

# 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
Simulation 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	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. Colossians 1:16	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	I go to prepare a place for you. John 14:2	At the name of Jesus every knee should bow. Philippians 2:10
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
Exploration Stations	Discovery Center: Play Clay Critters	Discovery Center: Tick Tock Clocks	Discovery Center: Blind And Now I See	Discovery Center: Cloud Creations	Discovery Center: Foil Inventions
	Touch Table: Shaping Up	Touch Table: The Desert	Touch Table: Christmas Creations	Touch Table: Nuts and Bolts	Touch Table: Celebration Station
	Dramatic Play: Time Travel	Dramatic Play: Time Travel	Dramatic Play: Time Travel	Dramatic Play: Time Travel	Dramatic Play: Time Travel
	Coloring Corner: Colossians 1:16	Coloring Corner: Hebrews 13:8	Coloring Corner: John 3:16	Coloring Corner: John 14:2	Coloring Corner: Philippians 2:10
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	Educated Guess Guessing Game	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

<b>Handy Helps</b>	<b>3</b>
Let's Get Charged Up!	3
Our Goal	3
Your Role	4
Frequently Asked Questions	4
Terms to Know	4
Top 20 Teaching Tips for Teachers	5
Age-Level Characteristics	6
Special Needs	7
Simulation Station Lessons	7
Memory Verse Songs	7
Sample Schedule	8
Student Extras	8
<b>Decorating Decisions</b>	<b>9</b>
<b>Day 1 Destination: Creation</b>	<b>12</b>
Devotion 1	13
Exploration Stations	14
Introduce It!	16
Teach It!	16
Apply It!	19
<b>Day 2 Destination: Old Testament Locations</b>	<b>21</b>
Devotion 2	22
Exploration Stations	23
Introduce It!	24
Teach It!	24
Apply It!	26
<b>Day 3 Destination: Visitation</b>	<b>28</b>
Devotion 3	29
Exploration Stations	30
Introduce It!	31
Teach It!	31
Apply It!	36
<b>Day 4 Destination: Preparation</b>	<b>38</b>
Devotion 4	39
Exploration Stations	40
Introduce It!	41
Teach It!	41
Apply It!	43
<b>Day 5 Destination: Celebration</b>	<b>45</b>
Devotion 5 Destination: Celebration	46
Exploration Stations	47
Introduce It!	48
Teach It!	48
Apply It!	50

## 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.

### Pre-Primary Teacher Guide

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

Project Coordinator: Stacia McKeever

Written by Randy and Barb Witt

Content Editors: Roger Patterson, Dr. Georgia Purdom

Edited by Mikayla Klein and Debbie Wareing

Interior layout by Diane King

Cover illustration and design by Jon Seest

Illustrations and patterns by Paul Agner

All Scripture quotations are taken from the ESV Bible (The Holy Bible, English Standard Version), copyrighted © 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 the teacher is outlined in the following pages and includes planning and preparing the daily lessons, enthusiastically engaging in teaching the lessons, and praying over all aspects of your job. Read this guide

carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

And get ready! Get set! Get excited! 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](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.

# Top 20 Teaching Tips for Teachers

1. Pray and study God's Word. This is your most important preparation. "We will give ourselves continually to prayer and to the ministry of the Word" (Acts 6:4). God has entrusted you with the awesome privilege of opening his Word and sharing it daily with the children. Walk worthy!
2. Read through all your lesson plans well in advance. Become familiar with the Pre-Primary section of the Resource DVD-ROM. Begin to pray and plan, and continue to pray during and after VBS.
3. In this guide:
  - » Teaching Tips are marked with a ①.
  - » Materials for each activity are listed next to the activity.
  - » The "teacher says" portion is bolded.
4. Ask team leaders (time keepers) to help man the exploration stations each day. Post the directions and teaching tie-ins at each station every day as an easy reference for your helpers. (See the Resource DVD-ROM.) If possible, gather all the supplies for the exploration stations and lessons before the week begins. It's particularly helpful to organize them by station and by day so they are ready and easily switched from day to day.
5. A puppet is used each day sometime during the lesson. It may also be used to welcome the children, sing a song, or review the lesson or a memory verse. The puppet can come out from behind the portal on the set if there are two of you to do the puppet skit. Or, if working alone, the puppet can come up from behind a suitcase that is flipped open. (See Decorating Decisions.)
6. When setting up the room, you may want to clear out tables and chairs, depending on the room size and number of children expected.
7. Attend the Teacher Workshop and the Gospel Workshop. Be prepared to share the good news of salvation!
8. Dress as if you are an inventor working in a time simulation station. Wear a *Time Lab* leader T-shirt, goggles, and a top level security clearance badge (see catalog), along with a lab coat left unbuttoned.
9. Take on a persona to bring lessons to life. Some teachers enjoy making up a fun name, adopting an accent, etc. But if accents aren't your thing, no problem! Teach in a way that makes you feel comfortable.
10. Call the children by name as you interact with them. Name tags help with this.
11. Think safety. Read the Child Safety Precautions file on the Resource DVD-ROM for more information.
12. Children will be at various levels of spiritual comprehension. Pray for the Lord to take the message and do with it as he wills: plant seeds, bring to salvation, or strengthen and grow those who are already believers.
13. Use your Bible throughout the lessons at the appropriate times. Bookmark the passages for quick access. Through your facial expressions and your actions, show the importance of the Scriptures.
14. Show love. All children, regardless of age or appearance, need to be loved. Greet them warmly each day and always be ready with smiles, encouraging words, and appropriate hugs. (Make sure to be aware of your church's appropriate touching policies.)
15. Be all there. Try to leave behind whatever is currently going on in your life and focus your attention on the children under your care.
16. Notice the good. Children want attention and will sometimes resort to acting up in an effort to receive attention, even if it is negative attention. Be proactive by noticing and praising the things they do right. Be an encourager.
17. Modify the Exploration Stations as your situation warrants. Set them up as suggested, or incorporate one or more ideas into the lesson time to do with the whole group at one time.
18. Children generally rise to the level expected of them, so challenge them to work on memory verses and complete their take-home student guides.
19. Use brown lunch bags labeled with the child's name to send everything home each day.
20. Have fun! Teaching should be a joy for you. "Rejoice always, pray without ceasing, in everything give thanks" (1 Thessalonians 5:16-18).



# Age-Level Characteristics

Kids are awesome! Each one is unique and is a special creation from the hand of our amazing Creator. With all their uniqueness, however, they also share some common characteristics. That doesn't mean every child always exhibits the following characteristics at the suggested age, but these guidelines can be a benchmark to use when looking at characteristics of children as a whole. It can be helpful to see how God has wired different age groups and can be used to help us be more effective in teaching and interacting with them.

First, you'll see characteristics of children in general and then characteristics of Pre-Primaries (ages 4–6 years) specifically.

## Characteristics of Children

Children have some common characteristics.

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

## Characteristics of Pre-Primaries

### Physical Characteristics

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

### Takeaways for Us

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

### Emotional/Social Characteristics

Pre-Primaries are less fearful than Toddlers but still often exhibit common fears, such as fear of dogs and the dark. They can have emotional extremes and are testing others to see who can be controlled. They want to please

adults and want praise. They will often mimic adults' behaviors. They like imaginative play. Pre-Primaries can handle small tasks and levels of responsibility.

### Takeaways for Us

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

## Spiritual/Mental Characteristics

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

### Takeaways for Us

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

# Special Needs

The *Special Needs Teacher Supplement* (11-6-053) can help you accommodate and modify these lessons for those who need it, either in your regular classroom or in a self-contained classroom.

## Simulation Station Lessons

Kids will be learning a lot as they discover Jesus at the Simulation Station. This session is written as a 35–40-minute period, divided into two segments: Exploration Stations (15–20 minutes) and Lesson Time (15–20 minutes). You can either keep your team together for the stations and lesson time or divide the team in two, with each half switching places after 15–20 minutes.

If stations aren't possible, simply choose one or more of the station activities to incorporate into your lesson time as an activity for the whole team, rather than having a separate area for them.

### Exploration Station Time

There are four stations to choose from: Discovery Center, Touch Table, Dramatic Play, and Coloring Corner. These stations can be in the same room as the lesson time or in an adjoining room. If both the stations and the lesson time are in the same room, set them up at opposite ends of the room if possible.

When the children enter the stations room, you may want to have them first sit while you briefly explain each station and teaching tie-in. Then the children can rotate in small groups through each station every few minutes, or they can independently move from one to another. If you plan to have them all move at a certain time, you may want to use some kind of a transition signal, like ringing a bell softly, playing a tune, or flicking the lights.

It's good to photocopy the directions and teaching tie-ins for each station (see Resource DVD-ROM) and leave them at the appropriate stations for leaders to reinforce. The children don't need to do every station each day. Send the coloring page home daily, colored or uncolored.

See the Exploration Stations supply list on the back cover for a list of the supplies needed each day. Post the

signs with each station's name (Teacher Resource Kit). For the Touch Table, use a small wading pool or large, clear, under-the-bed storage container partially filled with play sand or other materials. Place it on a plastic tarp or tablecloth to catch the spills.

Check the Decorating Decisions section for more specifics on setting up the Dramatic Play area to look like a time travel station and the Coloring Corner to look like a time tunnel.

### Lesson Time

The lesson time is divided into three sections:

- **Introduce It!** (5 minutes or less): This is a time to begin the lesson in an interesting way.
- **Teach It!** (10–15 minutes): This deepens the lesson, with costumed teachers sharing the Bible account.
- **Apply It!** (Remaining time): This is the memory verse review and practical application time.

Ideas are given throughout the lessons to adapt the activities to your time period. There are many possibilities. Choose the activities from the options given that will fit your time frame, shortening or skipping some if needed.

The lesson format is written for a two-person team. One person serves as Teacher One and the other as Teacher Two or the Teaching Assistant. The format also works if teaching alone. If team teaching, decide ahead of time who will teach what. If teaching alone, either find someone to help with the daily puppet script or work the puppet yourself, having it come up from behind a suitcase.

Check the Decorating Decisions section for specifics on decorating the classroom for Simulation Station Lessons.

## Memory Verse Songs

We have partnered with Seeds Family Worship (contemporary, ESV, 11-6-069) and Majesty Music (traditional, KJV, 11-6-063) to create songs for each of the memory verses. They feature the full verses. (Pre-Primaries and Toddlers are taught condensed versions of these verses.) Singing Scripture is an excellent way for children to easily learn their Bible verses. If you choose to use these songs, we suggest using them (either video or audio) during the memory verse time in each lesson. The Leader Pack

comes with the purchase of a Super Starter Kit and can also be purchased separately. You can also purchase and download the songs individually from our online store for use on a handheld device (answersbookstore.com). Student CDs in packs of 10 are available if you would like each student to have a copy of the songs (11-6-061 or 11-6-062). The option you choose will determine which type of media device you use to play it.

# Sample Schedule

Below is a sample schedule of a typical day at VBS. Check with your director for a copy of the schedule and room assignment for your VBS.

Time	Group One	Group Two	Group Three
9:00–9:15	Atomic Assembly—Opening: Large Meeting Area (Everyone together)		
9:20–10:00	Simulation Station Lessons	Inventors' Science and Crafts	Quantum Leap Games and Bits and Bytes Snacks
10:05–10:45	Quantum Leap Games and Bits and Bytes Snacks	Simulation Station Lessons	Inventors' Science and Crafts
10:50–11:30	Inventors' Science and Crafts	Quantum Leap Games and Bits and Bytes Snacks	Simulation Station Lessons
11:35–Noon	Atomic Assembly—Closing: Large Meeting Area (Everyone together)		

## Student Extras

Check with your VBS director and choose one or more of these fun optional materials to give to your students so they can take home a review of the daily lesson content.

Also, decide with your director when it will work best to give out the various items: during lesson time, during snack time (a good time to review!), or at the end of the day (a good time to pass out bookmarks and other items that need to make it home safely).

**Simple Songs:** The songs referenced throughout this guide that are just for Pre-Primaries and Toddlers are available on the Resource DVD-ROM (you'll need to upload them to an MP3 player) and on a separate *Simple Songs for Kids* CD (11-6-141) that you can play in a CD player. You may want to purchase one of the CDs for each child.

**Student Guides:** These age-appropriate guides feature a lesson review on the front of each daily take-home paper, as well as the memory verse, verse review game suggestion, and “Go and Do” section on the back that parallels the Apply It! part of the lesson. You can either go over these during class time or send them home with the students to be completed with a parent or caretaker, depending on your time constraints. If you send the guides home, motivate the kids to do them because they are full of good information. Give them to the leaders to pass out at the end of the day. Then have the leaders check with the kids the following day to see how they did and make a big deal about their hard work. The student guides are available in packs of 10.

- Pre-Primary ESV (11-6-073)
- Pre-Primary KJV (11-6-134)

**Time Traveler Guides:** These fun interactive booklets feature the daily memory verses, animal pals, stickers, and a place to stamp (11-6-093) for attendance. Check with your VBS director to find out when he would like to first give these to the kids. They can receive them at any time during the first day. You can review them with the kids during the Apply It! section of the lesson, if you have time, or leaders can go over them during snack time. These are available in packs of 10.

- Pre-Primary/Toddler ESV (11-6-090)
- Pre-Primary/Toddler KJV (11-6-138)

**Bookmarks:** These are available in packs of 10 and can be passed out at the end of each class or each day.

- Animal Pals series—one for each day (ESV 11-6-078; KJV 11-6-140)—Days 1–5
- Gospel (11-6-076)—Day 4
- Names of Jesus (11-6-077)—Day 5

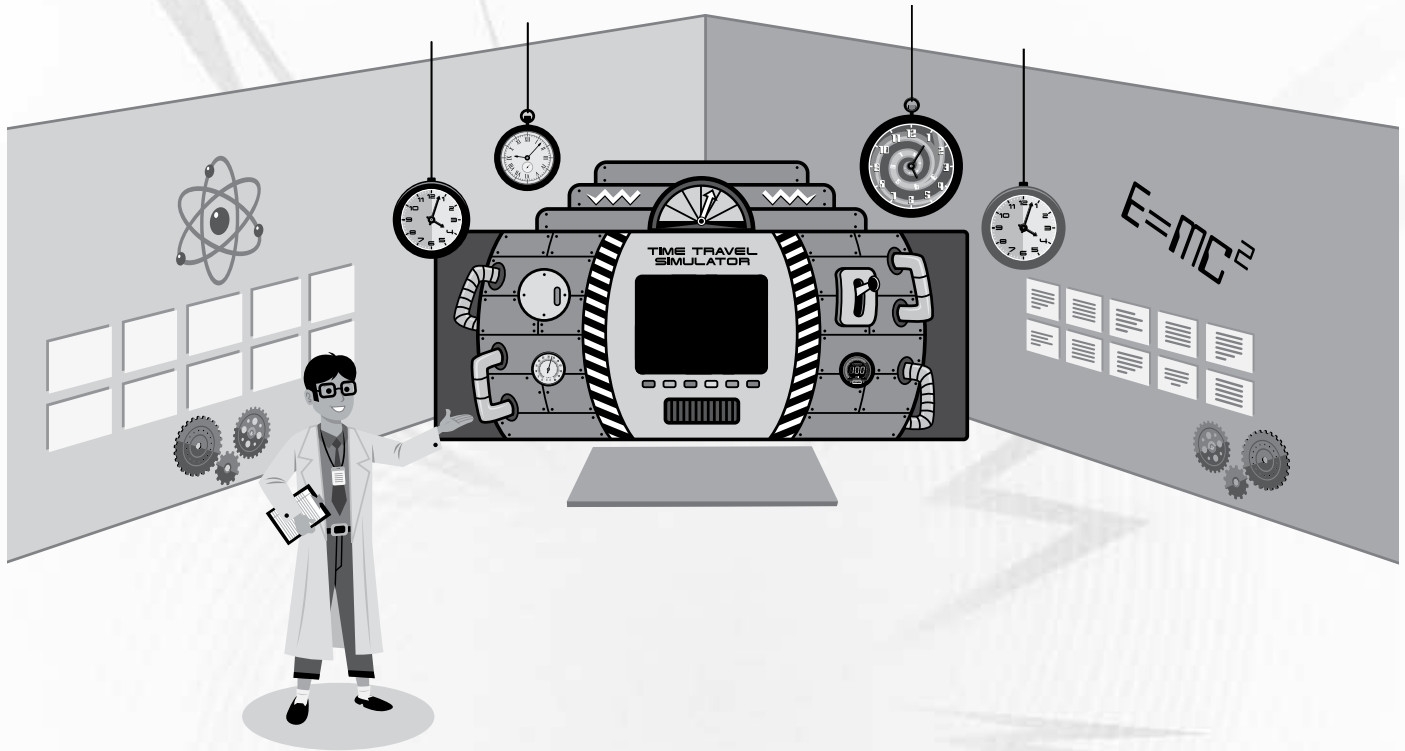
**Exploring God's Word:** This little booklet encourages your students to continue studying God's Word for weeks after VBS has finished. It features a daily question and answer found in the Scripture verse. You or the leaders can pass out one of these to each student on the last day of class. Available in packs of 10 (11-6-075).



# Decorating Decisions

Although make believe, the prospect of time travel rouses everyone's curiosity! Who wouldn't like to travel back in time to see a famous person or witness an event in history? So use your creativity with your classroom

decorations, along with the ideas in this section, to capture the imaginations of the kids. Remember that a colorful and engaging environment helps children learn better, remember more, and leave with happy memories.



## Key Decorating Elements

Your *Time Lab* classroom features a simulation station ("Sim Station") with a Time Travel Simulator backdrop as the focal point for the teaching. The daily Sim Station posters are mounted on a black screen in the center of the simulator, while the teaching, memory verse, and animal pal posters are displayed on the adjacent walls.

### Time Travel Simulator

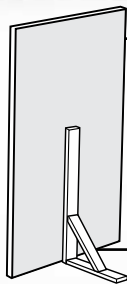
Your Time Travel Simulator can be constructed with sheets of corrugated cardboard or foam insulation. First, decide how large you want your simulator to be, then draw an outline on the cardboard or insulation sheets. You'll need to maintain some excess area on both sides of the simulator for pipes that'll protrude from the machine. Use a base color of steel blue for the simulator and black for the excess areas.

In the center of the simulator and at least 18 in. below the top, create a display area. Paint a large area of light gray bordered with yellow and black striped caution strips. Then add a black screen in the center. The black

screen can be painted directly onto the gray, or a separate piece of cardboard can be painted black and mounted with plastic nylon screws and wing nuts. To accommodate the daily Sim Station posters, the screen should be 2½ ft. high x 3½ ft. wide.

Next, use a straight edge and a small brush to add horizontal and vertical lines to the steel blue areas to resemble metal plating. Then add dots in the corners for rivets.

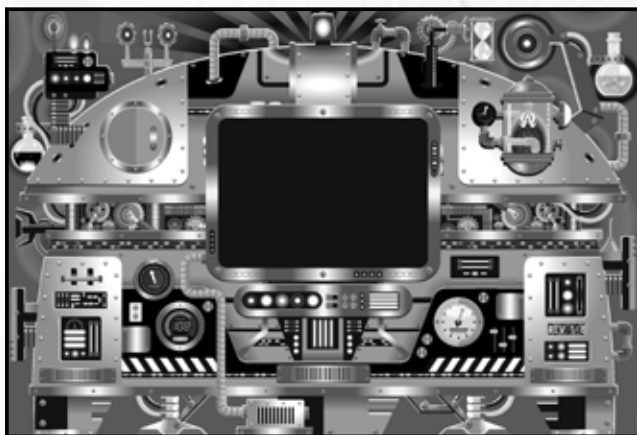
Now it's time to add the accessories. Find the Time Tracker poster in your VBS kit and cut out, as directed. Then mount it directly above the display area. Add a portal for puppets to the upper left or upper right side. Also, check out the Resource DVD-ROM for clip art images of pressure gauges, pipes, lightning bolts, etc. You can print color versions to mount directly to the simulator or print black line versions and use an overhead projector to transfer the images onto the cardboard or insulation. For the pipes and lightning bolts, use bright or neon colors, then add highlights and shadows with a "dry" brush to create dimension, where necessary. (The dry brush technique requires very little paint on the brush with any



Prop up your set, and any free-standing decorations, with wooden jacks made from 2x4, 2x3, or 2x2 boards. Smaller decorations will need smaller jacks and larger decorations will need larger ones. If necessary, jacks can be weighted down with bags of sand or road salt.

excess brushed off before applying paint to the image. With what little paint remains on the brush, apply sparingly until the desired effect is created.) Finally, consider adding LED rope lighting or Christmas lights around the perimeter of the black screen to enhance the simulation.

## Classroom Scene Setter



As a quick and easy alternative to creating your own classroom backdrop, a scene setter is available for purchase (11-6-126) from the *Resource Catalog*. Simply mount it to cardboard or foam insulation sheets using clear packing tape or staples, or attach it directly to the wall with sticky tack or mounting putty. Another alternative for easy cleanup and wall protection is to apply strips of painter's tape to the wall; then put double-sided tape over the painter's tape and attach the scene setter to the double-sided tape. Mavalus® tape also works well.

## Puppet Stage

Because puppets are used daily in the Pre-Primary classrooms, you will need a puppet stage. Paint a portal on the upper left or upper right side of the Time Travel Simulator for this purpose and then cut it so it will open. If you are using the scene setter that is attached directly to a wall, then make a puppet stage out of a large cardboard

## HOW TO ENLARGE AND TRANSFER CLIP ART

1. Photocopy the clip art onto transparencies.
2. Place roll paper or a rigid material against a wall.
3. Using an overhead projector to enlarge the clip art, shine the image onto the paper or rigid material, adjusting it as necessary for the size desired.
4. Trace the image outlines onto the paper or rigid material.
5. Paint the image, if necessary, and cut out.

box or a tri-fold display board. Cut out a rectangular hole in the box or display board, cover the hole with fabric, and then decorate the outside as desired.

## Resource Posters

Contained in the Teacher Resource Kit are the daily Sim Station posters for the Time Travel Simulator. Also included are the teaching, memory verse, and animal pal posters. These are important visuals for the time travelers and should be displayed in an organized fashion. Large display areas can be created on one or both sides of the simulator for the teaching, memory verse, and animal pal posters. The Sim Station posters go in the middle of the simulator on the black screen. These posters change each day as we simulate traveling to a new destination daily. When the students arrive, the Sim Station posters should be covered with black poster board, foam core board, plastic tablecloth, or roll paper. When the time simulation occurs as noted in the lessons, the black cover should be taken off so the students can see the Sim Station posters.

## Other Props, Tips, and Miscellaneous Ideas

- Hang a variety of clock images from the ceiling. See the Resource DVD-ROM for clip art.
- Decorate the walls with gears, atom symbols, and scientific formulas. See the Resource DVD-ROM for clip art images.
- Place a rug in front of your Time Travel Simulator to create a stage effect.
- Add a thin (½-inch) black border to your props. This helps them stand out better and makes the colors appear more vibrant.
- Because corrugated cardboard tends to curl when only one side is painted, first apply a quick, single coat of paint to the back.

Check out [Pinterest.com/AnswersVBS](https://www.pinterest.com/AnswersVBS) for colorful photos of decorations from our test churches!

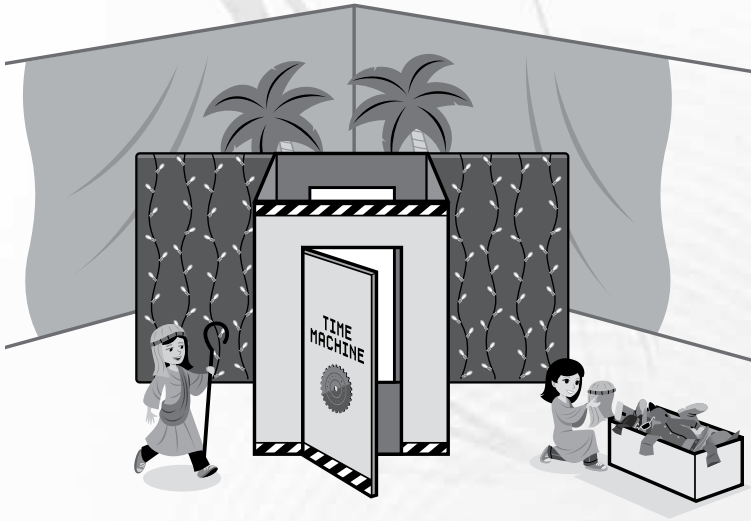
Visit [YouTube.com/AnswersVBS](https://www.youtube.com/AnswersVBS) for how-to decorating videos!

# Exploration Stations

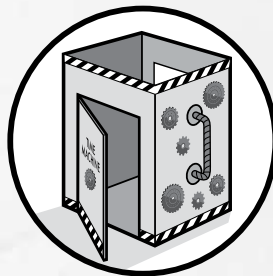
Pre-Primary classes will also enjoy Exploration Stations, which will include a Discovery Center, a Touch Table, a Dramatic Play area, and a Coloring Corner. Further

information about these stations can be found on page 14, but check below for details on how to make the Dramatic Play area and Coloring Corner.

## Dramatic Play Area



Your Dramatic Play area will feature a time machine made from a large cardboard box (or several boxes put together). First, paint the outside of the box (or boxes) to cover any print. Gray or silver is a good choice for a base color. Then cut a door in the front for the kids to enter and a door in the rear for the kids to exit into the decorated time period. Decorate the outside of the box with colorful gears, gauges, and pipes (flexible dryer vent works great for this) and the inside with control panels of knobs and levers. Check the Resource DVD-ROM for clip art images. Then outline the edges with caution tape.



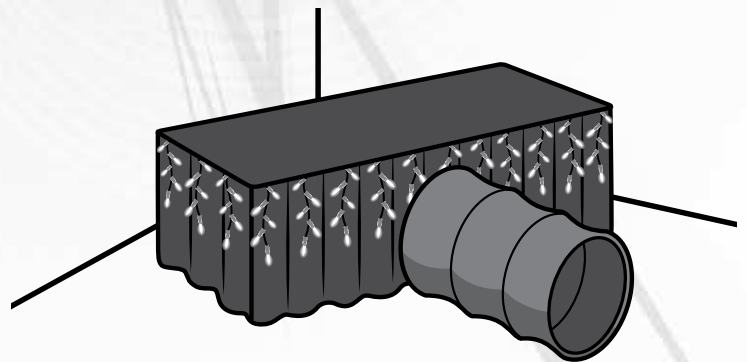
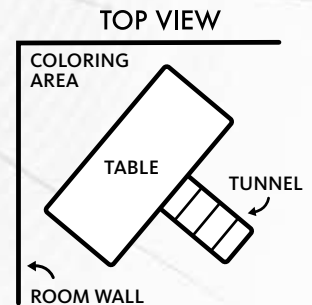
SIDE VIEW OF TIME MACHINE

Next, make the Time Warp side panels by adding large panels of corrugated cardboard to each side to shield the decorated time period area from view. Paint the Time Warp panels black and hang strands of twinkling white lights, top to bottom, and secure with black duct tape or clear packing tape.

After the time machine and Time Warp panels are finished and it's time to prepare the room, designate a corner to decorate. The size of the area should be determined by the size of the time machine and the Time Warp panels that serve to shield the corner from view. Cover the walls behind the panels with tan roll paper and decorate according to the Exploration Station Dramatic Play daily write-ups to simulate different places you are traveling to each day, such as the Garden of Eden, Bible times, etc.

## Coloring Corner

In another corner of your room, set up a Time Tunnel Coloring Corner for the kids to enjoy as they color and learn their memory verses. Start with a standard 8-foot table and position it at a 45 degree angle to the corner. Then drape the top, front, and sides with black plastic tablecloths. Secure the tablecloths with duct tape so that they don't move around. Next, hang white icicle lights around the rim of the table with clear packing tape. Then finish it off with a tunnel for the kids to crawl through.





## DAY 1 DESTINATION:

# Creation

### TIME TRACKER

Jesus Before and at Creation  
(Eternity Past to c. 4000 BC)

### BIBLE PASSAGE

Genesis 1

### ANIMAL PAL

Flutter the Sparrow

### LESSON FOCUS

Jesus *always has been,*  
*always will be* with us.

### TODAY'S C

Creation

### HIGH VOLTAGE VERSES

"All things were created through  
him and for him." Colossians 1:16

### APOLOGETICS FOCUS

Jesus as a member of the Trinity



## Today's Exploration Stations

- Discovery Center: Play Clay Critters
- Touch Table: Shaping Up
- Dramatic Play: Time Travel
- Coloring Corner: Colossians 1:16

## Today's Lesson at a Glance

- Introduce It!  
Time Tracker Stop 1: Creation
- Teach It!  
Part 1: Back to the Beginning  
Part 2: Puppet Pal—Always and Forever
- Apply It!  
Part 1: High Voltage Verses  
Part 2: Go and Do  
Song 1: "The Trinity"  
Song 2: "What Is Something that God Made?"  
Optional: Playacting Review

## Preparing for the Lesson

- Read Genesis 1 and John 1 several times.
- Read this lesson several times and prepare the materials.
- For more information on the Son of God, the Trinity, and creation, visit [answersvbs.com/tlfaq](http://answersvbs.com/tlfaq).
- Pray.

## Lesson Materials

### FROM TEACHER RESOURCE KIT

- ☐ Theme Verse poster
- ☐ Day 1 Memory Verse poster

- ☐ Day 1 Animal Pal poster
- ☐ Time Tracker poster
- ☐ Day 1 Sim Station posters
- ☐ Day 1 Timeline posters

### FROM RESOURCE DVD-ROM

- ☐ Exploration Station Names signs
- ☐ Day 1 Memory Verse coloring sheet (Expl. Station)
- ☐ Sim Station sound effect (and player)
- ☐ Days of Creation pictures
- ☐ 2 copies of today's puppet script
- ☐ Simple songs: "The Trinity" and "What Is Something that God Made?" (also available on a separate CD, 11-6-141)

### OTHER MATERIALS

- ☐ Exploration Station supplies (see back cover)
- ☐ Bible or children's Bible
- ☐ Costumes for scientists (teachers)
- ☐ Optional: flashlight (for daily time simulation)
- ☐ Cover for Sim Station posters
- ☐ Clock and watch
- ☐ Boy or girl puppet (in costume) and puppet stage
- ☐ Clipboard
- ☐ Mounting putty or tape
- ☐ Apply It! section supplies
- ☐ Memory Verse music CD and player

### STUDENT EXTRAS

- ☐ Student guides (11-6-073, 11-6-134), 1 per child
- ☐ Time Traveler Guides (11-6-090, 11-6-138), 1 per child
- ☐ Stamp for Time Traveler Guides (11-6-093)
- ☐ Flutter bookmarks (11-6-078, 11-6-140), 1 per child

# Devotion 1

## Destination: Creation

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

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

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

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

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

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

This is Jesus.

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

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

pleased to dwell, and through him to reconcile to himself all things, whether on earth or in heaven, making peace by the blood of his cross. Colossians 1:16–20

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

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

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

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



# Exploration Stations

## Discovery Center: Play Clay Critters

### MATERIALS

- ☐ Play dough
- ☐ Animal cookie cutters
- ☐ Small plastic animals
- ☐ Real or fake leaves, pinecones, safe nature items

### PRE-PREP

Make or buy play dough (see recipe on the next page) and gather the other supplies.

### DIRECTIONS

The time travelers use the cookie cutters to make animals. They can also press the small plastic animals and the nature items into the play dough to make impressions.

Note: You may want to keep this up all week. Play dough is always a hit. See suggestions in the "Additional Exploration Station Ideas" section.

### TEACHING TIE-IN

Did you know there was a time when the earth wasn't there? This was before time began. But when God began creating the universe, he created time, too! Jesus made all the plants and animals and stars and planets and people! That's our C word of the day—*creation*! Let's say it together. Do so. God created all things during Creation Week!

## Touch Table: Shaping Up

### MATERIALS

- ☐ Under-the-bed storage container, small wading pool, or "official" touch table
- ☐ Tarp or plastic tablecloth
- ☐ Play sand, available from hardware stores (make sure it's marked play sand, not regular sand)
- ☐ Cookie cutter shapes (circles and triangles needed in particular)
- ☐ Wet wipes for cleanup

### PRE-PREP

Cover the floor under the touch table with a tarp or plastic tablecloth. This will be used all week. Put the play sand and cookie cutter shapes in the table.

### DIRECTIONS

The time travelers enjoy using the cookie cutters to make shapes in the sand.

### TEACHING TIE-IN

Can you find a circle? Have them try. Circles don't have a beginning or an ending. God never started, and he will never end!

Can you find a triangle? Have them try. Let's see if we can figure out how many sides are on the triangle. Do so. This triangle can remind us of God because there are three persons who make up one God—God the Father, God the Son, and God the Holy Spirit.

## Dramatic Play: Time Travel

### MATERIALS

- ☐ Time Warp panels (see Decorating Decisions)
- ☐ Time machine with control panel (see Decorating Decisions)
- ☐ Light brown roll paper or light brown plastic tablecloths (see Decorating Decisions)
- ☐ Stuffed or rubber animals, fake trees and plants (to simulate the Garden of Eden)

### PRE-PREP

- Put up the time machine and the Time Warp panels as suggested in Decorating Decisions. These will be used all week.
- Also put up the light brown backdrop on the walls behind the Time Warp panels. This backdrop will be used all week, but can have a few different things added in front of it to make it look like the time period of the day. For example, today you can add fake trees and plants and stuffed or rubber animals to suggest the Garden of Eden.
- The props listed each day can be borrowed, made, or bought from thrift stores, garage sales, or online companies like Oriental Trading Company or Rhode Island Novelties.

### DIRECTIONS

Pretend to be time travelers heading back to the beginning of time at the Garden of Eden.

### TEACHING TIE-IN

At the beginning of time, God created everything. His Son (later called Jesus) was creating with him. They made a beautiful place called the Garden of Eden, and they put plants and animals and the first two people there. Can you think of something God made on one of the days of creation?

Note: You may want to go over what was made on each day.

## Coloring Corner: Colossians 1:16

### MATERIALS

- ☐ Time Tunnel supplies (see Decorating Decisions)
- ☐ Day 1 Memory Verse coloring sheet (Resource DVD-ROM)

- ❑ Markers or crayons (possibly glow-in-the-dark or neon)
- ❑ Optional for marker and crayon storage: glow-in-the-dark pails or pails with glow-in-the-dark stars on them
- ❑ Optional: Additional supplies to glue on, glue sticks, and stickers

#### PRE-PREP

Make or gather the decorating supplies and set them up. These will be used all week. Photocopy the coloring sheet, 1 per child. Gather additional supplies to glue on to the coloring sheets if desired, such as cotton balls for "clouds" or blue cellophane pieces for "sky."

#### DIRECTIONS

Color the sheet. Add additional supplies if desired.

#### TEACHING TIE-IN

Practice saying the memory verse on the sheet. Discuss its meaning.

### Additional Exploration Station Ideas

- ❑ **Tinker Time**—Gather child-safe creating supplies with which kids can make "inventions." Possible items include boxes of all sizes and shapes, lids and caps, clean yogurt cups, pipe cleaners, mini plastic or condiment cups, and craft sticks. Include child-safe glue, paper, child-safe scissors, and washable markers. Keep this available all week for open-ended creating. It's good to remind kids that we can create with supplies but only God can create from nothing. He's the Master Inventor. (You may also want to add in a child play board with locks, zippers, etc. or a play work bench with play tools.)
- ❑ **Texture Trays**—Provide various textures *on* which and *in* which they can trace the name of Jesus. Possible textures include shaving cream or hair gel in zippered baggies that are duct-taped shut (we colored the hair gel bright green), burlap, trays of salt, thick fleece, magic slates, or chalkboards and chalk. (Supervise carefully and make sure they know not to put their hands in their mouths. You may want to put out different textures on different days.) Then

try tracing other names of Jesus, such as Son, Christ, God, and Lord. It is helpful to have these names of Jesus written on paper for them to see. Provide wipes for clean-up.

- ❑ **Marble Runs**—Search online for "Homemade Marble Runs." Make several different kinds and let the kids have fun playing with them. One test church made handheld mazes with cardboard tubes taped into boxes and spray-painted black. They added star stickers and used table tennis balls to run through the maze.
- ❑ **Nature Nook**—Gather nature items that Jesus created. If fragile, place in clear, plastic storage containers or zippered baggies. Monitor carefully and remind the children of the Lord's wonderful creations.
- ❑ **Book Nook**—Make a cozy reading spot. Add children's picture Bibles and books with individual Bible accounts of Jesus in them. You may also want to include some children's books about various time periods from the past, such as life in Ancient Rome or during the Middle Ages.
- ❑ **Play Dough**—The Play Clay Critters station is suggested for the Discovery Center on the first day. It utilizes play dough, animal cookie cutters and things to press into the play dough. Play dough is also used on the third day with the Christmas Creations center. But, you may want to keep it up all week, adding additional thematic supplies on the other days such as letter cookie cutters to spell the name of Jesus on Day 2, encouragement to make a "house" out of their play dough on Day 4, and large, play jewels to press into it on Day 5.

### How to Make Play Dough

2 c. flour	4 t. cream of tartar
½ c. salt	2 t. oil
2 c. warm water	Food coloring

Mix the first five ingredients in a saucepan, blending well. Stir over low to medium heat until the dough is formed and is no longer sticky. Remove from the pan, add the food coloring, and knead until smooth. After it has cooled, store in an airtight container.

- ☐ Bible or children's Bible
  - ☐ Costumes for scientists (teachers)
  - ☐ Mounting putty or tape (for hanging posters)
  - ☐ Optional: flashlight (for daily time simulation)
  - ☐ Clock and watch
  - ☐ Sim Station sound effect (Resource DVD-ROM) and player
- From Teacher Resource Kit:
- ☐ Time Tracker poster
  - ☐ Day 1 Sim Station posters (and cover)
  - ☐ Day 1 Timeline posters, cut apart

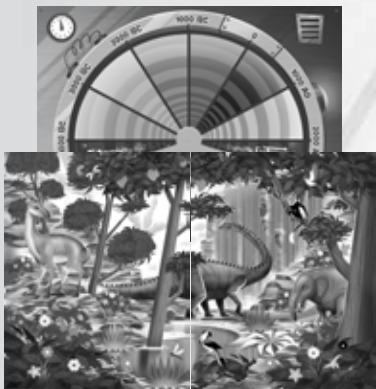
#### PRE-PREP

1. Prepare your costumes. Dr. Slime may want to have slime for a prop (see craft guide for recipe), and Professor Time may want to wear an armful of watches.
2. Prepare and mount the Time Tracker poster (see Decorating Decisions), then point the arrow to 4000 BC.
3. Mount and cover the Sim Station posters.
4. Cue the Sim Station sound effect.

⌚ Be familiar with the lesson, but don't memorize it. Place it on a clipboard to use as a reference. You may want to decorate the back of your clipboard (the side the kids will see as you hold it) with science and clock stickers.

⌚ The Bible and mounting putty or tape are usually listed just once in each day's lesson, but plan to use them throughout.

⌚ One test church teacher pretended to arrive from the time machine (coming out from behind it) each day as if she had just arrived from that time period. ("I was stuck in time!") It was lots of fun!



# Introduce It!

## Time Tracker Stop 1: Creation (5 minutes)

As the time travelers come in and get settled, say something like the following:

**Teacher One:** Hi, time travelers! Welcome to *Time Lab*! I'm Dr. \_\_\_\_ and this is my assistant, \_\_\_\_\_. (You may want to adopt fun names like Dr. Slime and Professor Time.)

**Teacher Two:** We're glad you're here! Are you ready for a super fun time? Take responses.

**Teacher One:** Show a clock. Does anybody know what this is called? Take answers. What does it do? Take answers. Let's pretend our arms are the hands of a clock going around. Do so.

**Teacher Two:** Show a watch. How about this? Take answers. What does it do? Take answers. Point to where you normally put a watch on your body. Do so.

**Teacher One:** Did you know there was a time when there weren't any clocks or watches? That's because there wasn't such a thing as time.

**Teacher Two:** There weren't trees, animals, and people either, because there was no earth. Before time began, there was only God! He's been around forever!

**Teacher One:** Show the Day 1 Trinity Timeline poster. God has a Son who is also God, and his name is Jesus. He's been here forever, too. There's also a third member who is God. His name is the Holy Spirit, and he's been here forever, too! They are three, but they make up one God. You may want to sing "The Trinity" song here found at the end of this lesson.



**Teacher Two:** At one point, God decided to make time. Let's pretend to travel back in time in the time simulator machine to the beginning of time!

**Teacher One:** Okay, let's first pretend to put on our seat belts. Do so. Now let's put on our goggles in case it's windy. Do so. Is everyone strapped in and ready to go? Now, follow my directions and prepare to take off!

There are a couple of ways to do your "time travel" effect each day. A simple way is to flick the lights (or turn off the lights and use a flashlight that you shine around) while the kids stomp their feet and make time machine noises (whatever their imaginations come up with).

A more involved way is to turn off the lights, play the Sim Station sound effect provided, and turn on the rope lighting or Christmas lights that are around your screen. (See Decorating Decisions for specifics.)

Now have them close their eyes and pretend to be heading back in time. (They can continue making time machine noises if doing so.) While their eyes are (hopefully) closed, remove the black cover to reveal the Sim Station poster scene on the simulator screen. Have them open their eyes, show them the date on the Time Tracker (4000 BC), and tell them to imagine they're back at the beginning of time in the Garden of Eden.

# Teach It!

## Part 1: Back to the Beginning (10 minutes)

**Teacher Two:** Let's see what the Bible says happened at the beginning of time! Open to Genesis 1:1 and read the verse. Have them stand up and say it with you. Do motions together, pointing up for "heavens" and making a circle for "earth."

**Teacher One:** "In the beginning" means there *was* a beginning—time did start at one point.

**Teacher Two:** But remember, God the Father and Jesus his Son and the Holy Spirit didn't start. They have always been.

**Teacher One:** God invented time, and then for six days, during Creation Week, he worked to make the earth and the whole world. *Creation* is our special C word for today. Let's make a C in the air with our finger. Do so. Let's say that word together. Do so. Can you help me figure out what God created on each day of Creation Week?

**Teacher Two:** Let's shout out the number 1 as we jump up 1 time. Do so; then have them freeze for a few seconds while you hold up Days of Creation picture 1 and say the following.

On Day 1, God made light and dark. Cover your eyes for dark. Do so. Now open them to see light! Do so.

**Teacher One:** Let's shout out the number 2 and jump 2 times. Do so; then have them freeze for a few seconds while you hold up Days of Creation picture 2 and say the following.

On Day 2, God made the seas. Pretend you're on the wavy ocean water. Do so.

**Teacher Two:** Let's shout out the number 3 and jump 3 times. Do so; then have them freeze for a few seconds while you hold up Days of Creation picture 3 and say the following.

On Day 3, God made the plants. Pretend you're smelling a pretty flower. Do so.

**Teacher One:** Let's shout out the number 4 and jump 4 times. Do so; then have them freeze for a few seconds while you hold up Days of Creation picture 4 and say the following.

On Day 4, God made the sun, moon, and stars. Let's look up and pretend to see the stars. Do so.

**Teacher Two:** Let's shout out the number 5 and jump 5 times. Do so; then have them freeze for a few seconds while you hold up Days of Creation picture 5 and say the following.

On Day 5, God made the fish and other sea creatures, and the birds and other flying creatures. Let's pretend we're fish swimming around. Do so. Now let's pretend we're birds flying around. Do so.

**Teacher One:** Let's shout out the number 6 and jump 6 times. Do so; then have them freeze for a few seconds while you hold up Days of Creation picture 6 and say the following.

On Day 6, God made all the kinds of land animals, like the cow and the kangaroo. Let's pretend to be a cow! Do so. Now a kangaroo! Do so. After God made the land animals, he made the first two people—Adam and Eve! We don't have to pretend on this one because we're people!

Now God was done creating. Can you remember what our special C word is? Take responses. Yes, it's *creation*! God created everything the first week of creation.

**Teacher Two:** Let's shout out the number 7 and jump 7 times. Do so; then have them freeze for a few seconds while you hold up Days of Creation picture 7 and say the following.

On Day 7, God rested. Let's sit down and rest. Do so.

☐ Days of Creation pictures (Resource DVD-ROM)

From Teacher Resource Kit:

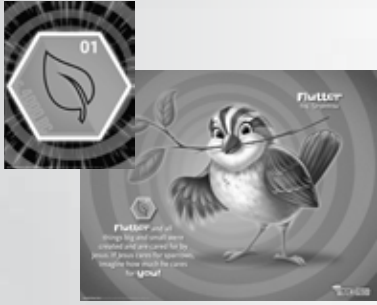
☐ Day 1 Timeline poster—leaf, cut apart

☐ Day 1 Animal Pal poster

### PRE-PREP

1. Photocopy the Days of Creation pictures.





- ☐ Boy or girl puppet (in costume) and puppet stage
- ☐ Clipboard
- ☐ 2 copies of today's puppet script (Resource DVD-ROM)

#### PRE-PREP

1. Photocopy the script. Tape one inside the puppet stage and place the other one on the clipboard.
2. Dress the puppet in a mini VBS T-shirt and/or lab coat with science/time symbols. You may want to have mini goggles and a little watch as well.
3. One teacher should be in front of the puppet stage with the clipboard, and one should be behind it, ready to work the puppet.

**Teacher One:** Show Day 1 Timeline poster—the leaf. It's cool to think that Jesus, as Creator, knows every little detail of every leaf and every bug and every single thing he's ever created. For instance, the Bible tells us he knows every bird, like Flutter the Sparrow here. Show Day 1 Animal Pal poster and read Matthew 10:29–31. (Put the Animal Pal poster across the room so the kids look way over there while Teacher Two is getting behind the puppet stage.)

It's wonderful to realize that if Jesus cares about every tiny little bird, he cares ever so much more about you! He loves you and will never leave you. He's always with you. Isn't that great news? Let's meet our Puppet Pal and talk more about it!

## Part 2: Puppet Pal—Always and Forever (5 minutes)

Each day, the puppet pal will be used to teach or reinforce the lesson. It's always a favorite, so try to include it even if you have to cut something else.

If you don't have a teaching assistant or co-teacher, enlist someone (a time keeper or other volunteer) ahead of time to work the puppet each day. If you're alone, have the puppet come up from behind a suitcase with the lid flipped up, or just stand and work the puppet. (See Decorating Decisions for more info about the puppet stage.)

You can use either a boy or a girl puppet. Use a consistent voice for the puppet all week. Speak clearly and exaggerate words and expressions. For instance, draw out certain words for emphasis, or make an exaggerated action for things like groaning, turning its head, or sneezing. Use your free hand to do things with the puppet's hands or arms. For example, if the puppet is "thinking," put the puppet's hand on its chin. When the puppet is talking, make sure the mouth is open. (This is the opposite of what people often do!) In other words, the mouth should be open on most syllables. You don't have to open very wide, which will help you move the mouth faster and more naturally.

Your puppet should come out of a portal on the set. When the puppet is entering, hold your arm back and down and have the puppet take three steps forward, getting higher each time, until the puppet is out and visible. When exiting, turn the puppet toward you and take three steps down until out of sight.

**Teacher:** Boys and girls, let's see if we can get our Puppet Pal, Skye, to come out. On the count of 3, let's all call to him (her). Ready? 1, 2, 3—Skye!

**Puppet:** Come up out of breath and rushed but full of excitement and energy. Hey, everybody! I'm all packed for my trip.

**Teacher:** Where are you going?

**Puppet:** Well, I want to go on an adventure back in time to when Jesus, the Son of God, began.

**Teacher:** Ummm . . . there's a little problem with that.

**Puppet:** What?

**Teacher:** Boys and girls, Skye said he wants to go back in time to when the Son of God (Jesus) started. Does the Son of God have a beginning? Take responses. The Son of God never started. He's always been.

**Puppet:** But wait! You're saying the Son of God didn't begin? That's impossible! Every one of us has a beginning.

**Teacher:** It's true that *people* have beginnings. But God didn't begin. He always has been and always will be. When you don't have a beginning or an ending, it's called being eternal.

**Puppet:** Eternal. So because he doesn't begin or end, God is eternal?



**Teacher:** Yep! And the Bible says he will never leave you. If you hide under your bed, in your closet, or in the basement, God is still with you. If you climb to the highest heights, go to the deepest depths, or travel to the farthest corner of the universe, he's still with you. So anywhere you go, Jesus is with you. He always is!

**Puppet:** Look all around, up and down, etc. But I don't see him here. Where is he? Jesus! Jesus!

**Teacher:** We can't see him, but he's here. It's kind of like air. Take a deep breath, everyone. Do so.

**Puppet:** Act like you're holding it for a really long time, then squeak out: Can I let it out yet?

**Teacher:** Okay, let it out.

**Puppet:** Dramatically let it out and gasp for breath. Whew!

**Teacher:** Just like we know the air is here, even though we can't see it, we also know God is here, even though we can't see him! So even though Jesus isn't standing here as a person right now, he's still here—he's just invisible. But this week, we'll be traveling to time periods when people actually *did* see Jesus as a real live man! And we'll talk about how someday, we'll get to actually see Jesus, too! Won't that be incredible?!

**Puppet:** It sure will! I can't wait to hear more as we travel through time this week!

**Teacher:** It's gonna be fun! But just remember, Jesus always has been and always will be. He's never going away.

**Puppet:** That makes me feel good. When I feel lonely or sad or in trouble, I'll remember to talk to Jesus in prayer.

**Teacher:** Yep! He's with you, and he hears you. Well, you better get going, Skye! Let's say bye to Skye, everyone! Do so.

⌚ Gospel Presentation: After the puppet show, you may want to talk to the children about how they can know for certain that they will get to see Jesus someday. See "Leading a Child to Christ" on the back cover for more information.

## Apply It!

In the remaining time, complete one or more of the following ideas in class. Supplies for this section are not included in the supply list on the back cover since they will vary depending on the activities you choose, so decide what you will do and add them to your supply list accordingly.

Pass out the Flutter bookmarks, one per child, or have leaders do so at the end of the day. Put a stamp in the Time Traveler Guides (or do so at snack time), and/or review the student guides.

### Part 1: High Voltage Verses

**Today's Verse:** "All things were created through him and for him." Colossians 1:16

Explain the following: the *him* this verse is talking about is Jesus, who is God the Son.

Practice the verse several times by playing the appropriate song from the Memory Verse CD and by using the Day 1 Memory Verse poster as a reference. Then try the following challenge.

**Challenge:** Find something that is a circle, like a hula hoop, a pool ring, or a jewelry ring. Circles have no beginning and no end, like the Son of God (Jesus). He has no beginning and no end, too. As you say today's verse, toss your circle up and try to catch it. Do this over and over and see how many times you can toss it without dropping it. Don't forget to say your verse as you toss your circle.

**Tomorrow's Verse:** "Jesus Christ is the same yesterday and today and forever." Hebrews 13:8

- ☐ Memory Verse music CD and player
- ☐ Simple songs (Resource DVD-ROM)
- ☐ Student guides and supplies for Part 1 and Part 2
- ☐ Time Traveler Guides, 1 per child
- ☐ Stamp for Time Traveler Guides
- ☐ Flutter bookmarks, 1 per child
- ☐ From Teacher Resource Kit:
- ☐ Day 1 Memory Verse poster
- ☐ Theme Verse poster

⌚ A faster option to learn the verse that can be done any day is to say it together twice using hand motions, then a third time using just the hand motions but not saying it out loud, then vice versa.

⌚ You may want to make up motions to the key words of the verse every day.

⌚ The student guides are great to send home as a fun review and important application of the day's lesson. The front is the review, and the back mirrors Part 1 and Part 2 of this section.



Try the challenge again, this time using tomorrow's verse. You may also want to practice the week's theme verse, using the Theme Verse poster as a reference.

## Part 2: Go and Do

- Go on a treasure hunt outside to see how many plants and animals you can find. Jesus, the Son of God, created all of them!
- Talk to God (that's prayer!) and thank him for his Son, Jesus, and for the Bible that teaches us about Jesus.
- Ask an adult if he knows anything about the day he was born. Isn't it amazing to think God never started but always has been?
- With an adult, check [answersvbs.com/tlkids](http://answersvbs.com/tlkids) for more fun information!

Ask yourself this question: Who needs to hear about this wonderful Creator?

① Simple sing-along versions of the songs listed here are available on the Resource DVD-ROM. Download them to an MP3 player and use them as accompaniment to your song time. They are also available for purchase on a CD (11-6-141).

① You may want to use all the songs suggested this week (found at the end of each day's lesson), or just repeat the same one or two all week long. There are lots of options!

① One test church teaching team ended each day having the kids do the time machine again (lights flashing, foot stomping, etc.), telling them it was time to leave the Garden of Eden and go back to VBS time.

① End each day's Simulation Station Lesson with prayer!

## Song 1: "The Trinity"

Here's a fun song to incorporate into any part of your day. Sing this one to the tune of "Are You Sleeping?"

**God the Father, God the Father**

(Point index finger up to heaven.)

**God the Son, God the Son**

(Point two fingers up to heaven.)

**God the Holy Spirit, God the Holy Spirit**

(Add a third finger.)

**Three in one, three in one**

(Keep all three fingers up, then on the word "one," keep only the index finger up.)

## Song 2: "What is Something that God Made"

Sing this one to the tune of "Head, Shoulders, Knees, and Toes." Remind them that our C word today is Creation, because God created everything.

**What is something that God made, that God made** (Fling your arms out wide.)

**What is something that God made, that God made** (Fling your arms out wide.)

**Shout it out, don't be afraid** (Cup hands around mouth.)

**What is something that God made, that God made** (Fling your arms out wide.)

After each time through, during the interlude, have kids shout out things God made.

## Optional: Playacting Review

Today, if you have time, the time travelers can pretend to be various animal kinds that God created in the Garden of Eden (e.g.: a bear, a cat, a dog, etc.).