lord, be all the praise."
- Have you flown in an airplane? You can thank the Wright brothers if you have. They studied birds and eventually came up with the idea of the plane. They believed in God and used his creations to give them ideas.
- You may have heard of this guy—Sir Isaac Newton. He discovered calculus, the three laws of motion, and the law of gravitation. He also invented the refracting telescope and much more. He loved God and believed the Bible.
- You know how the Bible tells us God created everything? Guided by this belief, Louis Pasteur made many important medical discoveries like pasteurization and immunizations.
- Does your mom make you wash your hands before you eat? That's so you can wash all those nasty little germs off. In the past, people didn't realize how sick we can get from germs. Joseph Lister helped hospital staff realize they needed to wash hands and sterilize surgical instruments with antiseptics to kill germs. His discovery has saved countless lives, and what's cool is, he believed in God!

It's a Laughing Matter!

Jokes and Riddles

Animal Pal Jokes—Day 1

- What does a bird use when it jumps out of a plane?
A sparrowchute.
- What did the sparrow do when it got sick?
It got tweetment.
- Why did the sparrow miss the party?
Because it was under the feather.

Animal Pal Jokes—Day 2

- What do you call a lamb that's all sweet, sticky, and yummy?
A candy baa.
- What do you call a lamb who misbehaves?
Baa-d to the bone.
- What did one lamb write on the postcard to the other lamb?
Wish ewe were here.

Animal Pal Jokes—Day 3

- What did the St. Bernard say after getting back from a rescue mission?
Today has been ruff.
- What did the St. Bernard say on New Year's Day?
Happy Howl-idays.
- How would you describe a St. Bernard in the summer?
One hot dog.
- What did the boy St. Bernard say to the girl St. Bernard?
I really dig you.
- What do you call a St. Bernard who swallowed a clock?
A watchdog.

Animal Pal Jokes—Day 4

- What did the beaver say to the logs?
It's been nice gnawing you.
- How did the beaver feel about his boss?
He wood do anything for him.

Animal Pal Jokes—Day 5

- What do you call a lion that likes to swim?
A sea lion.
- What do you call a lion running a copy machine?
A copycat.
- What do you call a lion that talks to God?
A preying lion.

Scientist/Clock/Miscellaneous Jokes and Riddles

- Why did the specimen cross the microscope?
To get to the other slide.
- What did the boy magnet say to the girl magnet?
I feel a strong attraction to you.
- What kind of mints does a scientist use?
Experi-mints.
- Why did the man hold the clock?
He wanted more time on his hands.
- What's a clock's favorite herb?
Thyme.
- What did one clock say to the other?
Hour you doing?
- What happens when you throw a clock across the room?
Time flies.
- What did the clock say when its wiring got mixed up?
I'm going cuckoo.
- What did the clock say at the all-you-can-eat buffet?
I'm going back four seconds.
- What do you get if you cross a band member and a clock?
Time marching on.
- What kind of clock do bank robbers dislike?
Alarm clocks.

- What do you call mini potato chips?
Micro chips.
- What music do robots like best?
Heavy metal.
- Who was the fastest runner ever?
Adam, because we know he was first in the human race.
- What funny man invaded Rome?
Attila the Fun.
- I was as old as my father and older than my mother when I was born.
Who am I?
Jesus.

Knock Knock Jokes

- Knock knock. Who's there?
Dozen. Dozen who?
Dozen anybody know what time it is?
- Knock knock. Who's there?
Gus. Gus who?
Gus who was the first person on earth? Yep, Adam!
- Knock knock. Who's there?
Sherwood. Sherwood who?
Sherwood like to travel through time!
- Knock knock. Who's there?
Justin. Justin who?
You're just in time for dinner.
- Knock knock. Who's there?
Molly. Molly who?
Molecule!

Tongue Twisters

- Bucky Beaver bought bitter butter.
- I wish to wash my wristwatch.
- Timely troublesome tongue twister

A to Z Fun Theme Words

A activator, alarm clock, aluminum, amino acid, argon, assemble, astronomy, atom

B backwards, balance, barrel, base, batteries, beaker, beryllium, binoculars, black light, boiling point, brainstorm, brass, bubble, bucket, building block, Bunsen burner

C cables, calculator, calendar, carbon, catalyst, cell, charge, chemistry, circuit, clock, cobalt, color wheel, combustion, compass, computer, concoction, contraption, copper, corkscrew, cosmos, cranks, create, creation, cylinder

D data, dehydrate, design, digital, discovery, doodad, drill, drip drop, dropper

E electric, electron, elements, energy, engine, epoch, Erlenmeyer flask, eternity, examine, experiment, explore, explosion

F fast, fiber, filter, fireworks, flashback, flux capacitor, force, formula, forward, friction, funnel, fuse, future

G gadget, galactic, galaxy, gamma ray, gas, gears, gizmo, glider, globe, glow stick, goggles, gold, graduated cylinder, gram, gravity

H helium, hologram, hot air balloon, hourglass, hovercraft, hydrogen, hyperdrive, hyperspace, hypothesis

I infrared, infinity, invention, inventor, iodine, ion, iron

J jet engine, joule, journey, junction

K key, kinetic energy, krypton

L lab, lab coat, lab notebook, laser, law, lead, lever, lift, light, litmus, liquid, lithium, lock

M machine, magnesium, magnet, magnifying glass, map, matter, measure, mechanics, mega

and micro, mercury, metal detector, microbes, microscope, mineral, mix and mash, molecules, moment

N nanosecond, neon, neutron, newton, nickel, nitrogen, nucleus, numbers, nuts and bolts

O observe, observation, ooze, osmosis, oxygen

P palladium, particle, past, patent, pendulum, periodic table, petri dish, photon, physics, pipette, planets, plasma ball, platinum, portal, potassium, pour, present, printing, prism, project, proton, pulley, pulsar

Q quantum leap, quarks, quartz, quicksilver

R radar, radical, radioactive, radio waves, radium, radon, reaction, rocket

S scientist, screws, season, sensor, shape, shift, shock, signal, silicone, silver, simulator, slime, sodium, solar, solid, sonar, space, sparks, specimen, spectrum, speed, spinning, springs, sticky, structure, subatomic, sulfur, super collider, swirling, synchronize, syringe

T technology, telescope, test tube, thingamajig, time, timeline, time machine, time periods, time travel, time tunnel, time warp, tin, titanium, toxic, transformer, transport

U ultrasound, ultraviolet light, universal, universe, uranium

V valve, vanadium, vapor, vats, velocity, vertical, vibe, virtual reality, voltage, volume, vortex

W watch, water, watt, wavelength, wedge, week, whatchamacallit, wheel, widget, wind, wired

XYZ xenon, x-ray, year, yield, yttrium, zenith, zinc, zirconium, zoom

Top 20 Tips When Working with Children

Then children were brought to him that he might lay his hands on them and pray. The disciples rebuked the people, but Jesus said, "Let the little children come to me and do not hinder them, for to such belongs the kingdom of heaven." Matthew 19:13–14

1. Show love. All children, regardless of age or appearance, need to be loved. Greet them warmly each day, and always be ready with smiles, giggles, encouraging words, and appropriate hugs. (Make sure all staff are aware of your church's appropriate touching policies.)
2. Learn names. It makes children feel important and loved to be called by their name. Make sure visible name tags are always on each child.
3. Keep it moving. Children have short attention spans.
4. Use active learning. The more children can actively be involved in the learning process, the more they will retain.
5. Be all there! Try to leave behind whatever is currently going on in your life and focus your attention on the children under your care during VBS. Listen to them and care for them.
6. Eliminate downtime. Find activities to do when you have a few free minutes so all time is being used in a fun and productive way. Practice memory verses, share Terrific Trivia Tidbits and jokes (pages 10–12), play impromptu review games, or ask fun conversation starters.
7. Think safety. Read the Child Safety Precautions on page 56. Ensure there are always at least two unrelated adults with the children at all times.
8. Be thematic. Children love costumes, fun cheers, songs, and anything that goes with the theme. Be ready to wear a scientist costume (t-shirt, lab coat, top level security clearance badge, goggles) or a time period costume. Get them enthused and excited about participating in the daily contests.
9. Walk worthy. Be an example in both word and deed. Children need to see authentic Christianity, so make sure you are walking the walk and not just talking the talk.
10. Notice the good. Children want attention and will sometimes act up in an effort to receive attention, even if it is negative attention. Be proactive by noticing and praising the things they do right. Be an encourager.
11. Be aware of age-level characteristics. With younger children, activities need to be hands-on, concrete, short, and simple. Older children love to talk and are processing and questioning information. Be ready to give an answer for the hope that is within you.
12. Challenge them. Children generally rise to the level expected of them, so challenge them to learn their memory verses and song lyrics. At the same time, encourage in them a true love for the Lord and his Word.
13. Pray. Before, during, and after VBS, be a faithful prayer warrior for the children in your care.
14. Be organized. Read through all training information, ask questions, and faithfully prepare any materials for which you are responsible.
15. Be a team player. Children do not need to hear negative words from their leaders. If you are frustrated or upset, take it to the Lord, but do not complain or get angry in front of the children.
16. Remember to take bathroom breaks. The younger the children, the more important this is!
17. Maintain order. Children like order! Think through potential trouble spots in your day and decide on a firm, loving discipline strategy. Ask for help from experienced individuals.
18. Build team spirit. Work as a team rather than allowing cliques to develop. Everyone should be an important member of the team.
19. Use guided conversation. Be alert and ready to turn conversations to spiritual matters. Build upon what the children are learning throughout the VBS day.
20. Be prepared to lead a child to Christ. Attend the Gospel Presentation Workshop to be equipped should God give you the awesome opportunity to talk to a child about Christ.

Age-Level Characteristics

Kids are awesome! Each one is unique and is a special creation from the hand of our amazing Creator. With all their uniqueness, however, they also share some common characteristics. That doesn't mean every child always exhibits the following characteristics at the corresponding age, but these guidelines can be a benchmark to use when looking at

characteristics of children as a whole. It can be helpful to see how God has wired children as they develop, enabling us to be more effective in teaching and interacting with them.

First you'll see characteristics of children in general and then characteristics broken down by the four age groups we use with Answers VBS.

Common Characteristics

- Children are born sinners (Romans 3:23).
- God has given each a conscience, and they (generally) want good to win over evil.
- God has shown himself to all children through his creation, making it obvious to all that there is a Creator.
- Children enjoy active learning—moving around, seeing things, touching things, smelling and hearing things, and being involved.
- Children need to be loved, encouraged, and praised.
- Children are rapidly growing and changing.
- Children trust the adults who are responsible for them.
- Children can get discouraged by criticism and failure.
- Children are eager to learn and are curious about the world and about God.

Toddlers (2-4 years old)

Physical Characteristics

Toddlers are active! They're on the move, running, climbing, and exploring. Some are beginning to perform simple tasks like using scissors. They can easily get hurt as they are rapidly developing physical skills but don't have wisdom to know when to stop running, climbing, etc.

Takeaways for Us

- Keep toddlers moving. Engage them actively as much as possible. Have them do motions to songs and actions to Bible accounts.
- Supervise them carefully.
- Provide chunky, nontoxic supplies.
- Intersperse periods of sitting with something active.

Emotional/Social Characteristics

Toddlers want to do things by themselves, such as picking out their clothes and dressing themselves. They like imaginative, dramatic play. They're testing their powers and saying "no" a lot. They often want to please adults and try to mimic their behaviors. They're affectionate toward others. Toddlers are fearful of things that are loud and out of the ordinary.

Takeaways for Us

- Let toddlers be helpers. Give them simple one-step jobs to do, and have them help pick up things and straighten the room at the end of the lesson. Let them know they've done a good job.
- Be consistently present all week; establish routines and stick with them.
- Be consistent in discipline. Let your "yes" be "yes" and your "no" be "no."

- Give them opportunities to dress up and play imaginatively.
- Don't dress in elaborate costumes that may seem unfamiliar and scary.
- Be careful to walk worthy—act and speak in godly ways. Little eyes are watching and will want to imitate you!

Spiritual/Mental Characteristics

Toddlers are curious and want to touch, smell, feel, see, and experience their world. They have short attention spans and learn and communicate in short sentences. They understand short and simple directions. They believe what you say. Their attitude toward God and others is in the process of being formed during these years.

Takeaways for Us

- Involve toddlers' senses in learning! The more they can touch, smell, see, taste, and feel, the better!
- Give clear, simple directions.
- Keep activities and lessons short. Toddlers' attention spans are only a few minutes long before they need to switch to something new, so keep it moving!
- Be careful to speak accurately and truthfully.
- Show care and respect for your Bible, and help them see your love for it and for the Lord.

Pre-Primaries (4-6 years old)

Physical Characteristics

Pre-Primaries are active and more confident in physical activities like jumping, hopping on one foot, and walking backwards. They love to be moving. They're improving in hand-eye coordination. They're rapidly growing and may need rest after active play.

Takeaways for Us

- Pre-Primaries like to play hard, so keep them moving with short, simple games and activities. They may need to sit and rest for a brief time afterwards.

Emotional/Social Characteristics

Pre-Primaries are less fearful than Toddlers but may still be afraid of common things like dogs or the dark. They can have emotional extremes and are testing others to see who can be controlled. They want to please adults and want praise. They will often mimic adults' behaviors. They like imaginative play. Pre-Primaries can handle small tasks and levels of responsibility.

Takeaways for Us

- Let them be helpers. Give them simple jobs to do, and have them help pick up things and straighten the room at the end of the lesson. Let them know they've done a good job.
- Give them opportunities to dress up and play imaginatively.
- Be consistent in discipline. Let your "yes" be "yes" and your "no" be "no."
- Be careful to walk worthy—act and speak in godly ways. Little eyes are watching and will want to imitate you!

Spiritual/Mental Characteristics

Pre-Primaries talk a lot and ask a lot of questions, including questions about God. They understand that sin is disobeying God. They need a lot of guidance in tasks but can also follow a simple series of directions. They have an attention span of approximately 5 minutes. They enjoy doing new things and hearing stories and songs. They're not always able to tell the difference between reality and fantasy. They're developing attitudes toward right and wrong and can do basic memory work.

Takeaways for Us

- In downtime, give them time to ask questions and be ready to patiently answer! During teaching time, however, be careful you don't get so wrapped up in letting them talk that the lesson doesn't happen!
- Vary activities often—every 5–10 minutes.
- When engaged in pretend activities, name them as such (e.g., "Let's pretend to be explorers!"). At the same time, point out often that God's Word is not pretend but true!
- Repetition in songs and stories works great and is enjoyed by Pre-Primaries.
- Sing the memory verse songs with them. They will be able to learn at least parts of the verses by the end of the week.
- Use visuals.
- Teach them about sin and asking God for forgiveness.
- Show interest in each child, helping them sense your care and interest in them.
- Be careful to speak accurately and truthfully.
- Show care and respect for your Bible, and help them see your love for it and for the Lord.

Primaries (6-9 years old)

Physical Characteristics

Primaries love games and competitions, but it can be hard for them to lose. They are continuing to grow and improve in hand-eye coordination and fine and gross motor skills. They need to have opportunities for movement.

Takeaways for Us

- Use games to teach! Primaries love any kind of games, whether active or learning-type games.
- Help them learn to take turns and to be good winners and good losers! Both winning and losing well are important in God's sight.
- Use boy vs. girl competitions to get them revved up! As long as you keep it light and fun, they will enjoy these times!

Emotional/Social Characteristics

Primaries are becoming more independent and confident in their ability to do things. Girls play most often with girls and boys with boys, but there is some mixing of girl and boy friends. They like to have a best friend and enjoy pretend play. Primaries enjoy jokes and are gaining a sense of humor. They care about being accepted by the team and want adult and teacher approval.

Takeaways for Us

- Give Primaries plenty of opportunities to work in teams or with partners.
- Use humor with Primaries. The sillier, the better!
- Be careful to walk worthy—act and speak in godly ways.

Spiritual/Mental Characteristics

Primaries like to talk and ask questions. They understand simple concepts and sentences and are concrete rather than abstract or symbolic thinkers. They're learning to read. They need active learning. Their attention span is growing. They understand the consequences of their actions. They can tell the difference between reality and fantasy. They often have a strict sense of right and wrong.

Takeaways for Us

- Be concrete in what you say. Don't use abstract or symbolic language. For example, regarding salvation, don't ask if they have Jesus in their hearts. They will take that literally. Becoming a child of God, or being in God's family, is a more concrete way to express the same concept, as they will understand what it means to be in a family.

- Although their attention spans are growing, it's still good to vary activities and involve Primaries with movement as much as possible.
- Some children read better than others. Be careful about asking children to read out loud. Try asking for volunteers.
- Small print can be a challenge, so use larger print when possible.
- Encourage memorization.
- Use visuals.
- Show interest in each child, helping them sense your care and interest in them.
- Be careful to speak accurately and truthfully, and explain Bible words and concepts even if you think they are widely understood.
- Remember that you are a role model.
- Show care and respect for your Bible, and help them see your love for it and for the Lord.

Juniors (9-12 years old)

Physical Characteristics

Juniors can vary widely as they grow, with some having a growth spurt that launches them into puberty. (This can make them get tired easily.) Height, weight, and physical maturity can be all across the board. Their stamina, strength, and coordination are improving, and some are becoming known for their athletic abilities. Juniors enjoy going places and doing interesting things.

Takeaways for Us

- Don't comment on physical appearance, such as how tall someone is. Juniors can feel sensitive and awkward about their bodies.
- Make sure to help each child realize how special and uniquely created by God he or she is. Some have giftings and talents physically, some musically, some academically, etc. They need to be assured that they are God's masterpiece, created exactly as they are for a special purpose.
- Some love being active, and some don't, but it's good to keep them involved and moving.

Emotional/Social Characteristics

Juniors can't wait to grow up. They look up to teenagers and young adults. They like challenges and may develop interests and hobbies, although they're self-conscious about their abilities and failures. They're becoming more independent and can handle responsibilities. They enjoy close friendships and small group discussion with peers. They're greatly influenced by their friends and want to be accepted. They look to friends for information and advice on issues. They like humor and jokes and most understand sarcasm.

As they head into puberty, they may experience mood swings.

Takeaways for Us

- Make sure the teens and young adults in their VBS world are good role models.
- Don't tear down Juniors or resort to sarcasm. Be an encourager, listen well, and be patient with them.
- Incorporate small group discussion into the lesson, and do things that allow teams or pairings that don't rely solely on the children choosing partners. This helps avoid children repeatedly getting chosen last by peers.
- Be careful to walk worthy—act and speak in godly ways.

Spiritual/Mental Characteristics

Juniors are beginning to think abstractly and are asking many questions, for which they're looking for good answers. They have a much longer attention span than younger children. Their reading and memorization skills are improving. They're developing their views on current issues and often want to associate themselves with their parents' belief system. They spot inconsistencies in what people do versus what they say. Juniors enjoy serving and caring for others.

Takeaways for Us

- Ask thought-provoking spiritual questions. They are thinking and like to talk. Be there for them as a safe person to bounce thoughts and ideas off of.
- Listen well and pray with them.

- Some children read better than others. Be careful about asking children to read out loud unless they volunteer or you know they can read well.
- Allow them to act out lessons. Most Juniors enjoy this active involvement.
- Give them opportunities to be involved in missions or service projects.
- Challenge them to ask God to help them grow in their love for him and his Word. Help them set up Bible reading plans, and encourage them to memorize passages of Scripture.
- Make sure to walk the walk and not just talk the talk. They can spot inconsistencies, so it's important to walk worthy.
- Show interest in each child, helping them sense your care and interest in them.
- Be careful to speak accurately and truthfully.
- Show care and respect for your Bible, and help them see your love for it and for the Lord.

What's on the Resource DVD-ROM?

Assembly Resources

Assembly Order of Program

Assembly Presentations

Assembly Scripts

Cool Contests

Sound Effects

Clip Art

Black and White (EPS, JPG, PNG, SVG)

Color (EPS, JPG, PNG, SVG)

Font and Template Info

Blank Background PDFs

Coloring Pages

Animal Pals

Memory Verses (ESV, KJV)

Time Lab Logo

Craft and Science Patterns

Decorations

Director—Helps and Forms

Attendance Chart

Award—Participation

Award—Visitor

Budget Worksheet

Caretaker Handbook (Sample)

Child Safety Precautions

Concession Stand Menu—Sample

Countdown Calendar

Course Overview

Daily Schedules

Decision Card

Director's Evaluation (submit by email)

Director's Evaluation

Job Descriptions

Jokes

Leadership Chart

Leading a Child to Christ (KJV)

Leading a Child to Christ

Memory Verses

Memory Verses (KJV)

News Release

Prayer List

Room Assignments

Room Schedule

Scavenger Hunts

Schedule

Staff Devotions KJV

Staff Devotions

Team Guide Responsibilities

Team Placement

Team Roster

Terrific Trivia

Time Lab Promo Skits

Top 20 Tips for Working with Children (KJV)

Top 20 Tips for Working with Children

VBS Crew Chart

Word Puzzles

Workshop Invitation—Gospel

Workshop Invitation—Teacher

Workshop Invitation—Volunteer

Director—Registration Forms

Nursery Letter to Parents (sample)

Registration Confirmation

Registration Form—Child

Registration Form—Nursery

Registration Form—Volunteer

Worker Pledge (KJV)

Worker Pledge

Drama

Scripts

Set Art

Sound Effects

Extra Pieces

Drama Short Scripts

Option 1 Drama Scripts and sound effects

Option 2 Skits

Logos

Main and Simple Logos

Font and Template Info

Color Palette

Mission Moment: Children's Hunger Fund

Digital Files

PowerPoint

Print

Scripts

Videos

Mission Moment: Wild Brothers Videos**Presentation Images**

Animal Pals

Blank Backgrounds

Creature Features

Days of Creation

Memory Verses (ESV, KJV)

Overviews

Teacher Posters

Terrific Trivia

PowerPoint of All

Short Animations

Supercharged Carnival

Face Painting Reference Chart

Oh Nuts Stacking Styles

Games

Invitation

Ticket

Rocket Golf Template

Time Lab Coloring Sheet

Time Tunnel Photo Spot Template

Supply Lists

Craft Supply List

Experiments Supply List

Game Supply List

Junior Supply List

Mission Supply List

Pre-Primary Supply List

Primary Supply List

Snack Supply List

Toddler Supply List

Teacher—Decorating Helps**Teacher—Junior**

Patterns

Animal Pals Coloring Sheets

Junior Teacher Guide RTF

Junior Student Guide Pages Without Images of Jesus

Memory Verse Coloring Sheets

Small Group Discussion Sheets

Teacher—Primary

Patterns

Animal Pals Coloring Sheets

Memory Verse Coloring Sheets (ESV and KJV)

Puppet Scripts

Primary Teacher Guide RTF

Primary Student Guide Pages Without Images of Jesus

Small Group Discussion Sheets

Teacher—Pre-Primary

Patterns

Animal Pals Coloring Sheets

Exploration Station Posters

Exploration Stations Overview

Memory Verse Coloring Sheets

Puppet Scripts

Pre-Primary Teacher Guide RTF

Teacher—Toddler

Forms

Patterns

Animal Pals Coloring Sheets

Exploration Station Posters

Exploration Stations Overview

Memory Verse Coloring Sheets

Toddler Alternate Craft Patterns

Puppet Scripts

Toddler Teacher Guide RTF

Teacher—Simple Songs
(Songs for Pre-Primary and Toddler Teachers)

Teacher—Sound Effects

Music Resource DVD-ROM

Video Resources

Hand Motion Videos

Hand Motion Instructional Videos (Contemporary only)

Song Lyric Videos

Song Resources

Song Lyrics

Presentation Images of Songs

Powering Up

Blessed is the man who walks not in the counsel of the wicked, nor stands in the way of sinners, nor sits in the seat of scoffers; but his delight is in the law of the Lord, and on his law he meditates day and night. He is like a tree planted by streams of water that yields its fruit in its season, and its leaf does not wither. In all that he does, he prospers. Psalm 1:1–3

To ensure that your VBS stays on track and you're tapping into the true source of power, work on deepening your relationship with the Lord before, during, and after VBS. As director, your commitment to continual growth in your personal relationship with the Lord is vital. This comes as you depend upon the Lord and eagerly follow after him. Daily prayer and Bible study provide fuel for your growth. The Lord tells us that "whoever abides in me and I in him, he it is that bears much fruit, for apart from me you can do nothing." (John 15:5). Encourage your staff to regularly spend time fellowshiping with the Lord through prayer and reading his Word.

Take seriously the responsibility of finding a prayer coordinator to head up a VBS prayer ministry. Copy the following page for your prayer coordinator and encourage him to put together a combination of ideas that suits your situation.

Devotions for each VBS day have also been provided. You may want to read through these together or encourage your staff to read them on their own. Copies of the devotions can also be found on the Resource DVD-ROM in the *Helper Handbook* (item 11-6-007) and in the teacher guides for each age group.



Praying for Your VBS

Praying that the Lord will use this VBS program for his purposes is vital. Apart from him, we can do nothing. As you launch your prayer ministry, choose from the following ideas.

Top 10 Tips for a VBS Prayer Ministry

“When God plans a great work, he first sets his people to prayer.” Charles Spurgeon

1. Find prayer warriors. Enlist people who are willing to pray consistently for VBS. Send each of them a list of VBS prayer requests for which they can regularly be praying. See the prayer calendar sample on the DVD-ROM for ideas.
2. Set up an email prayer loop. Use your church's email prayer loop—or create your own—to pass along VBS requests.
3. Gather your VBS crew to pray. Pray at meetings and encourage them to pray on their own. Have each draw a name of a fellow crew member to pray for and with.
4. Hold a weekly prayer meeting devoted to VBS. Pray over that week's praises and prayer requests.
5. Encourage your team leaders to pray through the names on their class lists before, during, and after VBS.
6. Hold a dedication service. Encourage the pastoral staff to include a time of prayer during the church service the Sunday before VBS.
7. Print maps and prayer request sheets and encourage your church family to walk the premises and pray over every area of the building and grounds.
8. Pass out “Praying for You” postcards (item 11-6-028) to willing and trustworthy church members with instructions to write a quick note to a child, letting him know someone is praying for him. Collect the postcards the week before VBS begins, and have church staff address and mail them.
9. People who may not be able to make it to VBS can help by praying during the VBS hours from work, home, or wherever they are.
10. When VBS is over, continue to encourage your church family to pray for the children who came to VBS. Ask God to continue to work in their hearts and minds.



Staff Devotions

Devotion 1 Destination: Creation

In the beginning was the Word, and the Word was with God, and the Word was God. John 1:1

Imagine meeting a man who claimed to be God. What would you think? Crazy nut?

Now imagine this man claimed to be the fulfillment of statements written hundreds of years before. Sure, sure, weirdo.

Now imagine the little boy down the street who had died was running around again. The man who claimed to be God had raised him from the dead. It was no trick—you had seen the boy after he died, and he was now playing with your kids.

The more you hear him teach, the more you realize this *man* is claiming to be the I Am—the eternally existent one. The man standing before you made the trees in the beginning? He made the dinosaurs and . . . you?

Makes you think, doesn't it? Could this man really be who he claimed to be?

This is Jesus.

Even though today we would (and should) scoff at someone staking a claim to deity, Jesus Christ was the real deal. He was the Creator incarnate, the God-Man, the one who came to save his people from their sins, fulfilling the promises God had made since the beginning of time. In fact, he is the creator of time itself and exists outside of time from all eternity. He didn't begin as a babe in a manger—he has existed from all eternity, calling the worlds into being, fashioning the planets and stars, speaking life into a lump of dust, and planning his entrance into time and his subsequent death from the very beginning.

For by him all things were created, in heaven and on earth, visible and invisible, whether thrones or dominions or rulers or authorities—all things were created through him and for him. And he is before all things, and in him all things hold together. And he is the head of the body, the church. He is the beginning, the firstborn from the dead, that in everything he might be preeminent. For in him all the fullness of God was pleased to dwell, and through him to reconcile to himself all things, whether

on earth or in heaven, making peace by the blood of his cross. Colossians 1:16–20

As you study your Bible, focus your attention on Genesis 1 and John 1. Of all the people who have ever lived, ever led a religion, ever claimed to be a deity, only Jesus has the credentials to deserve our worship and devotion. And the only way we can know the truth about him is through his inspired Word, the Bible.

As you prepare to meet Jesus the Creator with your students today, let's meditate on this Puritan prayer about our eternal God and Savior Jesus Christ.

O Lord God, who inhabits eternity
The heavens declare thy glory,
The earth thy riches,
The universe is thy temple;
Thy presence fills immensity,
Yet thou hast of thy pleasure created life,
and communicated happiness;
Thou hast made me what I am,
and given me
what I have;
In thee I live and move and have my being;
Thy providence has set the bounds of my habitation,
and wisely administers all my affairs.
I thank thee for thy riches to me in Jesus,
for the unclouded revelation of him in thy Word,
where I behold his Person, character, grace, glory,
humiliation, sufferings, death, and resurrection;
Impress me deeply with a sense
of thine
omnipresence, that thou art about my path,
my ways, my lying down, my end.

—Arthur Bennet, *The Valley of Vision*
(The Banner of Truth Trust: 2005), "God the Source
of All Good."