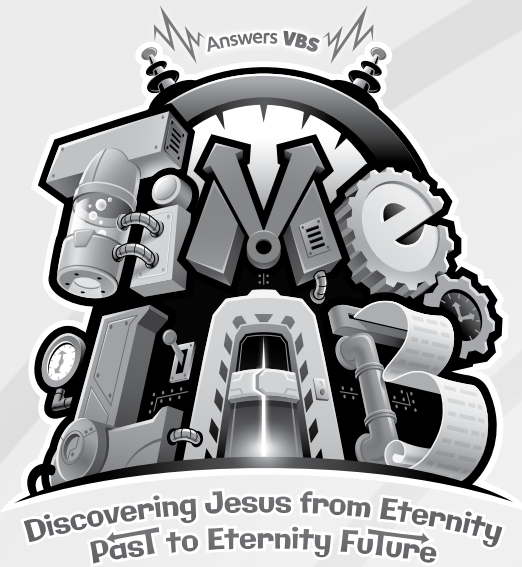


# Course Overview

	Day 1	Day 2	Day 3	Day 4	Day 5
<b>Title</b>	Destination: Creation	Destination: Old Testament Locations	Destination: Visitation	Destination: Preparation	Destination: Celebration
<b>Time Tracker</b>	Jesus* Before and at Creation	Jesus* in the Old Testament	Jesus in the New Testament	Jesus Now	Jesus in the Future
<b>Sim Station Lesson Focus</b>	Jesus <i>always has been, always will be</i> with us.	Jesus <i>always has been, always will be</i> a promise keeper, from Old Testament times to forever.	Jesus <i>always has been, always will be</i> ready to love and forgive those who truly want to become his children.	Jesus <i>always has been, always will be</i> caring for his children—even now from heaven.	Jesus <i>always has been, always will be</i> in charge, including when he reigns as King of kings in the new heaven and new earth.
<b>Bible Passages</b>	Genesis 1 John 1:1–3	Genesis 18 Exodus 3	Selected Verses	Acts 1 John 14:2–3	Revelation 21–22
<b>High Voltage Verses</b>	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	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	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	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
<b>Animal Pals</b>	Flutter the Sparrow	Lottie the Lamb	Sergeant the St. Bernard	Bucky the Beaver	King the Lion
<b>Daily C</b>	Creation	Christophany	Cross	Clouds	Crown
<b>Apologetics Focus</b>	Jesus as a member of the Trinity	Prophecies made and fulfilled about Jesus	Jesus is fully man and fully God	Evidences of the resurrection of Jesus	Jesus on the New Earth
<b>Inventors' Science and Crafts</b>	Experiments: A Work of Art & Rocks That Fizz  Main Craft: Eternity Circlet	Experiments: Moments in Time & Time to Shine  Main Craft: Burning Bush Light	Experiments: Balancing Act & Don't Lose Your Marbles!  Main Craft: Criss-Cross	Experiments: The Hand Is Quicker than the Eye & Blast Off!  Main Craft: Time Warp Time Capsule	Experiments: This Is Nuts! & Twister Time  Main Craft: Build-a-Bot Pencil Holder
<b>Quantum Leap Games</b>	Garden of Eden Games	Ancient Hebrew Games	Ancient Roman Games	Nowadays Games	Futuristic Games
<b>Bits and Bytes Snacks</b>	Beginning of Time Treats Trinity Trio	Sarah's Cakes Burning Branches	Christmas Cookies Resurrection Brownies	Mansion of Many Rooms Cotton Candy Clouds	King's Crowns Petri Critters
<b>Cool Contests</b>	Back in Time Candy Contest	Backwards Day Team Cheers	Christmas in ____ (month of your VBS)	Dress-Up Day Design-the-Time Challenge	Mission Money Mania Names of Jesus Challenge

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



# Contents

Handy Helps . . . . .	3
Let's Get Charged Up!. . . . .	3
Our Goal . . . . .	3
Your Role . . . . .	4
Frequently Asked Questions. . . . .	5
Terms to Know . . . . .	5
Assemblies . . . . .	7
Daily Assemblies. . . . .	7
Time Travel Tunes . . . . .	9
Cool Contests . . . . .	11
Daily Special Contests . . . . .	11
Creature Features . . . . .	13
Mission Moment. . . . .	14
Daily Assembly Scripts . . . . .	16
Closing Program . . . . .	31
Drama Production . . . . .	33
Drama Overview. . . . .	33
Production Notes . . . . .	34
Rehearsal and Production Schedule . . . . .	35
A Word about Drama for Children . . . . .	36
Support Crew. . . . .	36
Costume Suggestions. . . . .	37
Daily Props List. . . . .	38
Media & Sound Effects List. . . . .	39
Set Design & Construction . . . . .	41
Step 1: Design Your Set Pieces . . . . .	41
Step 2: Paint Your Set Pieces. . . . .	43
Step 3: Install Your Set . . . . .	43
Step 4: Add Finishing Touches. . . . .	43
Time Lab Scene Setters . . . . .	44
Drama Scripts. . . . .	45
Day 1 Drama . . . . .	45
Day 2 Drama . . . . .	49
Day 3 Drama . . . . .	55
Day 4 Drama . . . . .	59
Day 5 Drama . . . . .	63

## Limited license to copy:

A limited license is available to make copies of this book. You may make copies of portions of the book if 1) you are the purchaser; 2) the copies are used exclusively for non-commercial purposes within your church or organization (an entire denomination is not considered a "church" or "organization" under this license); and 3) you follow the instructions provided in the book.

## Assembly Guide

Copyright © 2017 Answers in Genesis. All rights reserved. Limited license to copy.

Project Coordinator: Stacia McKeever

Written by Randy and Barb Witt

Interior layout by Diane King

Edited by Mikayla Klein and Joan Hartley

Cover design by Jon Seest

Illustrations by Paul Agner

Scripture quotations are from the ESV® Bible (The Holy Bible, English Standard Version®), copyright © 2001 by Crossway, a publishing ministry of Good News Publishers. Used by permission. All rights reserved.

For more information, write:

Answers in Genesis, PO Box 510, Hebron, KY 41048

Printed in China.

# Handy Helps

## Let's Get Charged Up!

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

Your role as music coordinator, mission coordinator, and/or drama 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. Then get ready! God is about to use you and your church to impact lives!

### Music Coordinator

- Learn all music and motions for the songs (see the *Time Travel Tunes* DVD for help)
- Help plan and run the daily assemblies, including standing up front and enthusiastically leading the music
- Train others to learn songs and motions so they can also help lead music
- Help plan and run the closing program

### Mission Coordinator

- Choose a mission project or projects for all ages
- Arrange all details related to presenting the mission project during VBS week

- Act as the presenter of the mission information the week of VBS
- Deliver the mission collection to the appropriate parties after VBS is over

### Drama Director

- Choose actors for the drama and prepare folders for each with copies of the scripts
- Organize a rehearsal schedule
- Run the drama practices and oversee all aspects of the production (lighting, sound, costumes, props, etc.)
- Provide direction for the design of the set
- Oversee the production of the dramas during the week of VBS
- Help plan and run the closing program

# 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](http://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.



# Assemblies

## Daily Assemblies

One of the most exciting parts of *Time Lab* is the opening and closing assembly time. Each day begins and ends with an assembly of all classes and includes an array of activities. (See below.) The assemblies can be led by the VBS director, children's pastor, music coordinator, drama director, a volunteer, or a combination of these.

### Assembly Activities

#### Welcome

Welcoming everyone to VBS is the first thing we do at *Time Lab*. And since first impressions are so important, our "welcome" includes some humor and a quick introduction to the day's theme.

#### Time Travel Tunes

Kids love to sing, and kids love song motions. That's why we do both at *Time Lab*. The *Time Travel Tunes* CD features fun songs that reinforce the spiritual theme. See the Music Leader Set (either contemporary or traditional) that is included with a Super Starter Kit for a Music CD (stereo, split-track, instrumental-only versions of each song), Hand Motions DVD, and Resource DVD-ROM (featuring lyric videos, HD versions of the hand motions videos, presentation images, and PDFs of the song lyrics). Sheet music, student CDs, and songbooks are also available.

Additionally, included in the Super Starter Kit is a Memory Verse Songs Leader Set. This features each of the main memory verses set to fun, upbeat music by Seeds Family Worship (contemporary) or Majesty Music (traditional). Singing Scripture is an easy and exciting way to encourage your kids to memorize their Bible verses!

#### Mission Moment

During the opening assembly, the VBS mission project is highlighted. Collecting money for *It's About Time* in partnership with Children's Hunger Fund allows the children to contribute to the physical needs of children around the world, giving them an opportunity to hear the gospel. See the Mission Moment section for more information and the Resource DVD-ROM for videos and printable handouts.

An expanded version of this section (which includes a daily video from the Wild Brothers) is also featured in the science and craft guide. Some churches may want to have a separate mission time and only announce the total collected during the assembly time. Be sure to check with your director to find out when this will be done.

#### Creature Feature

During the closing assembly (or opening assembly if that works better for you), kids learn about each day's animal pal. See the Creature Feature section for information.

#### Drama

Because each day's drama segment is part of a continuing week-long story, it is one of the most anticipated events of VBS. The dramas are presented in the closing assembly each day. For information about the dramas, including set design and construction and each day's script, see the Drama section.

As an alternative, short, simple skits for each day using fewer people are also offered on the Resource DVD-ROM.

#### Cool Contests

Not only do kids love to sing, but they also love a challenge. That's why *Time Lab* has contests each day to keep excitement running high. Contest results are presented daily during the closing assembly. See the Cool Contests section for more information.

#### Announcements

Announcements can be made toward the end of each opening and closing assembly and should include information about the next day's contest and a reminder to bring mission money.

#### Prayer

At the end of the opening assembly, just before everyone is dismissed, ask for God's protection and blessing on your day. At the end of the closing assembly, thank God for a good day at VBS.

#### Tip Corner

- Use class signs to identify where each class should sit. Sign posts can be made and reused each year.

- Play VBS music before and after each assembly to enhance the atmosphere.
- In preparation for VBS, have some (or all) of your leaders learn the song motions.
- To add variety, wear a lab coat or a crazy wig, or bring out an interesting prop as you lead a song.

### Daily Assembly Scripts

For your assembly leader, a detailed program for each assembly, including all scripted segments, is provided beginning on page 16. These include the welcomes, Mission Moments, songs, and Creature Features. These scripts are also available on the Resource DVD-ROM.



### Order of Program Forms

So that your assembly leader and production crew are on the same page, blank, reproducible “order of program” forms are provided for the opening and closing assemblies on the Resource DVD-ROM. Before each assembly, insert the songs of your choice and your notes. Then photocopy the completed form and distribute to your production crew.



# Time Travel Tunes

Kids love to sing, and kids love song motions. That's why we do both at *Time Lab*. *Time Travel Tunes* features fun songs that reinforce the spiritual theme. We have provided a variety of songs to go along with each day's teaching, however, feel free to choose the songs that work best for your children. You can use all of the songs throughout the week or just choose a few to repeat every day so the kids can learn them. You may also want to begin teaching the songs to your children a few weeks before VBS begins. Use your

Sunday school, children's church, or Wednesday evening programs to familiarize them with the VBS music. Hand out CDs of the music or encourage parents to download the audio files from [answersbookstore.com](http://answersbookstore.com) and play them for the children in the car and at home.

Note: Original purchasers of these music products (CDs, DVDs, and songbooks) are given limited permission to copy up to 25% of the total number of copies needed.

## Music Leader Set

Included in each Super Starter Kit is a Music Leader Set, either contemporary (11-6-059) or traditional (11-6-060; music produced by Majesty Music). These sets are also available for purchase separately. The Music Leader Set features a Leader Music CD, Music Resource DVD-ROM, and Leader DVD.

### Leader Music CD

This music CD features stereo, split-track, and instrumental-only versions of the songs.



### Contemporary Songs

- Theme Song: "Time Lab" (2:05)
- Day 1 Song: "Alpha and Omega" (2:19)
- Day 2 Song: "Rock of Ages" (2:22)
- Day 3 Song: "Light of the World" (3:26)
- Day 4 Song: "High Places" (2:37)
- Day 5 Song: "Jesus Reigns" (2:29)
- Any Day Song: "Fairest Lord Jesus" (2:35)
- Any Day Song: "Glory Be to Jesus" (3:18)

### Traditional Songs

- Theme Song: "Time Lab" (2:42)
- Day 1 Song: "God of Wonders" (3:10)
- Day 2 Song: "The Promise Keeper" (3:08)
- Day 3 Song: "Behold the Lamb" (2:37)
- Day 4 Song: "Always the Same" (3:22)
- Day 5 Song: "He Is King" (2:26)
- Any Day Song: "All Hail the Power of Jesus' Name" (3:08)

### Music Resource DVD-ROM

This DVD-ROM features song lyric videos, hand motions videos, presentation images of the songs, and a document of the lyrics.

### Leader DVD

This DVD features song lyric videos and hand motion videos. The contemporary DVD features bonus instructional videos of the motions for each song. Leaders can use these videos to learn the motions themselves before leading the kids at VBS.



## Additional Music Aids



### Sheet Music

The Super Starter Kit includes a sheet music book for your chosen music track. This book includes the lyrics and the accompaniment for each song. This book can also be purchased separately. (Contemporary—11-6-065; Traditional—11-6-066)

### Student CDs

Audio CDs of the full-track songs are sold in packs of ten. These can be distributed with the songbooks to the children and their parents before or during VBS to help with learning the songs. They make great rewards and souvenirs of VBS, as well. NEW for this year: we have combined the memory verse and *Time Lab* songs together on one student CD! (Contemporary—11-6-061; Traditional—11-6-062)

### Songbook

A sample songbook is also included in the Super Starter Kit. These are for sale in packs of ten and can be distributed to the children or parents before or during VBS to help with learning the lyrics to the songs. (Contemporary—11-6-067; Traditional—11-6-068)



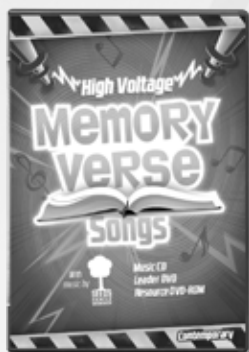
### Student Hand Motion DVDs

The hand motions DVD is available for purchase individually. These DVDs can be distributed to children who would like to take them home to watch long after VBS is over. (Contemporary—11-6-055; Traditional—11-6-142)

### Digital Downloads

Lead sheets, chord charts, and audio files of each contemporary music song are available to purchase and download from [answersbookstore.com](http://answersbookstore.com). Hand motions videos and song lyric videos are also available to purchase and download.

## Memory Verse Songs



Encourage your kids to learn their memory verses the easy way—by singing them! We offer fun songs for each of the memory verses from *Time Lab*.

The contemporary Memory Verse Music Leader Set (Music CD, Leader DVD, Resource DVD-ROM), featuring songs produced by Seeds Family Worship, is available in the contemporary Super Starter Kit and is also available for purchase separately (11-6-069). You can purchase student CDs (11-6-061) in packs of 10, as well.

The traditional Memory Verse Music Leader Set (Music CD, Resource DVD-ROM), featuring songs produced by

Majesty Music, is available in the traditional Super Starter Kit and is also available for purchase separately (11-6-063). You can purchase student CDs (11-6-062) in packs of 10, as well.

Day 1 Song: “Colossians 1:16–17—By Him” (2:48)

Day 2 Song: “Hebrews 13:8—Yesterday, Today, and Forever” (2:53)

Day 3 Song: “John 3:16—For God So Loved the World” (2:48)

Day 4 Song: “John 14:2—In My Father’s House” (3:19)

Day 5 Song: “Philippians 2:9–11—Jesus Christ Is Lord” (3:30)

Theme Verse Song: “Revelation 1:8—The Alpha and the Omega” (3:30)

# Cool Contests

It never fails—announce a contest, and watch kids light up! At *Time Lab* there will be daily contests running in one of three ways. Decide which option best suits your situation and plan accordingly.

## Individual Effort

Each child earns points daily for the following:

- Attendance
- Learning the daily memory verse
- Learning the daily bonus memory verse (John 1:1–4, 14 is suggested, doing one verse a day, but any verse or passage for the week can work)
- Bringing a visitor
- Participating in the daily special contest (see specifics below)

These points are tallied, and the child receives a prize if he or she reaches a certain point total. The Resource DVD-ROM contains a roster on which to tally the points.

## Team Effort

Teams earn points as above, but all the points are tallied and scored for the whole team instead of the individual. If the team reaches a certain point total, all children on that team will receive a special prize.

Another option for team effort is to tally the team points and award prizes to the top one or two teams daily.

## Whole Group Effort

All the children in VBS work together to reach a certain number of points. If they reach the goal, they receive a prize.

## Daily Special Contests

The suggested daily special contests are outlined below. Communicate these clearly the day before each occurs so the children know what they need to do to earn points. On the first day, however, you'll need to announce it in the Day 1 opening assembly.

### Day 1: Back in Time Candy Contest

Ahead of time, choose candies from the list below. Choose individually wrapped, fun-size candies.

During the opening assembly, tell the kids you're traveling back in time to find out when certain candies were invented. Assign each class a candy. You can either give each class a different candy to figure out (one class tries to figure out when Tootsie Pops® were invented, one class when Sweet Tarts® were invented, and so on), or each class can try to figure out the same candy (every class tries to figure out when Starbursts® were invented). Instruct them to not use smartphones to look up the answer.

Candy suggestions: 1920s—Milk Duds®, Chuckles®, Dum Dums®; 1930s—Crunch®, 3 Musketeers®, Tootsie Pops®, Kit Kats®; 1940s—M&Ms®, Junior Mints®, Dots®, Jolly Ranchers®; 1950s—Wax Bottles®; 1960s—Lemonheads®, Starburst®, Sweet Tarts®, Swedish Fish®, Twizzlers®; 1970s—Gobstoppers®, Laffy Taffy®, Rolos®, Twix®; 1980s—Airheads®, Skittles®, Sour Patch Kids®, Gummy Bears®, Nerds®, Spree®.

Each class has to decide if they think their candy was invented in the 20s, 30s, 40s, 50s, 60s, 70s, or 80s. Have them turn in answers before the closing, or have them share answers during the closing and then determine if they are correct. If they are within one decade either way they get to take one piece of that candy. (For instance, if they guess 1950s, their class would win if it was invented in the 40s,

50s, or 60s.) Have bags of candy ready so when a class wins, you can just hand the leader a bag of Laffy Taffy® (or whatever candy it is), and the leader can give each child one. Anyone participating in this contest should get credit on the team roster.

Reminder: Make sure to announce Day 2's contest during the Day 1 closing assembly so they can work on it at home before the start of Day 2!

### Day 2: Backwards Day and Team Cheers

Have the kids wear something backwards (a hat, a shirt, socks, jewelry, etc.) as we head back in time. Also, encourage them to make up songs, posters, cheers, or chants to show their team spirit. They can share these during the opening or closing assembly. Anyone participating in this contest should get credit on the team roster.

Reminder: Announce Day 3's contest during the Day 2 closing assembly.

### Day 3: Christmas in \_\_\_\_ (month of VBS)

As we talk about Jesus' birth today, we'll have fun celebrating Christmas in \_\_\_\_ (month of your VBS). The kids should wear something red or green, or something Christmas-y. Anyone participating in this contest should get credit on the team roster.

Reminder: Announce Day 4's contest during the Day 3 closing assembly.

### Day 4: Dress-Up Day and Design-the-Time Challenge

Dress-up day is always a favorite! Kids can dress up as scientists (lab coat, wig, etc.) or people from different time periods (e.g., a Roman soldier, a knight, a princess from the

Middle Ages, a Bible-times person, a famous inventor). Anyone who wears anything thematic (even if it's something small) gets credit on the team roster for participating in today's contest. (Check the Craft Guide for a Bible time headdress that makes a good quick extra craft for this day. Get a group picture with everyone wearing them!)

For the Design-the-Time Challenge, have the time travelers design their own "time machines" out of materials they can find at home, like boxes, plastic lids, buttons, foil, and pipe cleaners. Anyone participating in the challenge gets credit on the team roster.

Reminder: Announce Day 5's contest during the Day 4 closing assembly.

## Day 5: Mission Money Mania and Names of Jesus Challenge

Bring in your final mission offering today. No amount is too big or too small! Anyone participating in this contest should get credit on the team roster—in fact, it's fun to give double points today!

Also, challenge the kids to look up names of Jesus in the Bible and see how many they can find. You may want to teach them about a concordance or show them how to look them up online. Anyone who brings in at least five written down gets credit for participating in this contest.

## Suggested Prizes

A small sampling of available prizes, available from [answersbookstore.com](http://answersbookstore.com), includes the following:

- Tubular bandanas (11-6-152; 11-6-153; 11-6-154; 11-6-155)
- Wristbands (11-6-083)
- Stickers (11-6-088)
- Puzzles (11-6-094)
- Water bottle (11-6-081)
- Pencils (11-6-085)
- Carabiner (11-6-082)
- Pen (11-6-086)
- Puffy stickers (11-6-143)
- Child backpack (11-6-144)
- Notepads (11-6-146)
- Scratch art (11-6-147)

- Scientist goggles (11-6-148)
- St. Bernard foam figure (11-6-149)

You can also check online retailers, such as Oriental Trading Company ([orientaltrading.com](http://orientaltrading.com)) and Rhode Island Novelties ([rinovelty.com](http://rinovelty.com)), for inexpensive, bulk prizes and local discount retailers that sell bulk, individually wrapped candy or other edible treats. Some prize possibilities include: scientist goggles; twisty straws; toy springs; mini lava lamps; bubbles; swirl balls, marble balls, earth balls; spin disc tops; foam rocket flyers; light up items (glow necklaces, bracelets, balls); robot items (robot hand, robot rubber buddy, robot stickers or squish toys); toy globes, maps, compasses; toy watches, clocks, sand timers; light bulb pencil sharpeners; glow-in-the-dark sun, moon, stars, planets; balance toys; water spiral timers/liquid timers; globe beach balls; plasma balls (expensive); kids' lab coats (expensive); candies such as Milky Ways®, Pop Rocks®, Starburst®, Twizzlers®, Gumdrops/Dots®, Smarties®, silver Hershey Kisses®, or rope candy.

# Creature Features

During the assemblies each day, we'll share a Creature Feature to highlight the incredible design features of five amazing animals the Creator has designed. These are written into the closing assembly but can also be done during the opening assembly—your choice!

## Day 1: Sparrow

Today, we'll have fun meeting the sparrow, a beautiful little bird with so many incredible design features. Their toes keep them secure on branches (even when they're asleep!), their beaks are designed like a multi-tool, their bones are hollow, and their feathers are lightweight to help them fly through the air. All these features and more point to an amazing Creator who thought of everything!

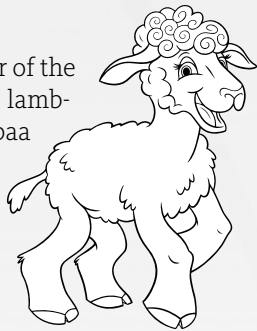
Our sparrow reminds us that Jesus invented and cares about all living things, including birds. According to what Jesus said, not one sparrow will fall to the ground apart from his knowledge. He also reminds us that we are of much more value to God than sparrows. Jesus cares for the sparrows, but he cares so much more for us!



## Day 2: Lamb

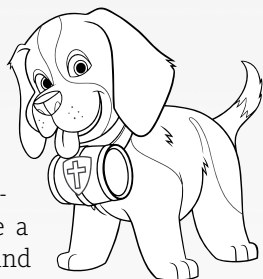
Time to meet the lamb, the youngster of the sheep family, at under one year old. A lamb can find its mama by the sound of her baa because God gave each mother sheep her own unique baa! God also gave lambs a split in their upper lip so they can easily pick leaves off plants. And lambs have a special stomach with four compartments.

The Bible talks often about lambs and sheep. *Lamb* is even used as a title for Jesus—the Lamb of God. The lamb can remind us that even though people sacrificed lambs throughout Old Testament times to atone for their sins, there is only one Lamb who can take away the sin of the world—Jesus! Jesus is the last and final sacrifice for sin.



## Day 3: St. Bernard

Here's an animal that has to make you smile. These lovable dogs, famous for being involved in search and rescue missions, have an unusually fabulous sense of direction (like a built-in GPS!), are big and strong, and have an enormous batch of fur. All of these God-designed features make them great at finding and saving lost people in snowstorms.

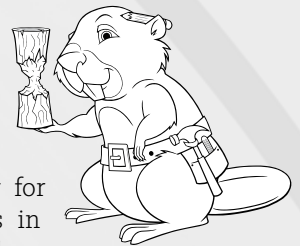


The St. Bernard reminds us that as God created it to seek and save lost people in storms, Jesus also came to seek and save those who are spiritually lost and separated from him.

## Day 4: Beaver

Have you heard of being busy as a beaver? These creatures are busy building their dams and lodges to live in the water. God gave them amazing, self-sharpening teeth that can gnaw down trees quickly for their homes. They also have flaps in their mouths that allow them to chew underwater without getting water down their throats, and transparent eyelids so they can see underwater.

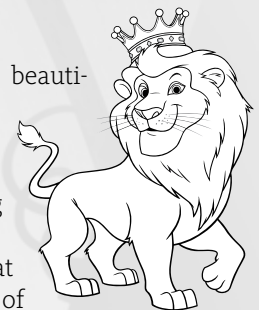
Our beaver reminds us that he is busy building his home, and Jesus is busy building a home for his children, too. All those who belong to the Lord will live there someday in the new heaven and new earth!



## Day 5: Lion

Who can resist the majestic and beautiful lion? Lions are the king of their environment. God gave them many amazing features, such as having a huge roar and the ability to jump long distances to pounce on prey.

Our lion is a great reminder that just as he rules and reigns as king of the jungle, Jesus rules and reigns as King of kings and Lord of lords on the new heaven and new earth.



# Mission Moment

The mission emphasis to your VBS program provides an amazing opportunity for children to participate in giving to ministries that share the gospel. Check with your director to see when she wants to feature the Mission Moment—either during the assembly time or during one of the rotations. The craft guide contains additional activity ideas and videos from the Wild Brothers. (See the craft guide for more information).

This year, we've partnered with Children's Hunger Fund to provide food and the hope of the gospel to hungry children in the US and across the globe. *It's About Time* is a fun and meaningful addition to your VBS program, teaching kids about poverty around the world, and empowering them to make a difference.

## Mission: It's About Time



Throughout the years, decades, and centuries, God has remained faithful. This week, as we explore the subject of time, we will visit different regions and years to see how God has always been in control.

Each day, your class will meet a new boy or girl in a different part of the world who is hungry, hurting, and without Jesus.

From Haiti, Uganda, Thailand, Ukraine, and the United States, you will hear the stories of children whose lives have been uniquely affected by poverty. These children have no guarantee of meals, shelter, or an education. And worst of all, they are living apart from the hope that only comes from their Creator, Jesus Christ.

The good news is you and your kids have the power to make a difference!

The Bible says that giving generously to the poor is really giving generously to God himself (Proverbs 19:17). Teach your VBS class the great joy that comes from sacrificing for the sake of Jesus and his gospel.

### Setting Off!

During the Mission Moment, you and your kids will join Dr. Wen II in her time lab. Together, you will learn about the faithfulness of Christ through the ages, and how coins can be used to fill Food Paks to support local churches in delivering hope and food to children in need all over the world. Your mission is to collect coins for meals that will be delivered in Children's Hunger Fund Food Paks.

A Food Pak is a 20-pound box of nutritious food that is hand-delivered to the home of a needy family by a trained volunteer from a local church in their community.

Rally your kids to raise funds for the meals that go in every Food Pak. Each meal costs only 25 cents! So, every dollar that's raised provides four meals for hungry kids—and each meal represents an opportunity to proclaim the gospel!

**EVANGELISM OPPORTUNITY:** Answers in Genesis, Slavic Gospel Association, and Children's Hunger Fund have joined forces to create gospel tracts—available in English, Thai, Russian, Spanish, and French—which are included with each Food Pak! Samples of these colorful, kid-friendly tracts are in your Starter Kit. Purchasing the English versions of these tracts in bulk helps to fund the distribution of these tracts. See the VBS Resource Catalog for ordering information.

The following items are available on the Resource DVD-ROM or for download from [AnswersVBS.com/CHF2018](http://AnswersVBS.com/CHF2018).

- Printable Child Profiles—Five days of true stories about hungry kids in the US and other countries. These exciting and educational prayer briefings will help your kids connect with the real needs of suffering children.
- Printable “Map of the World” activity sheet, featuring locations of the children from the daily stories
- Printable *It's About Time* banner artwork
- Printable *It's About Time* artwork to help your kids track their fundraising progress
- Printable *It's About Time* fold-up Coin Pak bank for collecting coins
- Daily *It's About Time* videos

### Purchasing Items

Included in your starter kit is a sample of the sturdy, pop-up Coin Pak bank made for your kids to use as they collect quarters for meals. Check with your Director for this sample. After VBS, these will be fun souvenirs that can be kept as reminders to always care for the needs of others. Coin Paks are available for purchase from Children's Hunger Fund. (See below.)



Also available for purchase are beautiful handmade bracelets from Uganda. The beads on these bracelets are rolled by hand out of magazine paper by Ugandan men and women who have been trained and given fair-wage employment through one of our trusted ministry partners in Africa. A limited number of these bracelets are available for purchase to give as prizes and souvenirs for your kids, or thank-you gifts for your volunteers.

To order Coin Paks or bracelets, please visit [ChildrensHungerFund.org/AnswersVBS](http://ChildrensHungerFund.org/AnswersVBS). To place an order over the phone, call Children's Hunger Fund at 800-708-7589.

For questions regarding your Mission Moment resources, please call 800-708-7589 or email [VBS@ChildrensHungerFund.org](mailto:VBS@ChildrensHungerFund.org).

Orders must be received 14 days prior to your VBS date. Available while supplies last.

## Collecting Donations

Give children their own Coin Pak bank for collecting donations. Work with your director to set up a fun area (e.g., treasure boxes) for kids to deposit their money each day as they begin VBS. Encourage your kids in the weeks leading up to VBS to save their money and then begin collecting the first day. Or, plan on passing out the Coin Paks on Day 1 and begin collecting on Day 2.

Once you've totaled your donations, please make out a check to Children's Hunger Fund and indicate "It's About Time" in the memo area to ensure proper recognition, and fill out the Return Form. Send your check with the Return Form (on the Resource DVD-ROM or online) to:

Children's Hunger Fund  
Attn: It's About Time  
DEPT LA 24373  
Pasadena, CA 91185-4373

Learn more about the gospel-centered mercy ministry of Children's Hunger Fund at [ChildrensHungerFund.org](http://ChildrensHungerFund.org).

## Tracking Your Progress

To help your kids maintain their excitement, announce how many meals they provided each day. Check with your director to find out when to do this: either during this time or during the opening or closing assembly time.

Here are two fun ways to help your kids see their progress as they fundraise.

1. Make your own goal tracker and update it throughout the week. Create or print an empty analog clock and put equally spaced marks around the edge with designated dollar amounts that progress toward your goal. Each day, fill in the clock up to the next dollar amount using a marker and write the total number of meals raised so far next to it.
2. Show progress with the *It's About Time* PowerPoint slides. Update the slides with the total number of meals raised so far.

Consider having a contest between boys and girls or between teams to see which group can bring in the most money. Printable artwork and PowerPoint slides for your own goal tracker are on the Resource DVD-ROM.

## The Wild Brothers

Mike and Libby Wild, along with their four sons (Morgan, Hudson, Kian, and Asher), are a missionary family with New Tribes Mission, ministering to an unreached people group in Asia Pacific. Their four sons have produced high-quality videos about their adventures living in a remote area

and exploring the jungle around them. Find out more about the Wild Brothers at [TheWildBrothers.com](http://TheWildBrothers.com).

In partnership with Answers VBS, they have also produced five short videos for you to share with your kids during this time. These videos are available on the Resource DVD-ROM.

# Daily Assembly Scripts

## Day 1: Atomic Opening Assembly

### Welcome (2 minutes)

Each day, this quick, easy, wacky welcome introduces the kids to an invention and the theme of the day. You will need two people for the Welcome—one who is the wacky scientist and one other. You can use teens, team leaders, or your assembly leaders for this fun beginning. The welcomes take between one and three minutes, depending on the day.

Note: We used two assembly leaders. The one who played the scientist talked in a crazy accent. At the end of the welcome, he ran backstage, took off the lab coat and wig, then ran back to rejoin the other leader.

PROPS: Big glob of Play-Doh® and a wacky scientist costume (lab coat, crazy hair or wig)

**PERSON 1:** Welcomes everyone to *Time Lab*.

**PERSON 2:** Enters in the wacky scientist costume, holding the big glob of Play-Doh®. **Look what I've invented! I'm so excited! It may be a favorite invention of all time! I predict children will love it!**

**PERSON 1:** What is it?

**PERSON 2:** It's a dough-like substance that children can play with. I will put it in little cans to keep it fresh and make it in lots of colors. Then the kiddies can mold it and make it into all kinds of interesting shapes.

**PERSON 1:** What're you going to call it?

**PERSON 2:** I was thinking about calling it play...dough. Play dough. Isn't that clever?

**PERSON 1:** Well, Dr. Mister, I don't think you did your research about this because somebody already invented Play-Doh®.

**PERSON 2:** What? That's impossible!

**PERSON 1:** It's true. Play-Doh® was an accidental invention. A man named Noah McVicker made a substance that was first used as a wallpaper cleaner. It was great because it was safe and didn't stain the wallpaper while getting the marks off. Over time, it became popular in schools, and the company decided to market it as something children could play with. They changed the name to Play-Doh®, and the rest is history!

**PERSON 2:** And here I thought I had an idea that was brand new.

**PERSON 1:** Well, it's great that you tried, Dr. Mister! But the Bible tells us there's really no completely new idea under the sun. Only God, the original and perfect Inventor and

Creator, is able to create things from nothing. The rest of us just use the materials God has already created and the creative abilities he's given us to repurpose things into new inventions. The most amazing inventions of all occurred at the beginning of time, when God created the universe. We'll talk more about that today, but first, let's all stand and sing our theme song, "Time Lab!"

**PERSON 2:** Runs offstage, takes off the lab coat and wig, then runs back on and joins the song.

### Song (3 minutes)

"Time Lab"

### Song (3 minutes)

C: "Alpha and Omega" / T: "God of Wonders"

### Mission Moment (4 minutes)

SHOW: "It's About Time" slide

This week at *Time Lab*, we're learning that Jesus, the Son of God, existed before all of time and creation! Before the world began, Jesus was God and he was with God. The Son of God took part in creating the universe. Along with the earth, he created the sun and the moon to mark the days and seasons, and man and animals to live on the earth. In his loving care, he gave plants to feed the people that he created. Even at the beginning of time, the Son of God has been man's perfect Provider!

All over the world, and even in our own neighborhoods, there are kids just like us whose families don't have enough to eat every day. Jesus tells us that if he gives food to the birds that he created, he will surely give food to his people, whom he died for. More importantly, he offers eternal life to everyone and wants them to know him as the Son of God and the great Creator. Read Luke 12:24–31.

The Son of God loved us by giving up his life for us so that we could be forgiven and have eternal life with him in heaven. He gave his life without asking for anything back from us. The Bible tells us to give to others because we have received, and that when we give to the poor, it is an act of love to the great Creator. Read Proverbs 14:31.

Each day this week, we're going to learn about Jesus' goodness toward his people in the past, present, and future. Since Jesus has been so good to us, we are called to do good to others by meeting their needs. So, we're traveling through time to give meals to kids who don't have enough to eat.

We're teaming up with Children's Hunger Fund to deliver food and hope to children all over the world! Each day,



we'll learn about a special girl or boy in a different part of the world and the unique problems they face. Then, after learning about them, we're going to do something to help them!

SHOW: "It's About Time—Esther" slide

Today, we're meeting a very special little girl in Haiti, named Esther. We'll see how Esther learns about the great Creator, who knows and loves her.

SHOW: Video 1—Esther

Child's Name: Esther

Country: Haiti

Problem: Disaster

Haiti is a little island in the Caribbean. In 2010, Haiti experienced a big earthquake. A lot of homes and buildings were destroyed in the earthquake, and many people were left without food and shelter. Not only did Esther and her family lose their home, but her father died in the earthquake as well. Esther and her family now have to live in a tent.

Even many years after the earthquake, life is still difficult for Esther and her mom. Thankfully, through the support of Children's Hunger Fund and kids like you, a pastor in Haiti visits the tent city where Esther lives to bring food and share the hope of the gospel with Esther and her mom. The Son of God, the Creator, is not only providing for her physical needs through this pastor, but also her spiritual needs.

Now it's time for us to make a difference and deliver hope to kids like Esther! Here's our plan. Thanks to Children's Hunger Fund, churches deliver Food Paks to hungry kids and share the gospel with them—and we can help by

raising money for meals to go in the Food Paks. Each meal only costs 25 cents!

We're each going to take one of these Coin Paks home (show Coin Pak), and you're going to show the coin boxes to your family and friends and tell them about kids like Esther! Ask them to help you donate coins for meals. Remember, every 25 cents provides one meal for a hungry child!

Tomorrow, bring the coins you've collected. Each day, we'll count how many meals you've raised so far! Together, we can deliver hope to kids in need all over the world. Not only are we raising meals for them to eat, but we're also helping them hear about the good news of the Son of God, who is the great Creator and has existed for all of time!

Send each child home with an "Esther" profile sheet and a pop-up coin collection bank. Sturdy, pop-up collection banks are available for purchase from Children's Hunger Fund. See Mission Moment page for ordering instructions. Printable sheets and banks are included on the Resource DVD-ROM.

### Announcements (time varies)

Announce anything pertinent to your situation and that you'll be having daily contests. Explain how they work. Announce the Cool Contest for today: Back in Time Candy Contest. See the Cool Contests section in this guide for more details. Share that those participating in this contest get credit on their team roster.

### Prayer

### Dismissal

### Song (play as children leave)

C: "Glory Be to Jesus" / T: "All Hail the Power of Jesus' Name" / Memory Verse Song: "Revelation 1:8"

## Day 1: Atomic Closing Assembly

### Song (3 minutes)

C: "Jesus Reigns" / T: "He Is King"

### Song (3 minutes)

"Time Lab" / Memory Verse Song: "Colossians 1:16-17"

### Creature Feature: Sparrow (5 minutes)

In each day's Creature Feature, PERSON 1 does most of the talking, with PERSON 2 chiming in and giving goofy answers or doing something goofy as noted.

PRESENTATION SLIDES: See Resource DVD-ROM

PROPS: Buzzer sound effect (Resource DVD-ROM), bag or bottle of something gross to eat or drink (we used clam juice); multi-tool, feather, chair

SHOW: Creature Feature title slide

It's Creature Feature time, so let's get started! Every day we've got a special animal pal we're highlighting. Today's animal pal is Flutter the Sparrow.

SHOW: Flutter the Sparrow slide

A sparrow is a kind of bird. Now I've got a question for you. Tell someone sitting by you the answer to this question.

❓ *Who made birds and all animals?*

Pause a moment while kids share answers with their neighbor, then PERSON 2 gives an answer. Do the right or wrong buzzer sound effect depending on whether he said the right answer or a goofy wrong answer.

**How many said God?** Take a show of hands.

**How many said Jesus?** Take a show of hands.

Both answers are correct because Jesus is God! Did you know Jesus was actually present when God created everything at the beginning of time and that he is the Creator?

Now think about this: when we try to invent something, we use the materials that are already there and come up with a new way to use them, right? But when God invents things, he starts with nothing! He made the original kinds of birds from nothing! If you really think about it, it's crazy amazing. In the beginning, there was nothing, then . . . BAM! A bird!

We'll talk more about Jesus creating later, but for now, let's check out some cool design features God gave sparrows!

NOTE: Do as many as time allows. They are written in sections so you can delete parts.

## FEET

SHOW: Slide of a sparrow perched on a branch

Sparrows are known to be perchers. Perchers have 3 toes in the front and 1 long toe in the back. Their toes can wrap around branches.

**? Why do you think Jesus created perchers with toes that can wrap around branches?**

Pause a moment while kids share answers with their neighbor, then PERSON 2 gives an answer. Do the right or wrong buzzer sound effect depending on whether he said the right answer or a goofy wrong answer.

They have toes like that so they won't fall off a branch—they don't fall off even while they're asleep!

PERSON 2 asks how many of them have ever fallen out of bed, then relates a story about falling out of bed. PERSON 1 reminds them that wouldn't happen with a sparrow.

## BEAKS

PERSON 2 gets out a bag or bottle of something gross (we used clam juice) and starts eating or drinking it. PERSON 1 asks what it is and PERSON 2 tells what he is eating.

You'll eat anything, won't you? That's kind of like sparrows. They're not picky—they'll eat just about anything. And God gave them a special beak to help them do so.

PERSON 2 holds up a multi-tool and demonstrates while PERSON 1 talks.

Their beaks are like a multi-tool. First, they use them sort of like a hammer to pound and crush seeds.

They also use them like a chisel to peck away at bark to get to insects hidden in there—yum.

And they also just open up nice and wide and let moths fly in!

Now check out your fingernails.

Sparrows' beaks are made out of the same stuff as your fingernails. Our fingernails keep growing, and so do their beaks! God designed them that way so as they wear down from such hard use, a new part grows!

## FEATHERS

PERSON 2 starts blowing a feather around and continues for a few seconds while PERSON 1 asks the question.

**? Birds have light feathers. Why do you think it's important for their feathers to be light?**

Pause a moment while kids share answers with their neighbor, then PERSON 2 gives an answer. Do the right or wrong buzzer sound effect depending on whether he said the right answer or a goofy wrong answer.

SHOW: Slide of feather

Their feathers are light so they can stay up in the air. God designed birds' feathers in amazing ways. They're lightweight, as you can feel, but they're strong, too. If you look at them under a microscope, you'll see that they have barbs coming off the main stem. Off of those barbs, there's an amazing set of hooks on the left side and ridges on the right side that lock together, sort of like Velcro®. It lets the feather bend easily, but stay locked in place and lightweight for flight. And God put an oil gland in the midst of the feather to keep the bird's feathers in good shape. This also makes them waterproof. So if it's raining or a bird is in the water, the feathers won't get weighed down by water! Feathers couldn't have just happened. God designed them that way!

## HOLLOW BONES

**? Birds have hollow bones. Why do you think that is?**

Pause a moment while kids share answers with their neighbor, then PERSON 2 gives an answer. Do the right or wrong buzzer sound effect depending on whether he said the right answer or a goofy wrong answer.

Their bones are lightweight so the birds can get off the ground to fly. Even though God made them lightweight and hollow, he also designed them to be very strong.

PERSON 2 jumps off a chair, flapping as hard as he can. Comment that no matter how hard he tries, it won't work because God didn't give him feathers or hollow bones like birds.

## WRAP UP

SHOW: Slide of Orville and Wilbur at Kitty Hawk with their plane.

Two inventors named Orville and Wilbur Wright studied the birds God made because they wanted to invent a machine that would fly. When inventors try to copy something God created, it's called biomimicry. The Wright brothers mimicked what God made, and they designed the first airplane! But of course, God the Creator thought of flight first.

Birds in general, and sparrows in particular, are fabulous inventions of God. Sparrows are very common birds, but God uses that to drive home a point to us. He tells us that he knows the number of feathers a sparrow has and cares about it, and that we are much more valuable than sparrows.

Jesus said: read Luke 12:6.

And he also said: read Matthew 10:29–31.

The Creator cares more about you than any other thing in the universe! Isn't that awesome?!

We'll talk more about that later, but for now, let's check out what's happening in our drama.

**Drama** (15 minutes)

**Announcements** (time varies)

**Cool Contest** (2 minutes)

Announce today's contest winner. Explain tomorrow's contest: Backwards Day and Team Cheers. Kids wear something backwards as we head back in time. Also, encourage them to make up songs, posters, cheers, or chants to show their team spirit. They can share these during the opening or closing assembly tomorrow. Anyone who participates in the contests gets credit on the team roster. Give extra credit for doing both.

**Prayer**

**Dismissal**

**Song** (play as children leave)

"Time Lab"

## Day 2: Atomic Opening Assembly

**Welcome** (2 minutes)

PROPS: Wacky scientist costume, pretend or real microwaveable food item (breakfast item for a morning VBS, dinner item for an evening VBS) and a microwave oven

**PERSON 1:** Good morning (evening), everyone! Are you ready for another exciting day at *Time Lab*? Well hey, I'll be ready in just a minute after I heat up this food. I didn't have time to eat breakfast (dinner) yet. Let's see . . . I think I'll put it in the microwave for a few seconds. Do so. There.

**PERSON 2:** Comes out while food is in the microwave, acting excited. I've been working on a new invention, and I am so excited! I just got to thinking . . . what if I invented a machine that would rapidly heat food? Of course we have ovens, but I was thinking we could use microwaves to heat the food and call it a microwave oven. It would work much faster than a normal oven.

**PERSON 1:** That is a fantastic invention idea! They sure could have used that back in Bible times. We'll be talking today about a Bible account when Abraham and his wife prepared a meal for some very interesting strangers, and I'm sure it took a very long time!

**PERSON 2:** I know! I know! The microwave oven is so useful!

**PERSON 1:** But there's just one problem with your microwave oven idea.

**PERSON 2:** What?

**PERSON 1:** Somebody already invented it. His name was Percy Spencer. He was testing something during World War II times (a military-grade magnetron, to be exact) when he realized the candy bar he had in his pocket had suddenly melted. He was curious to see if that melted candy bar had anything to do with the invention he was testing, so he stuck an egg in the machine and guess what happened?

**PERSON 2:** Ka-boom-a-tee-boom?

**PERSON 1:** Yep, ka-boom-a-tee-boom! It exploded right in his face!

**PERSON 2:** I guess he had egg on his face. Hee-hee!

**PERSON 1:** Next, he tried some popcorn kernels, and guess what happened?

**PERSON 2:** Ka-pop-a-tee-pop?

**PERSON 1:** Ka-pop-a-tee-pop! Those kernels popped, and the microwave oven, which was first called the Rada-range, was born!

**PERSON 2:** So does this mean I must go back to my laboratory and think of a new invention?

**PERSON 1:** Yes, Dr. Mister, but don't give up! Keep working on it! Here, you can have my food. It will give you brain strength! And you'll need it for today because we