

Quantum LEAP Games

Course Overview

	Day 1	Day 2	Day 3	Day 4	Day 5
Title	Destination: Creation	Destination: Old Testament Locations	Destination: Visitation	Destination: Preparation	Destination: Celebration
Time Tracker	Jesus* Before and at Creation	Jesus* in the Old Testament	Jesus in the New Testament	Jesus Now	Jesus in the Future
Sim Station Lesson Focus	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.
Bible Passages	Genesis 1 John 1:1–3	Genesis 18 Exodus 3	Selected Verses	Acts 1 John 14:2–3	Revelation 21–22
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	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
Animal Pals	Flutter the Sparrow	Lottie the Lamb	Sergeant the St. Bernard	Bucky the Beaver	King the Lion
Daily C	Creation	Christophany	Cross	Clouds	Crown
Apologetics Focus	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
Inventors' Science and Crafts	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
Quantum Leap Games	Garden of Eden Games	Ancient Hebrew Games	Ancient Roman Games	Nowadays Games	Futuristic Games
Bits and Bytes Snacks	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
Cool Contests	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.



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Quantum Leap Games

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

- Planning games for all age levels
- Gathering game supplies ahead of time
- Setting up games daily during VBS
- Running game time and/or overseeing others who are running game time
- Overseeing the cleanup of the game area(s) each day

- Making sure key lesson themes are reinforced through the games
- Praying over all aspects of this job before, during, and after VBS

This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

So get ready! Get set! God is about to use you and your church to impact lives.

Frequently Asked Questions

The content of *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 Quantum Leap Games

1. Pray! Study God's Word and the VBS lessons! This is your most important preparation. Give all concerns to the Lord and watch *him* do great things.
2. Decide which games you will play. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily, along with Super Simple Ideas and Just for the Younger Set ideas. Extra ideas that can work any day are also given at the end of the game guide. Keep in mind that younger kids like to do several simple games each period, as well as repeat games played on prior days.
3. Before VBS, gather the game workers for a trial run. Play all the games to work out any trouble spots.
4. Invest in a megaphone for the game leader to use as a microphone.
5. Use bandanas, strips of material, jerseys, or wristbands to designate teams.
6. Use four cones, rope, or tape to designate the playing area. Use chalk if playing on pavement.
7. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
8. Depending on the game, the amount of time you have, and the size and age of your group, consider setting up several games as stations and having kids rotate through them. This works especially well with large groups or young children who have short attention spans.
9. Teach children to always tag with two fingers on the shoulder.
10. Use water! Children love to get wet. Water balloons can be too much work, so use water from buckets and get children wet with sponges, cups, or splash balls. (The football-style splash ball works great!)
 - » Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.
11. Some of the outdoor games that use water can be adapted to indoor games. Play with the same supplies except eliminate the water component and play a dry version.
12. Announce the name and object of the game with excitement and energy. The kids will pick up on how you feel about it.
 - » Example: Hey kids! We're going to play an awesome game today called _____. The object of the game is _____.
13. Keep instructions short and simple.
14. Expect children to be quiet and respectful when instructions are being given.
15. Do a quick tie-in of the day's Bible content using the teaching tie-in suggestions. Games are great, but games with a point are better! Make sure to have a Bible so you can read any verses mentioned in the teaching tie-ins.
16. Form teams quickly and in fun ways. Once in teams, pump them up by asking questions:
 - » Who thinks their team is going to win today?
 - » Who thinks Team Silver will win?
 - » Who thinks Team Copper will win?
17. Have a countdown to get started.
 - » Example: Everyone ready? Okay, 5, 4, 3, 2, 1, GO!
18. Make sure everyone who is physically able plays and no one feels left out.
19. Keep children moving as much as possible.
20. Keep everyone hydrated.

Toddler Games

Playing is what this age group does best! While they're playing, they're learning. We find these games to be an important part of the teaching process as they help to cement the lessons into the kids' minds in a fun way.

Consider having an outdoor play time if you have a good space for it. It's nice to break up the day and have a new location to explore. The outdoor location should be enclosed so no one wanders off. If you don't have a safe area, use tarped hay bales or snow fencing to create one. Ask church families to bring in plastic slides, big wheel riding toys, and other age-appropriate outdoor equipment.

Make sure they're labeled so they can easily be returned after VBS.

You may also want to consider having wading pools with a small amount of water for outdoor playtime. (Supervise carefully.) Make sure parents are notified ahead of time to bring swim floats, a swimsuit, a towel, and extra clothes for their child. Ask if it's okay to put sunscreen on their child, and apply it at least ten minutes before going outside. If possible, place the pools in a shady area.

For game time, use the following suggestions or other games from the game guide. Any of these ideas may be repeated throughout the week as time allows.

Thematic Game Ideas

Day 1

THREE-SIDED SEARCH

Before class, hide some brightly colored card stock triangles of various colors around the playing area. Hide enough for each child to find one of each color. Share the teaching tie-in; then have the kids see if they can each first find a yellow one, then a blue one, and so forth.

Teaching Tie-In: We're going to play a game today where we're searching for three-sided shapes. Do you know what a shape with three sides is called? Take responses. **Right, a triangle!** Hold up a triangle and point to it as you say the following. **Triangles remind me of God the Father, God the Son (Jesus), and God the Holy Spirit—three persons, but one God! Let's see if we can find yellow triangles first. Pick up only yellow triangles. Ready? Let's go!**

FLUTTER FLIES

No pre-prep is needed for this game. Share the teaching tie-in; then have them fly around, pretending to be Flutter the Sparrow, as you give various directions for them to follow, such as:

- Let's fly slowly and softly in a circle.
- Let's fly a little faster, going in a straight line.
- Let's walk along and pretend we're looking for worms.
- Let's fly over here (point) and all pretend to get in a nest together.
- Let's spread out and have the first Flutter in the line fly to the next Flutter. Then that Flutter flies to the next Flutter. And so on.
- Let's slowly fly over to (pick a spot) and back.

Teaching Tie-In: Today's animal pal is Flutter the Sparrow. The Bible tells us (read Matthew 6:26). Jesus cares for and feeds the birds, like Flutter the Sparrow, yet he cares so much more for you! You are much more special to God than any plant or animal! Doesn't that make you happy? Let's pretend we're Flutter and fly around as I tell you where to fly.

Day 2

RUSH AROUND THE BUSH

Before class, make a start line with cones or tape and cut an orange plastic tablecloth in half lengthwise. Place both pieces in a long strip for a finish line. Share the teaching tie-in; then have children form a line so they are spread apart. On the "Go!" signal, kids run to the burning bush (the finish line), take off their shoes, run back to start, run back to the burning bush to find their shoes, and run back to start. If they are struggling to get their shoes off and on, skip the shoe part.

Teaching Tie-In: One day, a man named Moses was in a hot place called the wilderness. And guess what he saw? A bush that was *burning*, but not *burning up*! It was a miracle from God! God was speaking to him from the bush. It was such an unusual, one-of-a-kind experience that God told Moses to take his shoes off out of respect for God.

In today's game, we'll run to the burning bush, which is our orange line, and take our shoes off. Then we'll run back here, then run to get our shoes, then run back here again. Do you think you can do it? We'll help you! Let's get lined up!

LOTTIE THE LAMB GAME

Before class, set up one course (or multiple identical courses if you have lots of kids) in an upside-down triangle shape using tape, chalk, or cones. From the start line, which is the lowermost point of the triangle, move to the next triangle point, which is diagonal to the left, and lay down a bright green poster board. This will act as the lamb's green pasture. Lay down a bright blue poster board at the next triangle point directly across from the green pasture. This will act as the lamb's watering hole. Put a white or brown poster board at the start line.

Share the teaching tie-in; then have everyone line up at the start line. One at a time, have them first go to the green pasture and lie down, then get up and go to the watering hole and pretend to drink, then come back. When one "lamb" has passed the green pasture triangle point, send the next one.

Teaching Tie-In: Today's animal pal is Lottie the Lamb. Let's get down on all fours and pretend to be a lamb. Can you say "baaa"? Do so. The Bible tells us shepherds take care of lambs. Listen to this! Read Psalm 23:1-2. Jesus is called the Good Shepherd. He takes care of us, his little lambs. Isn't it great knowing Jesus loves us and cares for us?

We're going to play a little game pretending we're little lambs, first going to the green pastures to lie down and rest for a minute, then going to the waters to get a drink. Here we go!

Day 3

FOLLOW THAT STAR

Before class, make a yellow star out of card stock (see Resource DVD-ROM) and attach it to a yardstick or dowel rod.

Share the teaching tie-in; then have the kids line up behind you. This is played like Follow the Leader, except you hold up the star and they follow you around, doing different motions as you go.

Teaching Tie-In: When Jesus was born, many special things happened. This is because it was God coming to earth! There were angels announcing his birth, and later, there was even a special, one-of-a-kind star in the sky that led some kings (wise men) to where Jesus was. The Bible had said this would happen, and it did, just as promised! Jesus always keeps his promises!

Today, we're going to play Follow That Star to remind us of the special star that led the kings to baby Jesus!

SERGEANT SAVES

Before class, make little St. Bernard "barrels" for the kids to wear. You will need one per team. These can be made

from empty coffee cans with lids, powdered drink containers, or Lay's STAX® containers. Poke a hole through the two ends so a cord long enough to tie around a child's waist can go through it. (Having velcro at the ends is a big time saver.) Also, gather two buckets per team, one with water in it, and one that's empty.

Share the teaching tie-in; then explain they will be like Sergeant and help in a rescue mission by bringing water down the road.

Divide into two or more teams. The first person on each team opens his "barrel" and fills it with water (with a leader's help), closes it, and puts it around his waist (with leader's help). He barks and moves on all fours to the empty bucket, empties the water, and comes back. Then he passes the "barrel" to the next person. Continue in this manner and see how fast they can help with the rescue mission!

Teaching Tie-In: Today's animal pal is Sergeant. He's a St. Bernard dog. St. Bernards were used for many years to help find people who were lost in snowstorms. Sergeant reminds me of someone else who helps rescue lost people—Jesus! He came to earth to help us and save us from our sin!

Let's play Sergeant Saves as we remember that Jesus came to rescue us!

Day 4

MUSICAL CLOUDS

Ahead of time, gather some hula hoops and space them out. Also, get a CD player and the VBS music CD.

Share the teaching tie-in; then tell the kids each hula hoop is a pretend cloud. Play the music, and after a little bit, pause it. When they hear it stop, they all need to get in a "cloud."

Teaching Tie-In: Jesus was put to death by some wicked men. Then he was put in a tomb, and a heavy stone was put over the entrance. But guess what? Jesus didn't stay dead! He came back to life and showed himself to lots of people for 40 days. At the end of that time, Jesus went up to heaven. Do you know how he went up? Take responses. He was lifted up and a cloud covered him as he went out of sight. Wow, that must have been so cool to stand there and watch him go! And someday, Jesus will come back in the clouds to get all his children! It will be so, so exciting!

Today, we're going to play Musical Clouds as we remember how Jesus went to heaven in a cloud.

BUCKY THE BUILDER

Before class, make a start line and gather a number (at least 20) of same-sized boxes or cardboard bricks. Place them at the start line in two piles.

Share the teaching tie-in; then line up in two teams. On the “Go!” signal, the first person from each team picks up a box, runs to the finish line, and puts it down. He stays there. The next person does the same thing, staying there. Each person places his box on top of the previous one, either in the shape of a tower going straight up or in a 4-3-2-1 pyramid shape. The first team to get all their boxes to the finish line and in a shape wins. For a non-competitive version, just have them play it and don’t mention anything about racing or winning.

Teaching Tie-In: Today’s animal pal is Bucky the Beaver. Beavers are known for their great building skills. They build lodges and dams in streams to hold back the water. Bucky is always busy building, but do you know who else is busy building? Take responses. Jesus is in heaven preparing a place for all his children. It’s going to be the most wonderful place ever! We can remember that while we play our Bucky the Builder game.

Day 5

LAUNCH AND LAND

Besides start and finish lines, no equipment is needed for this game, which is played like red light, green light. Share the teaching tie-in; then have kids line up along the start line. The leader stands at the finish line with her back to the children. When the leader yells, “Launch!” the kids begin to quickly and quietly move toward her. When the leader yells, “Land!” the kids quickly stop and the leader turns around. If she sees any body movement from a child, that child goes back to the start. The first to reach

the leader wins. Or, play non-competitively and just allow them to keep getting closer until they reach you.

Teaching Tie-In: Today, we’re pretending to travel to the future. Do you think we’ll need a rocket to get to the new heaven and new earth that Jesus is getting ready for his children? Take responses. No! Jesus will come back and take all his children with him. It will be the most exciting thing ever! But for now, if people want to go into the clouds, they ride on an airplane or a rocket! Let’s try our Launch and Land game as we pretend to be launching and landing in rockets! (*Launching* means to blast off.)

CROWN KING

Before class, make or buy little crowns, 1 per child. (A fast food restaurant may be willing to donate them.) To make, get yellow or gold bulletin board border (found online or at teacher supply stores) and staple into a circle. Add faux jewels if desired. Also, find a large stuffed animal lion or make one out of corrugated cardboard. Set up a start line and a location for the crowns. Put the lion at a distance from the crowns.

Share the teaching tie-in; then have the kids line up at the start line. One at a time, they run to the crowns, put a crown on their head, run to the lion, lay their crown on the ground around the lion, and run back to the start. If their crown falls off their head while running, they need to stop and pick it up and put it back on before continuing.

Teaching Tie-In: Today’s animal pal is King the Lion. The lion is called the king of the jungle because he’s the most majestic of the animals there. Did you know the Bible has a special name for Jesus that has the word *king* in it? He’s called the King of kings. Of all the kings who have ever lived or will ever live, there’s absolutely no king like King Jesus! He’s the greatest king by far! Let’s remember him as we play Crown King.

Garden of Eden Challenge Course

Supplies

Note: Supply lists will vary depending on what you choose to put in your course. This is a possible list; tailor to suit your needs. See the Tip Corner for more details.

- ☐ Cones or masking tape for start and finish lines, plus 5 additional cones per team
- ☐ Branches that fit in cones, 2 per team (see Tip Corner)
- ☐ Kids' plastic rakes OR fake flowers and play sand in a container, 1 rake or flower per team
- ☐ Rubber or stuffed animals in baskets, 5 or more animals per team
- ☐ Rubber or stuffed serpents OR jump ropes, 1 per team
- ☐ Buckets, 1 per team
- ☐ Tunnels, 1 per team (a kid's plastic table with a sheet over it or a pop-up play tunnel)
- ☐ Shirts or jackets, 1 per team

Pre-Prep

Gather and set up all the supplies as suggested in the Class Time Directions. Make identical obstacle courses so this can be run relay-style, with teams competing. See illustration before reading the Class Time Directions.

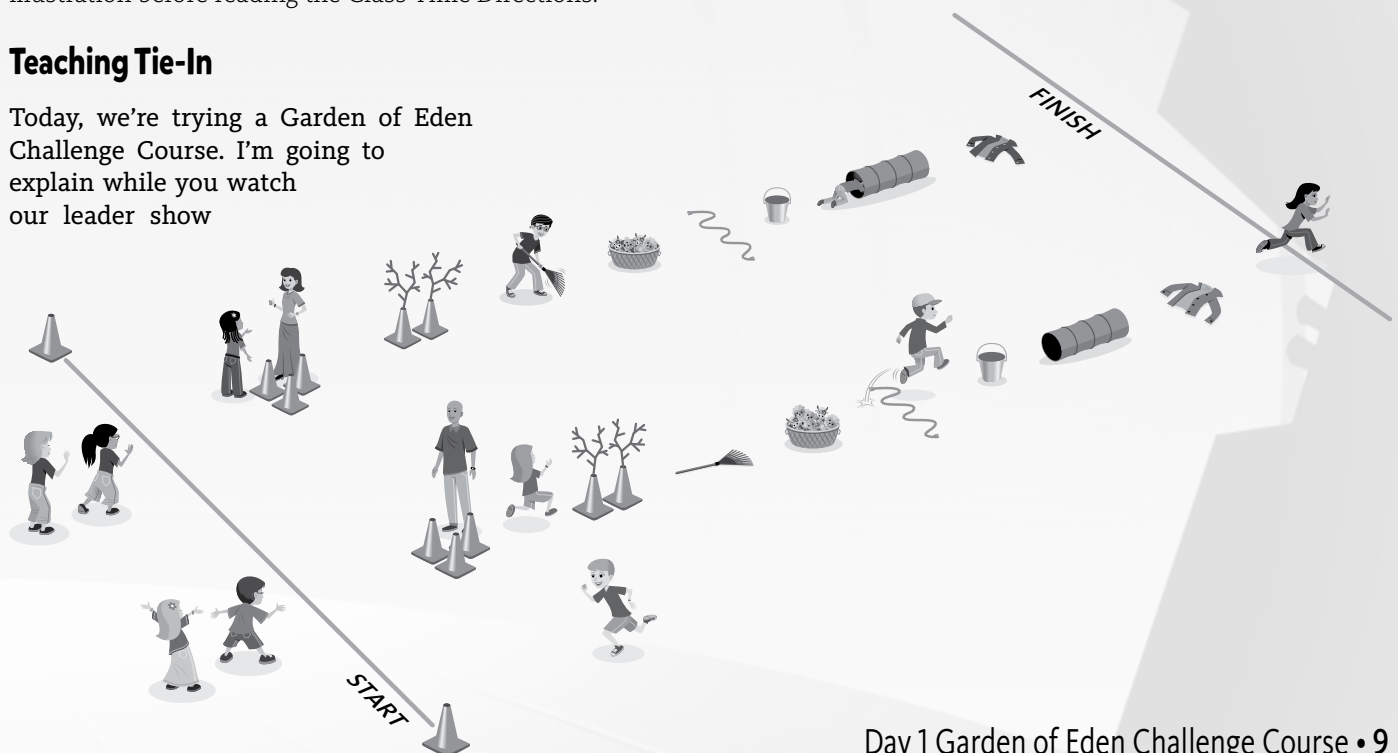
Teaching Tie-In

Today, we're trying a Garden of Eden Challenge Course. I'm going to explain while you watch our leader show

you the course. Have one of the leaders complete the course as you talk it through and share the italicized teaching tie-ins below for each spot. Do this as quickly as possible.

Class Time Directions

1. Divide the kids into teams. (Two teams are optional, but if you have lots of kids, have more teams.) Line up behind the start line. On "Go!" the first person on each team starts the course. When he has completed the first two challenges, he should turn around and give his team a raised fist so the next person on the team knows to start the course.
2. For the first challenge, players run to a leader standing at three cones set up in a triangle. They stop and tell the leader the names of the three members of the Trinity who were at creation: God the Father, God the Son, God the Holy Spirit. If the player doesn't know, the leader should tell him, then have the player repeat it.
3. *The Garden of Eden was green and lush.* Next, run to the "Garden" (two branches, each one stuck in a cone). Touch the base of each cone, then make a raised fist.
4. *They tended the garden.* Pretend to rake a garden for three strokes, or plant a fake flower in the sand.



5. *Adam had the job of naming the animals.* Choose an animal and give it a name, such as “Bruno the Bear!” Shout the name out to everyone, and then put the animal back.
6. *Satan, in the form of a serpent, came and tempted them to eat from a tree God told them not to eat from.* Jump over the wiggly serpent or the jump rope that is acting as the serpent. Have a leader wiggle it.
7. *The tree they weren't supposed to eat from was called the Tree of the Knowledge of Good and Evil.* Make a wide path around the Tree of the Knowledge of Good and Evil, represented by the bucket. Steer clear of it!
8. *Adam and Eve didn't obey. They ate from the Tree of the Knowledge of Good and Evil and sinned. Adam and Eve hid from God after they sinned.* Crawl through the tunnel, stopping in the middle to count to 20 as fast as you can.
9. *To pay for their sin, God had to kill an animal, shedding its blood. He provided coverings for Adam and Eve with the animal's skin.* Put a shirt or jacket on over your clothes, then take it back off.
10. To win, you can play like traditional relays with the first team done being the winner. But a fun way to

keep everyone involved is to instead have players, as they finish, go right back to the first challenge, where they begin again. This keeps everyone continually playing. The winning team is the one who has made it the farthest and most times through the challenges.

Tip Corner

- Substitute a rope or duct tape line for the masking tape or cone start and finish lines.
- Have leaders stationed throughout to help and cheer.
- For #3, make sure the branches are thin enough to fit through a cone but not too tall to tip it over. Try to use branches that have leaves.
- For #9, use old shirts or jackets that are bigger than the kids so it's easy for them to put them on and take them off. Raid your closets or check a thrift store.
- To shorten the game, take out some of the challenges.
- The illustration shows the items in close proximity, but if you have room, space them out more. They also don't need to be in a completely straight line.

Day 1 Overview

Destination: Creation

Lesson Focus		Bible Passages
Jesus <i>always has been, always will be</i> with us.		Genesis 1, John 1:1-3
High Voltage Verses	Animal Pal	Cool Contest
Colossians 1:16-17	Flutter the Sparrow	Back in Time Candy Contest
Inventors' Science and Crafts	Bits and Bytes Snacks	Quantum Leap Games
Experiments: A Work of Art & Rocks that Fizz Main Craft: Eternity Circlet	Beginning of Time Treats Trinity Trio	Garden of Eden Games

NOTES

Trinity Triangle

Supplies

- ❑ 3 cones
- ❑ Empty 2-liter soda bottles filled with enough water to make them stand up outside (OR bowling pins), 1 per child
- ❑ Soft play balls, 1 for every 2 players

Pre-Prep

Position the three cones in the shape of a very large triangle.

Teaching Tie-In

Today, we're playing Trinity Triangle. When I see a triangle, it reminds me of our one God who exists as three persons—the Father, the Son, and the Holy Spirit. This doesn't mean we have three gods. The Bible is quite clear there is only one God. But the Bible is also clear that the one God exists as three separate persons. We see this when Jesus was baptized and the Father spoke from heaven and the Holy Spirit came down in the form of a dove. The Father, Son, and Holy Spirit work together, but also have separate jobs. It's really an exciting mystery we can never fully understand. Let's remember our three-in-one God as we play Trinity Triangle.

Class Time Directions

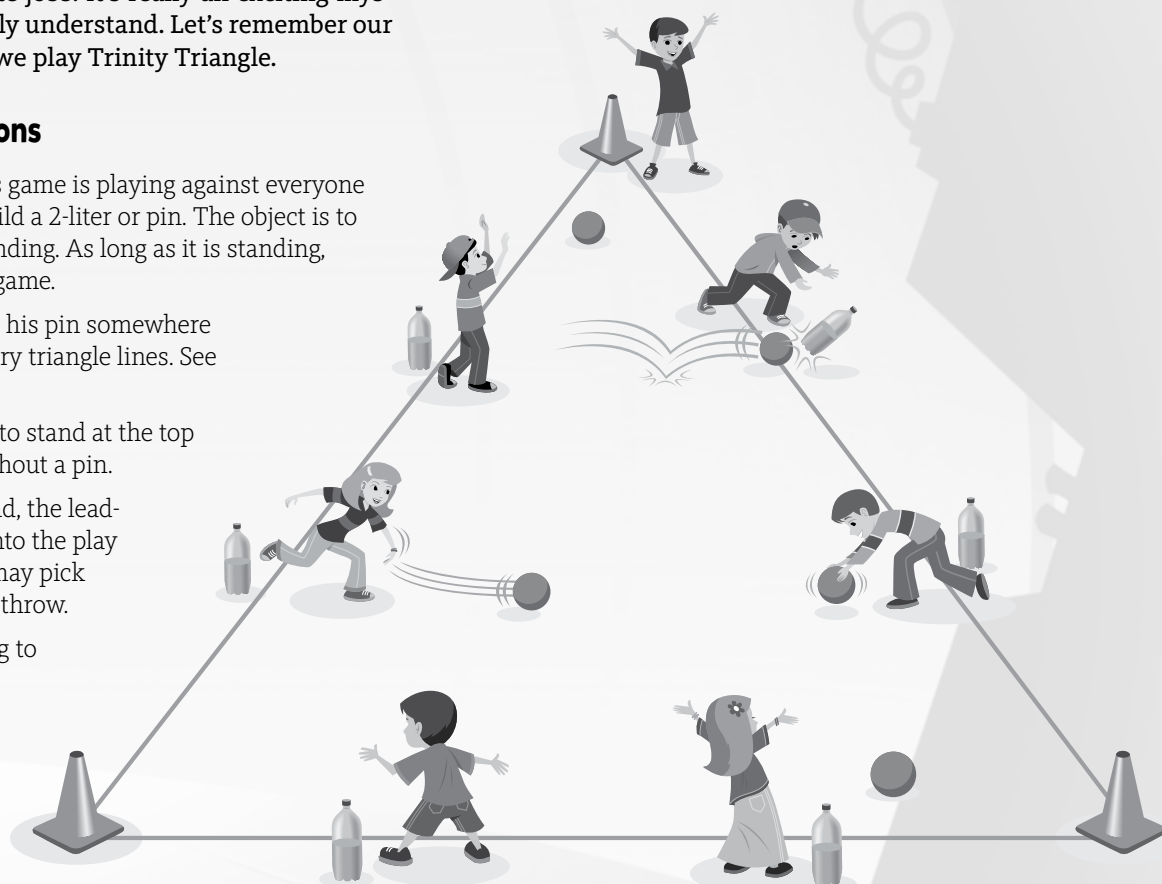
1. Every child in this game is playing against everyone else. Give each child a 2-liter or pin. The object is to keep your pin standing. As long as it is standing, you're still in the game.
2. Each child sets up his pin somewhere along the imaginary triangle lines. See illustration.
3. Choose one child to stand at the top of the triangle without a pin.
4. To start each round, the leaders roll the balls into the play space. Any child may pick up a ball to roll or throw.
5. The kids are trying to protect their pins and knock down other children's

pins. They are not allowed to put their pins between their feet or have them touching their body.

6. If a child's pin is knocked down, he carries it to the child without a pin who is standing at the top of the triangle. That child now enters the game, placing his pin somewhere along the triangle formation.
7. The amount of time a child is out is very short. The person at the top of the triangle is changing constantly.

Tip Corner

- Even if your pin is accidentally knocked down, when it falls over, you're out.
- You can't throw/roll/kick a ball after your pin is down.
- Guard your pin by standing in front of, beside, or behind it.
- You can turn this into a water game by using water balls or sponges and supplying a water source such as buckets of water.



Super Simple Ideas

Each day, two super simple ideas are suggested—an outdoor and an indoor. Depending on your space, however, the outdoor games may be able to be played indoors and vice versa. Check them out and adapt for your area.

Outdoor Option: Sons of Adam vs. Daughters of Eve

Explain that after Adam and Eve sinned, their marriage was affected by the curse that's now on the world. Even today, husbands and wives or boys and girls sometimes argue, blame each other, or compete against one another.

To play this friendly and fun competition between boys and girls, first set up a large rectangular playing area with 20–30 cones or weighted plastic jugs, soda bottles, or water bottles. Half should be marked in one color and interspersed throughout the playing area, positioned on their sides (for the boys). The other half should be marked in a different color, interspersed, and standing (for the girls). On “Go!” all the kids step into the playing area and run around knocking over cones or putting cones up to

help their teams. When time is done, the team with the most cones in their assigned position wins.

Note: If it's not windy, you could use two different colors of plastic plates and have them flipped right-side up or upside-down.

Indoor Option: Hide and Seek

Play the classic game of hide and seek, reminding the kids that the very first “game” (not a game at that time, though) of hide and seek was with Adam and Eve when they sinned and then hid from God. God, in his love, came looking for them, saying, “Where are you?”

One person is chosen to be the seeker. All others hide in pairs, none alone. The last pair to be found wins.

Just for the Younger Set

Each day, three options are listed for the younger set. All three work with Pre-Primaries and most with Toddlers. (Some even work for the older kids!) In addition, the Toddler Games starting on page 6 are great ideas, including a daily game featuring the animal pal of the day. Because the little time travelers' attention spans are short, it's good to have several shorter games like these. Use one at a time, or if you have at least three leaders and twelve kids, it works well to set up three daily stations using the three options. The kids rotate in small groups from one option to the next, spending approximately a third of their time at each. You can also substitute other games in this guide (including the aforementioned Toddler Games) in place of any of these options.

Option 1: Name the Animals

Explain that God gave Adam the job of naming the animals. Have the children take turns saying a name of an animal (cow, horse, etc.). Ask all the children to move around like that animal and make that animal's sound.

Option 2: Garden of Eden Parachute Play

Use a sheet or play parachute and try the following.

Game 1—Shake the Snakes: Have the players grasp the sides of the parachute. The leader lays rubber snakes in the middle, and everyone shakes the parachute. Next, have them all lift at once on the “Up!” command and snap the parachute down on the “Down!” command, which will cause the snakes to pop up in the air.

Game 2—Hide: Have them raise the parachute in the air and take two steps forward, then sit down as they pull the parachute behind their back and sit inside on the edge. (Adam and Eve hid from God.)

Game 3—Breeze: Have all the girls go under the parachute and sit down. The boys vigorously shake the parachute. Then have them lift up together and pull down the parachute, causing a bigger breeze. Switch and put the boys underneath while the girls shake the parachute. (God made everything—even the breeze!)

Game 4—Animal Moves: Assign each player an animal pal (bird, lamb, dog, beaver, or lion). Have them raise their arms, causing the parachute to go up, then call out one of the animal pals. The players who are that animal go under the parachute and move like their animal to the other side while making the animal's sound before the parachute comes down. Play until all children have had at least one turn. (See Animal Pal Play on page 31 for additional information.)

Option 3: Garden of Eden Challenge Course

Check out today's main game option for the older kids, but adapt for younger kids. Make it a shorter course, and place station helpers at each spot to remind the kids what to do. You may or may not want to run it as a competitive relay, and instead have them run through just for fun. One shortened course option is to move the jump rope (the “serpent”) for them to jump over and not touch. Next, run through the “Garden” (2-liter bottles filled with green water) and stay away from the “Tree of the Knowledge of Good and Evil” (a 2-liter bottle filled with red water). Next, tend the “Garden” (a kiddie pool filled with sand—use a plastic kiddie rake or plant a fake flower). And finally, crawl through the tunnel. Return to the serpent and try it again!