

Aussie Assembly



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LEADER GUIDE

ASSEMBLY GUIDE

Course Overview

	Day 1	Day 2	Day 3	Day 4	Day 5
Title	The Beginning of Life: Made in God's Image	The Wonder of Life: Made with Amazing Design	The Value of Life: Made with Worth	Eternal Life: Made for Relationship	Using Your Life: Made for a Reason
Area of Australia	Outback Life at Uluru	Great Barrier Reef Life	Coastal Life	Forest Life	Outback Life at Coober Pedy
Land Down Under Lesson Focus	The Creator of the universe created <i>you</i> ! You didn't evolve from an apelike creature.	<i>You</i> are fearfully and wonderfully made, with a body full of awe-inspiring design features.	God values <i>you</i> greatly! Each and every person—young, old, healthy, sick—is a priceless treasure.	God loves <i>you</i> ! He loves you so much he sent his only Son to die for you.	<i>You</i> are created on purpose for a purpose.
Bible Passages	Genesis 1:26–28, 2:7–23	Psalms 139:13–16	Matthew 1–2 Luke 2	Select Scriptures	Acts 1:6–11 1 Corinthians 12:12–26
Fair Dinkum Verses	So God created man in his own image, in the image of God he created him; male and female he created them. Genesis 1:27	I praise you, for I am fearfully and wonderfully made. Wonderful are your works; my soul knows it very well. Psalm 139:14	And as you wish that others would do to you, do so to them. Luke 6:31	Jesus said to her, "I am the resurrection and the life. Whoever believes in me, though he die, yet shall he live." John 11:25	For we are his workmanship, created in Christ Jesus for good works, which God prepared beforehand, that we should walk in them. Ephesians 2:10
Apologetics Focus	They can't make a monkey out of me! (Ape-men Frauds)	God thought of everything! (Design Features of Our Bodies)	Be a defender of the defenseless! (Protecting and Respecting Life)	SMYLE! God loves you! (Only One Way to Eternal Life)	All I want to do is live each day for you! (Life Has Meaning and Purpose)
Animal Pals	Jumpin' Jack the Kangaroo	Shimmer the Coral	Bill the Platypus	Paula the Koala	Ringo the Dingo
Turtle-y Terrific Science	Bonzer Boomerang Fossil Handprint	Pick Your Brain Making Sense of Senses	Stellar Stethoscope Toothpick Heartbeat	Let's Get "A-Lung" Blood Sample	Mining Cereal Fabulous Fingerprints
Turtle-y Terrific Crafts	Rockin' Dot Art Hop-a-Shot	Crocs and Kangaroos Fitness Game Manta Ray Bookmark	Life Is Precious Photo Frame Playful Platypus	Southern Cross Ornament Koala Pen	Straya Sun Pillow Clay Echidna
Hoppin' Good Games	Jumpin' for Jesus Aussie Rules	PS139 Obstacle Course Reef Thief	King of the Court Let Me Help You	SMYLE! Kickball Animal Pal Dash	Teamwork Towers Dingo Fence
Top Koala-ty Treats	Outback Hat Funky Monkey	Coral Cup Thumbprint Cookie	Celebration Cake Baby in a Blanket	SMYLE! Pizza Koala-fied Cookie	Dingo Puppy Chow Boomerang Bread
Cool Contests	"Lollies" Guessing Game	Team Cheers	Dress-Up Day	"Beaut" of a Bible Challenge	Mission Money Mania



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Assembly Guide

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Answers
IN GENESIS®

Handy Helps

Welcome to “Aus-some” Australia!

G'day, mate! Are you ready for the trip of a lifetime as we zoom off to the Land Down Under? Be prepared to experience the jaw-dropping beauty of the Great Barrier Reef, the arid temperature of outback afternoons, the architectural marvels of Australia's modern cities, and the fascinating eucalypt forest, home of the koalas.

At *Zoomerang*, the newest Answers VBS, you'll marvel at the unforgettable wildlife, culture, and beauty of Australia while exploring the wonder and value of life, from the lives of preborn babies to eternal life in the kingdom of God.

Day 1: The Beginning of Life—As we explore the Genesis account that describes the creation of man and woman, we will find that people didn't evolve from ape-men. Instead, we'll discover that Jesus is the author of life.

Day 2: The Wonder of Life—We'll check out the words of King David, who expressed the wonder of being formed by God even before he was born. As we look at the special design features of our bodies, we'll learn that we're fearfully and wonderfully made in God's image.

Day 3: The Value of Life—The book of Matthew tells the account of Jesus' birth and the subsequent killing of Bethlehem's baby boys. As we look at this passage, we'll discover that God wants us to protect and respect all life—no matter how old, young, smart, or physically fit someone is. Every life is precious to God!

Day 4: Eternal Life—As we explore the life, death, and resurrection of Jesus, we will see there is only one way to have eternal life with God—through repenting of sin and believing in his Son.

Day 5: Using Your Life—When Jesus ascended into heaven, he left his followers with an important mission. We will take a closer look at the truth that we are created for a reason—to glorify God through the good works he has prepared for us to do. Our main mission is to tell others about our Creator and Savior, Jesus Christ!

From the minute our mates step off the plane onto Australian soil, they will find themselves on a trip they'll never forget! The day begins at the **Aussie Assembly**, the thrilling opening complete with entertaining welcomes, “aus-some” songs, a mission moment, and prayer. Then we're off to four fun rotation sites:

Land Down Under Lessons—the teaching time. Here, our mates will unearth the value and wonder of all life created by God and for God.

Top Koala-ty Treats—the snack spot. Mates will enjoy delicious tucker (food) at this much-anticipated stop.

Hoppin' Good Games—the recreation location. At this location, mates “av a go” (put in a good effort) at working together as teams and trying out various physical challenges.

Turtle-y Terrific Science and Crafts—the science, craft, music, mission, and memory verse spot. This location features a wide array of activities to choose from: engaging science experiments to explore, appealing crafts to invent, rockin' songs to sing, fun memory verse games to play, or mission time to explore (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 **Aussie 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 Aussie game show called *Zoomerang*. Before the game show goes on the air each day, the kids will witness some drama between the staff members who work on the show. Then, when the announcer gives the countdown, the show begins, complete with kids being called from the audience to be contestants.

So grab your Aussie hat and “sunnies,” and let's begin our fun-filled adventure at *Zoomerang*!

Our Goal

We are so thankful for how God has chosen to use the Answers VBS programs over the past years! 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 with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, it's critically important to us not to sacrifice

rich teaching. 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 understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a

great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

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

Your Role

Your role as music coordinator, mission coordinator, and/or drama director is outlined in the following pages. This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind. Then get ready! God is about to use you and your church to impact lives!

Music Coordinator

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

Mission Coordinator

- Choose a mission project or projects for all ages.

- Arrange all details related to presenting the mission project during VBS week.
- Act as the presenter of the mission information the week of VBS.
- Deliver the mission collection to the appropriate parties after VBS is over.

Drama Director

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

Frequently Asked Questions

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

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.

Mates: Friends or buddies are often called “mates” in Australia. Mates at VBS will be the kids.

Tour Groups: Classes of kids will be put in tour groups named after Australian animals (e.g., Kangaroos, Wombats, Sugar Gliders, and Kookaburras).

Group Guides: Adult and teen leaders will be the group guides who get the mates from place to place during VBS. No teaching is required for this position.

Tour Guides: This refers to the teachers at the Land Down Under Lessons.

Aussie Assembly: At this location, everyone joins together for the opening and closing assemblies.

Land Down Under Lessons: This rotation site is where Bible and apologetics teaching occurs.

Turtle-y Terrific Science and Crafts: At this site, mates participate in exciting science and crafts. There are also options for singing songs, learning memory verses, and exploring missions around the world.

Top Koala-ty Treats: The mates will enjoy some yummy outback eatables at this rotation.

Hoppin' Good Games: At this indoor or outdoor site (outdoor is preferred), the mates will “av a go” (put in a good effort) at fun land and water games.

Fair Dinkum Verses: “Fair dinkum” is an Australian term meaning something that is 100% genuine and truthful. Mates at VBS will learn their fair share of fair dinkum memory verses.

Aus-some Songs: Mates will be singing along with the catchy music of VBS.

Animal Pals: These are our friendly animal mascots used to emphasize the key point of each day's lesson.

Creature Feature: During opening or closing assembly, mates will hear of real-life Australian animals and the amazing design features God has given them.

Toddlers: These are mates who are 2–4 years old.

Pre-Primaries: These are mates who are 4–6 years old or kids who are age 4 through those who have completed “kindy” (kindergarten).

Primaries: These are mates who are 6–9 years old or kids who have completed grades 1–3.

Juniors: These are mates who are 9–12 years old or kids who have completed grades 4–6.

For multiage K–6 teams, we recommend using the Primaries material.

Assemblies

Daily Assemblies

One of the most exciting parts of *Zoomerang* is the opening and closing assembly time. Each day begins and ends with an assembly of all classes and includes an array of

activities. (See below.) The assemblies can be led by the VBS director, children's pastor, music coordinator, drama director, a volunteer, or a combination of these.

Assembly Activities

Welcome

Welcoming everyone to VBS is the first thing we do at *Zoomerang*. And to start us off each day, we have a silly intro.

Aus-some Songs

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

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

Mission Moment

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

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

Creature Feature

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

Drama/Game Show

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

As an alternative, **shorter skits** for each day using fewer people are also offered on the Digital Resources. A separate daily drama can also be purchased and played.

Or, an additional possibility is to do just the game show portion of the drama and not do the scripted part that occurs before the game show.

Cool Contests

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

Announcements

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

Prayer

Ask for God's protection and blessing on your day during the opening assembly. At the end of the closing assembly, thank God for a good day at VBS.

Takeaway Time

Just before everyone is dismissed to go home, take a minute to share a big thought about God.

Tip Corner

- Use class signs to identify where each class should sit. Sign posts can be made and reused each year.
- Play VBS music before and after each assembly to enhance the atmosphere.
- In preparation for VBS, have some (or all) of your leaders learn the song motions.
- To add variety, wear something thematic.



Daily Assembly Scripts

For your assembly leader, a detailed program for each assembly, including all scripted segments, is provided beginning on page 14. These include the welcomes, Mission Moments, songs, and Creature Features. These scripts are also available on the Digital Resources.

Order of Program Forms

So that your assembly leader and production crew are on the same page, blank, reproducible “Order of Program” forms are provided for the opening and closing assemblies on the Digital Resources. Before each assembly, insert the songs of your choice and your notes. Then photocopy the completed form and distribute to your production crew.

Aus-some Songs

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

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

Note: Original purchasers of these music products are given limited permission to copy up to 25% of the total number of copies needed. Visit AnswersBookstore.com for more licensing options.

Music Leader Set

Included in each Super Starter Kit is a Music Leader USB, which provides all components of both contemporary and traditional music. The Music USB is also available for purchase separately (11-9-057). The Music USB contains MP4 files of hand motion videos and song lyric videos, as well as MP3s of the music in stereo, split, and instrumental versions. Presentation images and printable song lyrics are also included.

Contemporary Songs

Theme Song: "Zoomerang" (2:35)

Day 1 Song: "Do You Not Know?" (2:03)

Day 2 Song: "Wonderfully Made" (2:06)

Day 3 Song: "Masterpiece" (2:04)

Day 4 Song: "One Way" (1:51)

Day 5 Song: "Everything" (2:18)

Any Day Song: "Take My Life" (2:40)

Traditional Songs

Theme Song: "Zoomerang" (1:43)

Day 1 Song: "You Can't Make a Monkey out of Me" (1:53)

Day 2 Song: "Fearfully and Wonderfully Made" (1:15)

Day 3 Song: "Made by the Father" (:54)

Day 4 Song: "The Greatest Story Ever Told" (3:11)

Day 5 Song: "Servant's Heart" (2:24)

Any Day Song: "Building the Kingdom" (1:39)

Additional Music Aids

Sheet Music

The Super Starter Kit includes a sheet music book with both contemporary and traditional songs. This book includes the lyrics and the accompaniment for each song. This book can also be purchased separately (11-9-065).

Lyrics

Printable lyrics for each song are available on the Music USB.

Student CDs

Audio CDs of the full-track songs are sold in packs of 10. These can be distributed to the children and their parents

before or during VBS to help with learning the songs. They make great rewards and souvenirs of VBS, as well. The memory verse and the theme songs are together on one student CD. (Contemporary—11-9-061; Traditional—11-9-062)

Digital Downloads

Lead sheets, chord charts, and audio files of each contemporary music song are available to purchase and download from answersbookstore.com. Hand motion videos and song lyric videos are also available to purchase and download. You can also purchase licenses for distributing videos or audio files to your children.

Memory Verse Songs

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

The contemporary memory verse songs are produced by Seeds Family Worship and the traditional memory verse songs are produced by Majesty Music. Both are available on the Music USB, which comes with the purchase of a Super Starter Kit.

Theme Verse: "Psalm 139:14"

Day 1 Song: "Genesis 1:27"

Day 2 Song: "Psalm 139:14"

Day 3 Song: "Luke 6:31"

Day 4 Song: "John 11:25"

Day 5 Song: "Ephesians 2:10"

Cool Contests

It never fails—announce a contest, and watch kids light up! Daily contests run in one of three ways. Decide which option best suits your situation and plan accordingly.

Individual Effort

Each child earns points daily for the following:

- Attendance
- Learning the daily memory verse
- Bringing a visitor
- Participating in the daily special contest (see specifics below)

These points are tallied and the child receives a prize if he or she reaches a certain point total.

Team Effort

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

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

The Resource USB contains a sample team roster.

Whole Group Effort

All the children in VBS work together to reach a certain number of points. If they reach the goal, they receive a prize. This could be something for them or for someone else, such as a special gift given to a mission organization.

Other Contest Info

- Send home the student guide daily and encourage the kids to do the Go and Do sections. They will receive 1,000 points for each Go and Do they complete. They do not have to bring these back. Just take their word for it.
- Our test churches include the Pre-Primaries in the contests, but they don't keep score for that age group because they don't really understand or care about the points. They just enjoy the fun of everything.

- Mates can receive points for being at VBS, learning their memory verses and bonus memory verses, and participating in the daily contest. The daily contests are as follows.

DAY 1—LOLLIES GUESSING GAME

Prepare a see-through jar with “lollies” (candies in Aussie lingo). Any candy can work, or try Aussie favorites like Wiley Wallaby Licorice or Cadbury chocolates, both available at various stores or online. Count how many are in the jar and write the number on a piece of masking tape. Put the tape on the inside of the lid and put the lid on the jar. Place the jar, some slips of paper for kids to write their guesses on, some pens, and a small sand pail somewhere near your assembly area. At any point in the day when they are passing by, each child can write their guess on a slip of paper, with their name, and put it in the sand pail. Have an adult figure out who is closest, and award the jar to that person during the closing assembly or at the next day's opening assembly.

DAY 2—TEAM CHEERS

To excite team spirit, each team comes up with a team cheer, song, motion, or sign. Or, they can each wear something depicting their group. For example, if a group's name is Dingoes, everyone wears dog ears.

DAY 3—DRESS-UP DAY

Today, mates dress up as Aussie animals or in Aussie-themed attire such as an outback explorer or a beach surfer. No swimsuits please.

DAY 4—“BEAUT” OF A BIBLE CHALLENGE

The day before, print copies of the “[Beaut](#)” of a Bible Challenge, (“beaut” meaning fantastic or awesome) and pass one out to each child to be completed at home. Have children return this challenge today. This is an important and fun exercise to get kids in the Word.

DAY 5—MISSION MONEY MANIA

Bring in your final mission money today. Double points for anyone who brings in any amount.

Suggested Prizes

If you are interested in giving out prizes for any of the contests or for anything else, here is a list of prizes available from answersbookstore.com.

- Tubular bandanas (11-9-152; 11-9-153; 11-9-154; 11-9-155; 11-9-156)
- Wristbands (11-9-083)
- Stickers (11-9-088)
- Puzzles (11-9-094)
- Water bottles (11-9-081)
- Pencils (11-9-085)
- Carabiners (11-9-082)
- Pens (11-9-086)
- Puffy stickers (11-9-143)
- Child backpacks (11-9-144)
- Notepads (11-9-146)
- Scratch art (11-9-147)
- Paper masks (11-9-148)
- Foam figure (11-9-149)
- Boomerang (11-9-157)

You can also check online retailers, such as Oriental Trading Company (orientaltrading.com) and Rhode Island Novelties (rinovelty.com), for inexpensive bulk prizes and local discount retailers that sell bulk individually wrapped candy or other edible treats. Some prize possibilities include plastic boomerangs; outback hats; sunglasses; plastic, rubber, or stuffed animals (fish, kangaroos, koalas, kookaburras, crocodiles, or snakes); sticky lizards; stretchy bugs; glow-in-the-dark stars; globe balls; water bottles; hand clappers; sticky hands; squishy “eyeballs”; gummy worms; Sour Patch Kids; Wiley Wallaby Licorice; Tim Tams; Cadbury chocolate; or Nestle Chokito.

Creature Features

During the assemblies each day, we'll share a Creature Feature to highlight the incredible design features of five amazing animals the Creator has made. These are written into the closing assembly but can also be done during the opening assembly—your choice! NEW for Zoomerang—we are providing **Creature Feature videos** that you can show instead of using the provided scripts. Check the Resource USB for the videos.

Day 1: Kangaroo

Today, we'll meet the kangaroo, an iconic Australian animal. God designed the kangaroo with an amazing tail that helps it balance!

Perhaps what we think of most about the kangaroo, however, is its amazing jumping ability. Jumpin' Jack is jumping by today to remind us that we didn't evolve from animals, but are made by God in his image.



Day 2: Coral

Time to meet the coral, which is, in fact, an animal. God has designed a beautiful array of corals that grace our oceans, from ones that look like sea fans, to pillars, to mushrooms, to brains.

As we go about our day and learn how we are fearfully and wonderfully made, our animal pal, Shimmer the coral, reminds us that God made amazing animals, but no creation is more special than man. We are God's crowning masterpiece.



Day 3: Platypus

Today's animal pal is the interesting and somewhat bizzare platypus. When first discovered, scientists thought it was a fake because it has a bill like a duck, a tail like a beaver, fur like a bear, lays eggs like a turtle, and has poison like a snake. It certainly is unique!

Our animal pal, Bill the platypus, keeps us thinking about how each animal is unique and has value, yet people are of much greater, infinite value and uniqueness to God.



Day 4: Koala

Who can resist the adorable koala? It lives only in Australia in the eucalypt forests and eats eucalyptus leaves all day. These are toxic to almost all animals, but not the koala! God designed the koala with a special digestive system to handle the poisonous leaves.

Paula the koala is an awesome marsupial mama, caring for her young in her pouch for about six months. That's nothing, though, compared to our heavenly Father who cares for us every minute. He cares so much he even sent his Son to die for us!



Day 5: Dingo

Isn't it fun that God made dogs? Today's Aussie dog, the dingo, is a wild dog that often lives in the outback.

Ringo the dingo reminds us that just as he has a role to play in the animal kingdom, each of God's children has a role to play in God's kingdom. God has prepared special works for us to do, so let's get busy loving God and loving others!



Mission Moment

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

Life's Amazing Adventure



Your kids will explore five different countries on *Life's Amazing Adventure*, discovering that everyone is a treasure to God. They'll also learn about children living in poverty around the world and ways to make a difference.

As your students explore Rwanda, Haiti, Albania, Myanmar, and the US, they'll hear the stories of boys and girls whose lives have been touched by poverty. These children have no guarantee of meals, shelter, or an education. They need help. And they need the hope that only comes from salvation in Jesus Christ.

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

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

Life's Amazing Adventure

During the Mission Moment, your group will meet Harper, a fun-loving adventurer who loves exploring all of God's incredible creations. Using her experiences living in the Australian outback, Harper will share what she's learned about the value of life. Each day, she'll take you to meet a child in another part of the world who needs your help.

Your mission is to collect coins to fill Children's Hunger Fund Coin Paks and help provide meals for children in need, just like the ones Harper introduces throughout the week.

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

When your VBS children earn coins for their Coin Paks, they make it possible for Children's Hunger Fund to fill Food Paks. A Children's Hunger Fund Food Pak is a box of up to 20 pounds of nutritious food that can feed a family for up to a week. In a Food Pak, every meal costs just 25¢!

The Food Paks are provided to partner churches in the US and around the world who deliver them to homes of families in need. Along with food delivery, relationships are built and the gospel is shared.

The following items are available on the Resource USB that comes with your starter kit and can be downloaded from AnswersVBS.com/ZoomResources.

- **Daily videos**
- **Daily scripts and activities**
- **Printable Prayer Journals**, featuring true stories about hungry children living in poverty and prayer prompts that will help your kids connect with the needs of suffering children
- **Printable "Map of the World" activity sheet**, featuring locations of the children from the daily videos
- Printable and **digital banner artwork**
- **PowerPoint images** to help your kids track their fund-raising progress
- Printable fold-up **Coin Pak bank** for collecting coins
- **Donation Return Form** to accompany your donation to CHF at the end of your VBS program

Purchasing Items

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

To order, please visit ChildrensHungerFund.org/AnswersVBS. To place an order over the phone, call Children's Hunger Fund at 800-708-7589.

For questions regarding your Mission Moment resources, please call 800-708-7589 or email VBS@ChildrensHungerFund.org.

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

Collecting Donations

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

Once you've totaled your donations, please write a check to Children's Hunger Fund, indicating "Life's Amazing Adventure" in the memo area, then fill out the [Donation Submission Form](#). Send your check with the form to:

Children's Hunger Fund
Attn: Life's Amazing Adventure
DEPT LA 24373
Pasadena, CA 91185-4373

Learn more about the gospel-centered mercy ministry of Children's Hunger Fund at ChildrensHungerFund.org.

Tracking Your Progress

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

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

1. Show your progress with *Life's Amazing Adventure Daily Count PowerPoint slides*. Update the slides with the total number of meals raised each day.
2. Make your own goal tracker and update it throughout the week. Create or print an empty thermometer and put five equally spaced marks on it. Each day, fill in the thermometer up to the next mark and write the total number of meals raised so far on the corresponding line.
3. Consider having a contest between boys and girls, or between teams, to see which group can bring in the most money. (Printable "Teams" and "Daily Count" artwork are on the Digital Resources.)

NOTE ON COUNTING COINS: It may be helpful to recruit two or three adult volunteers to count and/or roll the coins at the end of each day. Some banks provide coin counting services, but they may require several days to do so. Check ahead with your local bank.

Daily Assembly Scripts

Day 1: Aussie Opening Assembly

Welcome (2 minutes)

SUPPLIES FOR DAY 1 WELCOME: Big suitcase stuffed with clothes for all seasons (winter coat and hat, summer clothes, swim stuff, etc.) and other items such as a snorkel mask, outback hat, water bottle, and first aid kit

Note: If you use other items, adjust the text below to mention whatever you've put in there. Or, another way to do this is to actually put on and carry a ton of stuff as you come walking on stage all decked out. Again, adjust the text below as necessary.

Person 1: G'day, mates! Welcome to Zoomerang! We are exploring Australia this week and like the boomerang that Australia is famous for, we'll be returning to the value of life! Did you know you're of great value to us because you're of great value to God? He made you in his image!

Person 2: Come out huffing and puffing and carrying the suitcase as if it's very heavy. Have it unzipped so everything will fall out at the right time, but hold it under your arm to keep it closed for now.

Person 1: Ahh, g'day there, mate! What's going on?

Person 2: G'day! I just landed here in Australia and I'm so excited to start exploring! It's gonna be a beaut.

Person 1: A . . . a . . . what?

Person 2: You know, a beaut. Great! Bonzer! Fantastic!

Person 1: Oh, right, right! A beaut.

Just then the suitcase opens up and everything falls out all over the place, in a big mess.

Person 1: Whoa, mate, what's all this stuff? Begin to hold up stuff and toss it across the way as you say the following. Snorkel mask? Outback hat? Winter coat? Hat? Water bottle? First aid kit? Why do you have all this for Australia? I mean, a winter coat and hat? Really?

Person 2: Well, Australia's a land of extremes. Sure, it has areas that are blistering hot, but it also has the ocean, rainforests, and even arctic cold temperatures with *penguins*! I just want to be prepared.

Person 1: Wow, who knew? Well, in the midst of all these unique spots in Australia, the Land Down Under, we're going to a special one. I wonder where it might be.

Person 2: I don't know, but before we head there, I want to sing a song to get in the mood!

Person 1: Okay, let's wait and let the mates know our first destination when they get to their Land Down Under

Lessons. But now, everybody up on those feet and let's sing our theme song, "Zoomerang"!

Song (3 minutes)

"Zoomerang"

Song (3 minutes)

Contemporary: "Do You Not Know?" / Traditional: "You Can't Make a Monkey out of Me"

Mission Moment (5 minutes)

SHOW: "Life's Amazing Adventure" slide

As we spend this week learning about the people God created in his image, we're going to meet a boy or girl living in a different part of the world. We're partnering with Children's Hunger Fund to help children just like these, who are living in poor conditions and don't have enough to eat.

But the best part is you can help them! And along with sending food, you can help them hear about Jesus, too!

SHOW: "Life's Amazing Adventure—Mimi" slide

Are you ready to meet the first child? Pause for participation. Great! Today, we're going to meet a very little girl named Mimi, who lives in the country of Rwanda.

SHOW: Video 1—Mimi

Country: Rwanda

Problem: Extreme Hunger

Did you notice where Mimi and her family live? Their house is made out of mud, and they live very far away from other people. There aren't a lot of options for her mother to find work, and she has a lot of growing children to feed. Five children. And she has to provide food for them all by herself! But even where Mimi and her family lives, a local pastor came to deliver Food Paks from Children's Hunger Fund and share with her family about Jesus!

Do you want to help kids like Mimi? Pause for participation. Great! This week at VBS, we'll be collecting coins to put in these Coin Paks. Show Coin Pak. Take this home today and tell your family and friends about Mimi. Ask them to help you collect coins for meals. It only costs 25¢ to provide a nutritious meal for a hungry child.

These meals will be packed into a Children's Hunger Fund Food Pak, which is a box with about 20 pounds of nutritious food inside. That's enough to feed a family of four for about a week.

Each day this week, bring back any coins you've collected, and we'll count how many meals you've given so far. With your help, we can deliver hope to suffering families all over the world.

Announcements (time varies)

Announce any info pertinent to your situation. Today, you need to explain how the contests work so the kids can be participating. Check with your director if you aren't sure.

Prayer

Dismissal

Song (play as children leave)

C: "Wonderfully Made" / T: "Fearfully and Wonderfully Made" / Memory Verse Song: "Genesis 1:27"

Day 1: Aussie Closing Assembly

Song (3 minutes)

C: "Wonderfully Made" / T: "Fearfully and Wonderfully Made"

Song (3 minutes)

"Zoomerang" / Memory Verse Song: "Genesis 1:27"

Creature Feature: Jumpin' Jack the Kangaroo

(5 minutes)

Use the PRESENTATION SLIDES or show the CREATURE FEATURE VIDEO

SHOW: Creature Feature title slide

G'day, mates! It's time to check out one of the amazing animals our amazing creator God has made! We're learning about Australia so today we'll look at one of Australia's most well-known animals. Here's a clue. Hop around for a bit. Do you have a guess? Pause while they answer. Yes, we'll be checking out the kangaroo!

SHOW: Kangaroo slide

Tell your neighbor a nickname you have (if you have one). Have them do so, then share a nickname you have. Kangaroos are nicknamed roos for short. They have other nicknames, too. Males are called jacks, and females are jills. Males are also called bucks, and females are does. And, males are boomers, and females are flyers.

SHOW: Marsupial pronunciation slide

Kangaroos belong to a special group of animals. Can you figure out what the group is called by looking at this slide? Give them a moment, then say: They are marsupials. Can you say that with me? MARS - SOUP - EELS.

SHOW: Map slide

Most marsupials live in Australia and New Guinea.

SHOW: Kids with backpack slide

Marsupials are known for the special pack they have. Have you ever worn a backpack? Pause. Well, marsupials wear their pack, or pouch, in the front or belly area rather than on their back, and—here's something cool—it's built-in!

SHOW: Kangaroo with pouch slide

How many of you would like a built-in pouch? Pause. Tell your neighbor something you'd always carry with you if you had a built-in pouch. Pause. Of course, kangaroos don't carry the kind of supplies you do, but what they do carry are their babies.

SHOW: Joey slide

Hold up your hands to show me how long you think a newborn baby kangaroo is. Do so. When a baby kangaroo, or joey, is born, it's about the size of a jellybean!

SHOW: Baby kangaroo slide

Once born, it climbs through its mom's fur into the pouch on her belly. It stays there until it's ready to survive on its own outside the pouch. It's pretty amazing that God created the joey to know it needs to climb to the pouch for safety even when it's so tiny!

SHOW: Kangaroo jumping slide

Everybody give a big hop. Do so, and have them hop back to where they were. When the young joeys get old enough, out they hop! Kangaroos are the only large animals that use hopping as their main way of getting around. Would you like to hop to get around? Pause for a moment.

God gave the kangaroo strong, long, hind legs and feet, and a long, thick tail to help with balance. Strong muscles in their legs help the kangaroo jump long distances.

Let's see how we match up to a kangaroo's jumping abilities. Call a child volunteer from the audience and have her jump as far as she can. Measure it with the tape measure and praise her for her jump.

Now let's see how far a kangaroo can jump. Have Person 1 stand on one side of the stage with the measuring tape. Person 2 starts pulling the tape and keeps dramatically pulling and pulling until 25 feet away. The red kangaroo can leap 25 feet in a single bound! That would be like jumping from here to there in one hop! Whoa! This jumping ability helps the kangaroo catch its prey, travel long distances to find water, and get away from predators.

SHOW: Kangaroo comparison slide

How tall are you? Pause. I'm _____ (however tall you are). Kangaroos and their relatives can be anywhere from 7

feet tall, like the red kangaroo (demonstrate how tall 7 feet is) to 18 inches (46 centimeters) like the dwarf wallaby! Demonstrate how tall 18 inches is.

Have everyone jog in place briefly and then pause, breathing hard. How do kangaroos not get completely out of breath when they're jumping? Well, crazy as it sounds, it takes more energy for a kangaroo to stand still than to hop.

God made the kangaroo's lungs to flop around inside of them as they hop, so air is pushed out of the lungs when the lungs hit other organs. This means the kangaroo doesn't have to use energy to breath out—it just happens automatically. God thinks of everything!

SHOW: Jumpin' Jack slide

Kangaroos are such a cool creation of God's! And our kangaroo animal pal, Jumpin' Jack, is hopping by today to remind us that God is the Author of all life—kangaroos, crocodiles, koalas, and people. Animals are created by God and are super cool. But, God's most special creation is . . . you . . . and me . . . and all of us! God makes every person in his own image. We didn't evolve from animals. From the beginning, God made animals animals and people people—and only we are made in God's image! Thanks for hopping by!

Drama (8–15 minutes)

See the Drama Production section starting on page 29 for details. Allow about 15 minutes for the complete drama or about 8 minutes for just the game show portion.

Announcements (time varies)

Cool Contests (3 minutes)

Announce winners of today's contests. Remind them to do their Go and Do on their student guides, learn their memory verses, and make up a sign or team cheer for tomorrow.

Prayer

Takeaway Time (1 minute)

Each day right before dismissal, share a thought to leave everyone with.

In Australia, they call TO GO orders "takeaway." We're going to leave you with a takeaway thought each day before you leave. Here's today's.

Think of the kindest person you know. Pause. Did you think of someone? Pause.

Any time you experience anything good from someone—a kindness, a loving act, truthful words, joyful times—remember this: that person, who is made in God's image, is reflecting a good, kind, loving, truthful, joyful God. We are only kind and loving to any degree because God is kind and loving perfectly. Let's say today's verse together. Recite Genesis 1:27.

When you experience anything good from anyone, let it remind you of our good God!

Dismissal

Song (play as children leave)

"Zoomerang"

Day 2: Aussie Opening Assembly

Welcome (2 minutes)

SUPPLIES FOR DAY 2 WELCOME: Snorkel mask, flippers, and a wet letter

Person 1: Welcome back to Zoomerang, mates! We have a great day planned for you!

Person 2: Come sloshing out with a dripping wet letter.

Person 1: Well, look at you! Where have you been?

Person 2: I was snorkeling, and guess what? I got a letter!

Person 1: From the . . . ocean?

Person 2: Yeah, there's a post office right there in the ocean!

Person 1: No way! That's impossible.

Person 2: Wave it back and forth in front of Person 1, getting him wet. Here it is to prove it.

Person 1: Well, what's it say?

Person 2: Open it up. Hmmm . . . it seems to be filled with some Aussie tongue twisters.

Person 1: That's random! Like what?

Person 2: Well, this one's about sheep. Australia does have the highest number of sheep in the world, so I guess that makes sense. Here's the twister: "Sheep should sleep in a shed."

Person 1: Let me try that. Can you guys try it with me? Do so, having all the kids try it, too.

Person 2: How about this one for sunny Australia? "We surely shall see the sunshine soon."

Person 1: Let's give it a whirl, mates. Do so.

Person 2: Well, I'm going to go and get dry while you're practicing. I'll see you in a minute.

Try these, as well: "Swim, swan, swim" or "She sells seashells by the seashore."

Person 1: Okay, that was fun, and maybe it contained a clue to where we're going today. But before we find out

our destination, let's get this party going with a song that's about what we'll be *talking* about all day—that we're fearfully and wonderfully designed by God! Here we go!

Song (3 minutes)

C: "Wonderfully Made" / T: "Fearfully and Wonderfully Made"

Song (3 minutes)

C: "Take My Life" / T: "Building the Kingdom" / Memory Verse Song: "Psalm 139:14"

Mission Moment (5 minutes)

SHOW: "Life's Amazing Adventure" slide

All week long, we'll be joining Harper as she travels all over the world to meet people and share with them that they're precious to God. We're also learning how we can help by providing them with the food they need.

Have you started collecting coins for your Coin Pak yet? Pause for participation. Great! Remember, each quarter you put into your Coin Pak means one meal for a hungry child.

SHOW: "Life's Amazing Adventure—Isaac" slide

Today, we're going to be traveling with Harper to the country of Haiti, where we'll meet a boy named Isaac. Let's hear his story.

SHOW: Video 2—Isaac

Country: Haiti

Problem: Generational Poverty

Isaac doesn't have the same options that people do in other areas of the world. He doesn't dream about being a doctor or an astronaut or a famous soccer player because his family can't afford to send Isaac to school. His plans have always included becoming a farmer like everyone else in his family.

This is called generational poverty. For Isaac, using a wheelchair to get around has made this difficult life that much harder. When a pastor visited with a Food Pak and shared with Isaac's family about Jesus, he was able to see that God's plan was bigger than his own.

Every 25 cents you collect this week means one meal for a child like Isaac—a child who doesn't know when they'll get their next meal. You are helping to deliver hope to suffering children around the world.

Now, do you want to hear how many meals we've raised so far? Pause for participation. Well, we've counted the coins you brought in and we've raised ____ meals! Remember, one dollar provides four meals. To calculate your VBS meal progress, multiply the dollars raised by four.

SHOW: Daily Count Day 2 slide with current meal count filled in.

That's not bad for just one day. But we've still got the rest of the week, so keep bringing in coins all week long! Share what you've learned about Isaac and Mimi with someone else and see if they want to help provide meals, too. Ask your parents if you can earn money for your Coin Pak by doing some special chores around the house. Get creative!

Announcements (time varies)

Make pertinent announcements.

Prayer

Dismissal

Song (play as children leave)

"Zoomerang"

Day 2: Aussie Closing Assembly

Song (3 minutes)

Memory Verse Song: "Psalm 139:14"

Song (2 minutes)

C: "Do You Not Know?" / T: "You Can't Make a Monkey out of Me"

Creature Feature: Shimmer the Coral (5 minutes)

Use the PRESENTATION SLIDES or show the CREATURE FEATURE VIDEO

SHOW: Creature Feature title slide

Today we're learning about a type of animal called a coral.

SHOW: Coral reef slide

Wait! Rewind. We're supposed to be talking about animals, aren't we? Corals don't seem like animals! They kind of look like plants, don't they?

SHOW: Coral polyps slide

Well, it's true that corals (also called coral polyps) can look like colorful underwater plants, but they're actually animals—teeny, tiny animals—teeny, tiny animals that end up turning into rock skeletons.

SHOW: Limestone base slide

Coral reefs are made up of rock skeletons. It works like this. The tiny, living coral polyps attach themselves to a surface. When they die, many corals leave a hard skeleton behind which becomes a heavy rock called limestone. Now here's where it gets crazy! New coral polyps come along and attach themselves to the rock skeletons

DAY 1 DRAMA

Characters: Wade, Jen, Cara, Zoey, Stephen

(Theme Music)

(Scene begins with ZOEY standing behind her contestant desk engrossed in a book. Then STEPHEN enters from backstage with a small rolling suitcase and a large academic achievement medal around his neck. He doesn't notice ZOEY at first because he's awestruck with the game show set and TV studio.)

STEPHEN: Wow! This . . . is . . . AWESOME! *(as he walks to the front of the stage)* Haha! What a dream come true! I finally get to put my vast knowledge on display for everyone to see! *(turns and sees ZOEY, his opponent, reading her book)* Ha . . . poor girl. Just look at her . . . frantically studying. She hasn't got a chance. *(clears his throat to get her attention)* Ahem!

ZOEY: *(looks up from her book)* Oh, sorry. I was engrossed in my book.

STEPHEN: No worries. I'm Stephen.

ZOEY: Nice to meet you, Stephen. I'm Zoey. What's that you're wearing? It looks like a medal or something.

STEPHEN: *(proudly)* Oh, this? It's just my latest academic achievement award, that's all.

ZOEY: So, you have others?

STEPHEN: Oh, yes. In fact, I brought my entire collection with me. Wanna see them? *(as he starts to open his rolling suitcase)*

ZOEY: Uh, no, that's okay . . . the show will probably be starting soon. But that's impressive . . . I guess I'm going to have to be at the top of my game to beat you.

STEPHEN: Beat me? Yeah, well . . . I wouldn't get your hopes up.

ZOEY: Oh . . . okay.

(ZOEY smiles and then resumes her reading.)

STEPHEN: I can't believe we're going to be on a real live game show. Can you?

ZOEY: You mean you've never been on a quiz show before?

STEPHEN: *(smugly)* Ha! And you have?

ZOEY: Sure . . . lots of times.

STEPHEN: *(to himself)* Yeah, right.

ZOEY: No really . . . I'm the captain of my high school quiz team. Not meaning to brag, of course. Doesn't your school have a team?

STEPHEN: Uh . . . I'm sure they're working on it. *(quickly changes the subject)* So . . . what are you reading?

ZOEY: Oh, this? It's just the *The Odyssey* by Homer.

STEPHEN: *(attempting to regain his pride)* Ha! We read that last year!

ZOEY: Really? That's great! I've read it every year since I was 6. But, this time I'm reading it in the original Greek.

STEPHEN: Greek? As in the language?

ZOEY: Yeah, you should try it sometime. It's so interesting.

STEPHEN: Really? Got any other tips?

ZOEY: Actually, I do. It looks like you've got something green stuck in your teeth. You might want to remove it before the show starts. I mean . . . I would if I were you.

(Embarrassed, STEPHEN makes a quick exit.)

ZOEY: *(laughing to herself)* That should bring him down a notch.

(JEN enters.)

JEN: Okay, contestants, time to . . . where's Stephen?

ZOEY: In the restroom. He should be back soon.

(CARA enters while talking on her phone and holding a coffee drink.)

CARA: *(loud and upbeat)* Haha! I know, right! So crazy! Hey . . . I have to get off now. It's my first day at work, and I'm supposed to make a good impression. *(pause)* I know, can you believe it? *(pause)* Okay, bye. *(then to JEN, as she puts her phone away)* All right, I'm here. Where do I start?

(JEN grabs CARA by the arm and pulls her aside.)

JEN: *(frustrated)* Well, you can start by telling me where you've been! This is your first day on the job and you're two hours late! *(as she looks at her watch)*

CARA: *(calm)* Yeah, sorry about that . . . I was at Crocodile Coffee and some guy had a flat tire right in front of the drive-through lane! Can you believe that? What are the odds?

JEN: And . . .

CARA: And . . . so it was a REEEEEALLY long wait?

JEN: Hmm . . . and it didn't occur to you that you could have gone inside?

CARA: Are you serious? It's like 50 degrees outside! I didn't feel like getting out of my car.

JEN: And you couldn't have gone to a different Crocodile Coffee?

CARA: A different Crocodile Coffee?

JEN: I'm just trying to help you problem-solve, sweetheart.

CARA: But, Aunt Jen, you don't understand. Tommy is the only barista that knows how to make my half caramel, half vanilla latte, decaf espresso heated only to 100 degrees with nonfat milk and caramel drizzle on top. I just wouldn't feel comfortable with anyone else.

JEN: *(sarcastic)* Oh . . . well, then of course you had to wait for Tommy.

CARA: *(surprised)* Are you mad at me?

JEN: No . . . I'm just . . . *(pause)* yes, I'm mad at you. This is not a good start for you, Cara. And it makes me look really bad.

CARA: I said I was sorry. What else can I do?

JEN: *(irritated)* How 'bout read the notes from the New Employee Orientation that you missed? *(as she pulls them out of her portfolio and gives them to CARA)* I'd start there.

CARA: *(with sarcasm)* Woohoo . . . that sounds like fun!

JEN: *(glares at CARA)* Follow me.

(JEN exits with CARA following, then CARA suddenly stops.)

CARA: Wait a minute . . . I should've gotten you a coffee, too! Is that what this is about? That's it, isn't it!

(CARA exits as STEPHEN returns.)

STEPHEN: *(loudly)* You think you're funny, don't you!

ZOEY: What??

STEPHEN: There was nothing green stuck in my teeth and you know it!

ZOEY: *(laughs)* Sorry . . . I couldn't help myself.

STEPHEN: Oh, yeah . . . well, you're going to regret it. I was going to go easy on you, but not now! No way!

(JEN enters.)

JEN: *(to STEPHEN)* Good . . . you're back. *(goes down her checklist checking mics, make-up, buzzers, etc.)* So . . . you both ready for this?

STEPHEN AND ZOEY: Yep!

JEN: Any last minute questions?

STEPHEN: *(staring at ZOEY)* Yeah . . . what's the worst someone has ever lost on this show?

JEN: Oh, Stephen . . . don't worry! I'm sure you'll do fine!

(ZOEY laughs.)

STEPHEN: What? No! Not me! Her!

ZOEY: He thinks he's got this.

JEN: *(looking at STEPHEN)* Oh, I see. Well . . . just remember what Proverbs says, "Pride goes before destruction." Okay, is everyone ready? Sound booth? *(pause)* Wade? *(pause)* Contestants? *(pause)* Good . . . here we go!

(JEN turns and walks to the front of the stage to address the studio audience.)

JEN: Welcome, everyone, to Zoomerang Studios! We're so glad you're here! And that's because you provide a lot of the energy for our show when you clap and cheer. So, let's take a moment and practice, shall we? When I raise the "Applause" sign, you clap and cheer, okay? Here we go . . .

(JEN holds up an "APPLAUSE" sign and the audience claps and cheers. She holds it up a couple more times for different lengths of time, including for a split second, to see if they can follow with applause.)

JEN: Perfect! Good job everyone! I can tell already you're going to be a great audience! Now, let's get this show on the road! It's time to play Zoomerang in 3-2-1!

(JEN holds up the "APPLAUSE" sign as the Game Show Music plays. Then WADE enters from backstage.)

WADE: Hello and welcome to ZOOMERANG! The show that tests your knowledge. I'm your host, Wade Martin, and today we welcome two new contestants who will be with us all week. Here's how it'll go: In Round 1, the contestants will answer a series of questions for points. In Round 2, additional players will be selected from our studio audience to answer more questions for points. And then we'll finish with our Double Bonus Question, which could determine the winner. So, it's going to be a lot of fun! But first, let's meet our players. Zoey Henderson . . . tell us where you're from and what school you go to.

ZOEY: Sure. My family moved to Sydney a few months ago, but I'm originally from Ohio in the U.S.

WADE: Oh, so you're a Buckeye? I hear they have a pretty good football team there.

ZOEY: They sure do! Go Bucks!

WADE: And where do you go to school?

ZOEY: Danbury Heights Senior High School.

WADE: Very good . . . *(then to STEPHEN)* And over here we have Stephen Cunningham. Tell us where you're from and where you go to school.

STEPHEN: *(suddenly freezes as he's overcome by stage fright.)* Uh . . .

WADE: Stephen? Are you okay?

STEPHEN: Uh . . .

WADE: Is this your first time on television?

STEPHEN: *(just nods)* Hmhm . . .

WADE: Okay . . . just take a deep breath and relax.

STEPHEN: *(takes a deep breath, then lets it out)* Ahhhhh . . .

WADE: Good. *(pause)* Now . . . can you tell us where you're from?

STEPHEN: Canada?

WADE: That's great, but . . . can you be a little more specific?

STEPHEN: Sorry . . . Prince Edward Island.

WADE: Oh . . . I visited Prince Edward Island recently. It's a beautiful place. And . . . your school?

STEPHEN: Oh . . . uh . . . North Bay . . . High School.

WADE: So, what brings you to the Land Down Under?

STEPHEN: My family's vacationing here for a few weeks.

WADE: Wonderful! Welcome to Australia. Ready to play Zoomerang? All right, Round 1 will be a series of Australia questions. So, here we go! First question, for 1,000 points . . .

ROUND 1

(Buzz In [sfx])

WADE: *(startled)* Uh . . . Zoey?

ZOEY: The Great Barrier Reef?

(Right Answer [sfx])

WADE: That is . . . correct. And the question was . . .

(Question 1 slide goes up.)

Q1. This place is about the size of 70 million football fields and can even be seen from outer space. Very good, Zoey. Next Question . . . also for 1,000 points . . .

(Not wanting to be outdone by Zoey, STEPHEN hits his buzzer—Buzz In [sfx].)

WADE: *(startled again, and a bit annoyed)* Stephen?

STEPHEN: *(gives a wild guess)* Uh . . . Sydney Opera House?

(Wrong Answer [sfx])

WADE: Let me read the question.

(Question 2 slide goes up.)

Q2. Name the Aboriginal invention that you throw and then it comes back to you. You said . . . Sydney Opera House. And that, of course, is incorrect. Zoey, it's all yours if you can answer it.

ZOEY: A boomerang?

(Right Answer [sfx])

WADE: Correct. But, from now on, contestants, please let me read the question before you buzz in . . . all right? Okay, next question . . .

(Question 3 slide goes up. NOTE: From here on out, question slides should appear on screen just before each question is read by WADE.)

Q3. What's another name for the people who settled in Australia shortly after the event at the tower of Babel?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: Aboriginal people.

(Right Answer [sfx])

WADE: Correct! Next question . . .

Q4. Of the 25 most venomous snakes in the world, how many are found in Australia?

(Buzz In [sfx])

WADE: Zoey.

ZOEY: I don't like snakes or anything about them, but I'm going to say . . . 8?

(Wrong Answer [sfx])

WADE: I agree with you about not liking snakes, but I'm sorry, that is incorrect. Stephen?

STEPHEN: Hmm . . . I know it's a lot. Is it 17?

(Wrong Answer [sfx])

WADE: That's also incorrect. It's actually 21. Can you believe that? 21 out of 25 of the most venomous snakes in the world are found right here in our beloved Australia!

STEPHEN: That's so cool!

ZOEY: What? You think that's cool?

STEPHEN: Absolutely. I wonder if any of them can fly! You know there are flying snakes, don't you?

ZOEY: *(rolls her eyes)* Boys.

WADE: Ahem . . . next question.

Q5. Who is the queen of Australia?

(Buzz In [sfx])

WADE: Zoey?

ZOEY: Queen Elizabeth of England.

(Right Answer [sfx])

WADE: Yep! Which will surprise many people. And she's been the queen for almost 70 years! Next question . . .

Q6. Australia is similar in size to what other country?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: Canada?

(Right Answer [sfx])

WADE: Yes, or the United States. Both are just a little bigger than Australia.

(Round Over [sfx])

WADE: And with that we complete Round 1! Let's check our score. So far Zoey is leading with 3,000 points and Stephen has 2,000, but the game is far from over!

(JEN raises the Applause sign.)

ROUND 2

Multiple Choice

(NOTE: ZOEY and STEPHEN will not be participating in Round 2, but will stand nearby.)

WADE: Now it's time for Round 2, so contestants, come on up and take your places. *(Pause as kid contestants come forward.)* This round will be a little different. I'll read a question and give you three possible answers. Then, on my signal, you answer by raising one of the paddles—1, 2, or 3. And the scoring will go like this. For one right answer, your team will get 1,000 points; for two right answers, 2,000 points; and if all three team members get it right, you'll receive 5,000 points! Now, you in the studio audience can help by putting up 1, 2, or 3 fingers, but just don't shout out the answer. So, is everyone ready? All right, let's go! First question . . .

Q1. In what book of the Bible is this sentence found? Then God said, "Let us make man in our image."

1. Genesis
2. Hezekiah
3. Revelation

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 1) Genesis. Genesis 1:26 to be exact. Next question . . .

Q2. Finish the verse: So God created man in his own image, in the image of God he created him . . .

1. And it was good.
2. Male and female he created them.
3. Neither of these

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Male and female he created them. The Bible says God created the first man, Adam, from the dust of the ground but the first woman, Eve, he made from one of Adam's ribs. Next question . . .

Q3. The Bible tells us we're made in God's image. Which of these is *not* a way a person reflects God's image?

1. People can have a relationship with God.
2. People can lie and be mean to others.
3. People can be creative.

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) People can lie and be mean to others. But not God. He never lies, and although he punishes sin, he's never "mean." Next question . . .

Q4. The first job God gave to the first man, Adam, was:

1. Naming the animals
2. Taking care of the garden of Eden
3. Making a campfire

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Taking care of the garden of Eden. Now, God did give Adam the job of naming the animals, but it wasn't his first job. Next question . . .

Q5. Which supposed missing link was drawn in great detail even though only one tooth was found?

1. Java Man
2. Nebraska Man
3. Lucy

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Nebraska Man. Using a single tooth and a vivid imagination, an artist created an ape-man. But later, that tooth was determined to belong to an extinct pig instead. Oops!

(Round Over [sfx])

WADE: And there's the signal. At the end of Round 2, Team Zoey has ___ points and Team Stephen has ___ points.

(JEN raises the Applause sign.)

DOUBLE BONUS QUESTION

WADE: Now, on to our Double Bonus Question which will be worth 10,000 points, but only if all three team members choose the right answer. If not, then your team gets no additional points. And there's no audience participation this time. All right, are you ready?

This question has to do with "missing links." When you hear of a fossil find that's supposedly a missing link, just remember it's either a fake or a mistake! And here's the question . . .

DBQ. Which supposed missing link was a complete fake?

1. Piltdown Man
2. Cro-Magnon Man
3. Neanderthal

WADE: Ready . . . show! *(Wait for the kids to raise their paddles.)*

And the answer is . . . 1) Piltdown Man.

(WADE announces the winner then signs off for the day.)

WADE: *(to the audience)* And that's our show for today! Just remember . . . we didn't evolve; we were created in God's image! See you tomorrow, everyone!

(Game Show Theme Music)