

A vibrant, cartoon-style illustration of a jungle scene. In the foreground, a large green crocodile with its mouth open, showing sharp teeth, is in the water. A waterfall cascades down a rocky ledge into a pool. A black panther is leaping from a rock on the left. In the background, a large grey elephant and a smaller baby elephant are near a waterfall. A yellow and black spotted snake is coiled on a rock. The scene is filled with lush green foliage, large trees, and butterflies. The text 'Jungle Jam' is at the top in a white, rounded font with a brown outline, and 'ASSEMBLY' is in large, bold, yellow letters with a brown outline. A decorative compass rose is centered below the title. At the bottom, 'LEADER GUIDE' is written in white, bold letters with a brown outline.

# Jungle Jam

**ASSEMBLY**

**LEADER GUIDE**

# ASSEMBLY GUIDE

## COURSE OVERVIEW

*Theme Verse: 1 Timothy 1:17*

	Day 1	Day 2	Day 3	Day 4	Day 5
	Creation	Corruption and Catastrophe	Confusion	Christ and the Cross	Consummation
<b>Title</b>	All Is Good	All Sin	All in Confusion	Savior for <b>All</b> Who Believe	All Is Good Again
<b>Bible Passages</b>	Genesis 1	Genesis 3, Genesis 6–9	Genesis 11	Various Scriptures	Revelation 21–22
<b>Lesson Focus</b>	We cruise to our first C of history— <b>Creation</b> —and head back to the beginning of the universe.	Next come <b>Corruption</b> and <b>Catastrophe</b> as sin enters the world and affects everyone.	The fourth C— <b>Confusion</b> —checks out the world-altering events that began at the tower of Babel.	<b>Christ</b> and the <b>Cross</b> are the next stops. The gospel is shared today.	The last C— <b>Consummation</b> —shows that God wins and all goes back to very good again.
<b>Apologetics Content</b>	Examining how it all began—man’s ideas or God’s Word?	Examining the reality of a global flood	Examining where the people groups came from	Examining the need for a Savior	Examining how it turns out in the end
<b>Memory Verses</b>	Genesis 1:1	Psalms 14:3	Genesis 11:9	John 1:12	Revelation 21:4
<b>Colors</b>	Green	Dark and Blue	Gray	White and Red	Yellow
<b>Animal Pals</b>	Eden the Green Parrot	Tox the Blue Poison Dart Frog	Scatter the Silverback Gorilla	Rose the Pink River Dolphin	Bliss the Bird-Wing Butterfly
<b>Tree-mendous Crafts</b>	Face Planter My Bug Jar	Straw Serpent Rainy Day Rain Gauge	Tricky Triangle Game Toothpick Tower	Christmas Ornament Easter Diorama	7 C’s Bracelet or Necklace Beautiful Butterfly
<b>Tree-mendous Science</b>	Order and Disorder Stack the Layers	Fallen Foliage Catastrophic Eruption	Skin-Deep Tower Test	Don’t Eat Me Ring Around a Tree	Cycling in the Jungle Good Again
<b>Rainforest Recreation</b>	Jungle Obstacle Course Sea & Sky Tag	Rainy Relays Tox Tag	Confusing Competitions Babel Bricks	Capture the Gifts Cross Kickball	Seven C’s Splash Coconut Launch
<b>Canopy Café Snacks</b>	Dirt Dessert Forest Fruit	Serpent Snack Tree Treat	Shades of Pudding Parfaits Wacky Mixed-Up Trail Mix	Gospel Goodies Nativity Nibbles	7 C’s Boat Colorful Bites
<b>Cool Contests</b>	Guess the Beetle Bugs	Team Spirit Day	yaD sdrawkcaB	7 C’s Scavenger Hunt	Mission Money Mania





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### Assembly Guide

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# HANDY HELPS

## It's a Jungle Out There!

*Listen!* Can you hear a howler monkey screeching and insects buzzing? *Look!* Do you see a sloth hanging from a tree and a jaguar crouching, ready to pounce? *Smell!* Is that the aroma of tropical flowers wafting through the air? *Touch!* Do you feel soft grass under your feet and gentle rain on your skin? *Taste!* Is that delicious milk from a coconut and exotic spices from the rainforest?

Join us in a world of wonder that will delight our senses while captivating our hearts and minds at *The Great Jungle Journey: An Epic Cruise from Genesis to Revelation*. We will cruise through jungle rivers, making stops at seven ports of call along the way—each starting with a C. These represent seven key biblical events—the 7 C's of History.

**Day 1: Creation**—Our first C takes us back to the beginning of time and the creation of the universe when it was all good. Did the universe start with a big bang, or did God create it?

**Day 2: Corruption and Catastrophe**—Next, Adam sinned, which affected his descendants, who were so wicked that God sent a global flood as judgment for their sin.

**Day 3: Confusion**—The fourth C checks out the events that began at the tower of Babel. Can this be where all the people groups originated from?

**Day 4: Christ and the Cross**—At these stops, we realize once again that man is sinful and needs a Savior. Hallelujah, God provides one in his Son!

**Day 5: Consummation**—The last C shows the thrilling conclusion to history when all goes back to very good again, and—best news ever—God wins against sin and Satan.

Excitement and adventure await from the first minute of each day when kids meet in travel groups. The groups gather at the **Jungle Jam Assembly**, a high-energy beginning that includes wacky intros, lively songs, a Mission Moment, and prayer.

Then they're off to rotate through five fun sites:

**Rain or Shine Bible Time**, where God's Word is taught in creative, hands-on ways.

**Tree-mendous Science and Crafts**, where kids make jazzy jungle crafts and explore God's amazing world with science experiments.

**Canopy Café Snacks**, where travelers go bananas, munching on tropical treats and eats.

**Rainforest Recreation**, where kids rumble in the jungle with some wet and wild games.

**Travelers' Missions, Music, and Memory Verses**, where kids sing songs, learn their memory verses with fun games, or go in-depth with the Mission Moment featuring Children's Hunger Fund.

Finally, everyone heads back to the **Jungle Jam Assembly** for the closing, where there's more singing, contest results, and the highly anticipated daily drama. This follows a jungle river cruise that plans to make stops at different ports of call but faces a catastrophe that affects the plan, resulting in lots of unexpected rainforest adventures.

Prepare to swing into the fun as we head out on our jungle river cruise. See you in the rainforest!

### 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 softhearted 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, and 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, we don't want 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.

So 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 *Swinging 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 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 *The Great Jungle Journey* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit [AnswersVBS.com/junglefaq](http://AnswersVBS.com/junglefaq).

## Terms to Know

Throughout the VBS curriculum, various terms will be used. Here is a list of some of the most common terms you should know.

**Travel Groups/Travelers:** Groups of children (individual classes) named after jungle animals, such as Bengal Tigers, Butterflies, Toucans, or Howler Monkeys.

**Group Guides:** Group leaders who lead the travelers from place to place during VBS. No teaching is required of this position.

**Rain or Shine Bible Time:** Bible and apologetics lesson time in the jungle.

**River Guides:** Teachers of the Rain or Shine Bible Time.

**Tree-mendous Science and Crafts:** Rotation site where crafts are made and science experiments are explored.

**Canopy Café Snacks:** Indoor or outdoor location where snacks are served.

**Rainforest Recreation:** Indoor or outdoor site (outdoor is preferred) for recreation time.

**Travelers' Missions, Music, and Memory Verses:** Rotation sites where kids can spend additional time learning songs, memory verses, and missions.

**Memory Verse:** Daily Bible verse to learn.

**Animal Pals:** Our friendly animal mascots that remind us of the main themes of each day.

**Toddlers:** 2–4-year-olds.

**Pre-Primaries:** 4–6-year-olds or children ages 4 through those who have completed kindergarten.

**Primaries:** 6–9-year-olds or children who have completed grades 1–3.

**Juniors:** 9–12-year-olds or children who have completed grades 4–6.

For multi-age K–6 travel groups, we recommend using the material for the Primaries.



# ASSEMBLIES

## Daily Assemblies

One of the most exciting parts of *The Great Jungle Journey* 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 *The Great Jungle Journey*. And to start us off each day, we have a fun intro.

#### Swinging Songs

Kids love to sing, and kids love song motions. That's why we do both at *The Great Jungle Journey*. These fun songs reinforce the spiritual theme. See the Music Leader Download link that is included with a Super Starter Kit for audio files (stereo, split-track, instrumental-only versions of each song), hand motion videos, lyric videos, presentation images, and the song lyrics. Both styles of music (contemporary and traditional) are included with the Music Leader Download, as well as all the memory verse music. Sheet music and student CDs are also available.

#### Mission Moment

During the opening assembly, the VBS mission project is highlighted. Collecting money for The Good News Cruise in partnership with Children's Hunger Fund allows the kids 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 [AnswersVBS.com](http://AnswersVBS.com) for videos and printable handouts.

An expanded version of this section is also featured in the Missions, Music, and Memory Verses 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. Download videos and presentation slides from [AnswersVBS.com](http://AnswersVBS.com).

#### Drama

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

As an alternative, **shorter skits** for each day using fewer people are also offered at [AnswersVBS.com](http://AnswersVBS.com). A separate Drama Video Download can also be purchased from [AnswersVBS.com](http://AnswersVBS.com) to show.

#### Cool Contests

Not only do kids love to sing, but they also love a contest. That's why *The Great Jungle Journey* 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

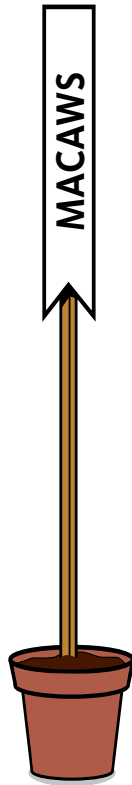
Ask for God's protection and blessing on your day during the opening assembly. At the end of the closing assembly, thank God for a good day at VBS.

## Takeaway Time

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

## Tip Corner

- Use class signs to identify where each class should sit. Signposts 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 13. These include the welcomes, Mission Moments, songs, and Creature Features. These scripts are also available at [AnswersVBS.com](https://AnswersVBS.com).

## Order of Program Forms

Blank, reproducible "Order of Program" forms are provided for the opening and closing assemblies at [AnswersVBS.com](https://AnswersVBS.com). Before each assembly, insert the songs of your choice and your notes. Then photocopy the completed form and distribute to your production crew to keep everyone informed.



# Swinging Songs

We have provided a variety of songs to go along with each day's teaching and reinforce the spiritual theme. 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 AnswersVBS.com and play them for the children in the car and at home. These songs are also available to stream through all major streaming platforms (Spotify, Apple Music, Amazon Music, etc.).

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

## Music Leader Download

Included with each Super Starter Kit is a link to download all components of both contemporary and traditional music. The Music Leader Download contains 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. If you did not purchase a Super Starter Kit, you may purchase these music download from AnswersVBS.com.

### Contemporary Songs

Theme Song: "Jungle Jam" (2:56)

Day 1 Song: "The Manatee Song" (2:16)

Day 2 Song: "No One Does Good" (2:48)

Day 3 Song: "Jesus Is My Light" (2:56)

Day 4 Song: "You Made a Way" (2:58)

Day 5 Song: "Peace, Love, Joy" (3:00)

Any Day Song: "O God, Our Help in Ages Past" (2:46)

Any Day Song: "The Seven C's of History" (2:51)

### Traditional Songs

Theme Song: "The Great Jungle Journey" (1:53)

Day 1 Song: "God Is Good" (1:40)

Day 2 Song: "Messing It Up" (1:26)

Day 3 Song: "Hello, Hello, Babble, Babble" (2:00)

Day 4 Song: "Admit, Believe, Forever Receive" (1:57)

Day 5 Song: "At My Journey's End" (2:21)

Any Day Song: "O God, Our Help in Ages Past" (2:09)

## 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 (12-1-065).

### 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 songs and the theme songs are together on one student CD. (Contemporary—12-1-061; Traditional—12-1-062)

### Lyrics

Printable lyrics for each song are available with the Music Leader Download.

### Digital Downloads

You can purchase licenses for distributing videos or audio files to the children from AnswersVBS.com.

## Memory Verse Songs

Encourage your kids to learn their memory verses the easy way—by singing them! The contemporary memory verse songs are produced by Seeds Family Worship (ESV) and the traditional memory verse songs are produced by Majesty Music (KJV). Both are available with the Music Leader Download, which comes with the purchase of a Super Starter Kit. Songs produced by Seeds Family Worship are:

"King of the Ages" (1 Timothy 1:17, 2:21)

"God Created" (Genesis 1:1, 2:34)

"Not Even One" (Psalm 14:3, 2:35)

"Babel" (Genesis 11:9, 2:55)

"Children of God" (John 1:12, 2:34)

"Every Tear" (Revelation 21:4, 2:56)



# 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

Kids earn points as above, but all the points are tallied and scored for the whole team instead of each 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 daily and award prizes to the top one or two teams.

The **Resource Download** 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 the student guide home 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.

- Kids can receive points for attending VBS, learning each memory verse plus bonus memory verses, and participating in the daily contests. The daily contests are as follows:

### DAY 1—GUESS THE BEETLE BUGS

Prepare a see-through jar with “beetle bugs” (M&M's). 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 basket somewhere near your assembly area. At any point in the day when they are passing by, each child can write their name and guess on a slip of paper and put it in the basket. Have an adult figure out whose guess is closest, and award the jar to that person during the closing assembly or at the next day's opening assembly.

### DAY 2—TEAM SPIRIT DAY

Start jammin' in the jungle as 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 Green Parrots, everyone wears something green.

### DAY 3—YAD SDRAWKCAB

Everyone wears their clothes backwards, mixed-up, upside-down, or inside-out. Any confusing combination works!

### DAY 4—7 C'S SCAVENGER HUNT

Have kids take home the **7 C's Scavenger Hunt** and bring it back completed tomorrow. Encourage them to use either an online Bible or a print Bible in ESV or KJV, depending on which version you are handing out.

### DAY 5—MISSION MONEY MANIA

Make our jungle jingle by bringing in 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 (12-1-152; 12-1-153; 12-1-154; 12-1-155; 12-1-156)
- Wristbands (12-1-083)
- Stickers (12-1-088)
- Puzzles (12-1-094)
- Water bottles (12-1-081)
- Pencils (12-1-085)
- Cube keychains (12-1-082)
- Pens (12-1-086)
- Puffy stickers (12-1-143)
- Child backpacks (12-1-144)
- Notepads (12-1-146)
- Scratch art (12-1-147)
- Foam figure (12-1-149)

You can also check online retailers, such as Oriental Trading Company ([OrientalTrading.com](http://OrientalTrading.com)) and Rhode Island Novelty ([RINovelty.com](http://RINovelty.com)), for inexpensive bulk prizes and local discount retailers that sell bulk, individually wrapped candy or other edible treats. Some prize possibilities include rainforest animal pencil wrap erasers; rainforest friends finger puppets; rainforest TOOB animals; stretchable flying monkeys or frogs; neon monkey bendables; stuffed or plastic animals (monkeys, frogs, bears, tigers, snakes, sloths, flamingos); mini umbrella hats; tropical bird gliders; tropical stick pens; tropical bird sticker sheets; sloth bendables; watch-it-grow sloth water toy; sequin butterfly masks; sticky snakes; fruit mochi squishies; candy, such as gummy bears, frogs, or snakes; chocolate or vanilla anything (chocolate and vanilla both originate in the rainforest).

# 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! Do these live using the provided scripts and **Presentation Slides** or show the **Creature Feature videos** instead. Check the **Resource Download** for the slides and videos.

## Day 1: Green Parrot

Today, we'll meet Eden, the green parrot. As we learn some of the amazing design features of this animal, we'll also take note of its green color, a vivid reminder of today's C—Creation—where God made everything very good.



## Day 2: Blue Poison Dart Frog

Time to meet Tox (short for Toxic). As we check into some of the poison dart frog's design features, we'll also see that he's both dark and blue, a reminder of our two colors today and the C's they stand for—Corruption and Catastrophe.



## Day 3: Silverback Gorilla

Today's gray animal pal is Scatter, the silverback gorilla. We'll learn that gorillas like to stay together and not scatter, which reminds us of what happened at the tower of Babel. It was a confusing time, which is our C today—Confusion.



## Day 4: Pink River Dolphin

Did you know there are actually dolphins in the rainforest? They live in the Amazon River, which winds through the Amazon rainforest. We'll learn about Rose, the pink river dolphin, and also realize that our two colors today, white and red, make the color pink. White reminds us of Christ and red of the Cross, our two C's today.



## Day 5: Bird-Wing Butterfly

Bliss, the bird-wing butterfly, is a beautiful creature with a bright yellow body who reminds us of our last C—Consummation—when all believers will receive new bodies and will live in the new heavens and new earth.



# Mission Moment

The mission emphasis to your VBS program provides an amazing opportunity for children to participate in giving to ministries that share the gospel. **Check with your director to see when the Mission Moment should be featured—either during the assembly time or during one of the rotations.** The Missions, Music, and Memory Verses Guide contains additional activity ideas.

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. The Good News Cruise is a fun and meaningful addition to your VBS program, teaching kids about poverty around the world, and empowering them to make a difference.

## The Good News Cruise

Your kids will explore five different countries and learn about children living in poverty and ways to make a difference.

As your students explore Ukraine, Thailand, Mexico, Zambia, 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.

## Set Sail

During the Mission Moment, your group will meet Frankie, an energetic and accident-prone deckhand on The Good News Cruise. Frankie has worked a variety of jobs on ships all around the world, and he's met some amazing people with incredible stories. As he takes on different jobs on this week's cruise, he'll share stories of people he's met on his travels.

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 Frankie introduces throughout the week.

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 nutritious food that can provide meals for a family in need. In a Food Pak, just 25 cents can provide one meal!

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 with the **Resource Download** that comes with your starter kit.

- **Daily videos**
- **Daily scripts and activities**

- **Child Profile Slides:** Daily profiles of the children your VBS students will meet
- **Printable Prayer Journals**, featuring informative prayer briefings that will help your kids connect with the real needs of suffering children
- **Printable Map of the World activity sheet**, featuring locations of the children from the daily videos
- **Printable banner artwork**
- **PowerPoint images** to help your kids track their fund-raising progress
- Printable **Coin Pak bank** for collecting coins
- **Donation Return Form** to accompany your donation to CHF at the end of your VBS program

## Coin Paks Available to Order

Included in your starter kit is a sample of the sturdy pop-up **Coin Pak bank** 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 from Children's Hunger Fund.

To order, please visit [ChildrensHungerFund.org/answers-vbs](http://ChildrensHungerFund.org/answers-vbs). Orders must be received 14 days prior to your VBS date. Available while supplies last.

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

## Collecting Donations

Give children their own Coin Pak bank for collecting donations. 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. Work with your director to set up a fun area for kids to deposit their money each day as they begin VBS.

Once you've totaled the coins, you can submit your donation online at [ChildrensHungerFund.org/answersvbs](http://ChildrensHungerFund.org/answersvbs). If you wish to mail your donation, please write a check to Children's Hunger Fund, indicating "The Good News Cruise" in the memo area, then fill out the **Donation Submission Form**. Send your check with the form to:



Children's Hunger Fund  
Attn: The Good News Cruise  
DEPT LA 24373  
Pasadena, CA 91185-4373

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

## Tracking Your Progress

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

Here are some fun ways to help your kids see their progress as they raise funds:

1. Show your progress with The Good News Cruise **Daily Count PowerPoint slides**. Update the slides with the total number of meals that can be provided each day.
2. Make your own goal tracker and update it throughout the week. Create or print a jungle vine with leaves and put equally spaced marks on it, going up. Each day, you can color in leaves as you climb the vine. Color to the mark representing the kids' offering and write the total number of meals that can be provided 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 **Resource Download**.)

**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 a coin counting service, but they may require several days to do so. Check ahead with your local bank or see if anyone has a coin counting machine you can borrow.

# Daily Assembly Scripts

## Day 1: Opening Assembly

### Welcome (2 minutes)

Props for Day 1 Welcome: suitcase or backpack and various supplies for a jungle river cruise (e.g., hat, bug spray, rain boots, binoculars, flashlight or headlamp, poncho or light-weight hooded jacket)—choose several.

**Person 1:** Hey, everyone! Welcome to *The Great Jungle Journey*! Are you ready for the trip of a lifetime?

**Person 2:** Enter carrying a suitcase or backpack.

**Person 1:** Oh, hi there! Are you ready for our jungle river cruise?

**Person 2:** Ready!

**Person 1:** Great! Do you have your hat?

**Person 2:** Oh, I forgot it! Just a second. Run backstage. Be loud and clumsy looking for the hat, then come back with it. Okay, ready!

**Person 1:** Good. Let's get going. You do have bug spray, don't you?

**Person 2:** Eerrrh! I forgot that. Run backstage and come back with it. Okay, now I'm ready!

Continue this way for a minute, forgetting one or two more things.

**Person 1:** I think you're finally ready. Everybody, let's get to our feet and take off on our jungle journey!

### Song (3 minutes)

Theme Song

### Song (3 minutes)

Contemporary: "The Manatee Song" / Traditional: "God Is Good"

### Mission Moment (5 minutes)

SHOW: "The Good News Cruise" slide

As we spend this week journeying from Genesis through Revelation, we are also going to get the chance to meet a boy or girl living in a different part of the world. We are partnering with Children's Hunger Fund to help provide meals for children who don't have enough to eat.

Besides helping provide them with meals, you can also help them hear about the message of the gospel, too!

SHOW: "The Good News Cruise—Nadya" slide

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

SHOW: Video 1—Nadya

Country: Ukraine

Problem: War

Before the war, Nadya's family didn't have to struggle to provide basic needs like food and a place to live. They had a home, her parents had jobs, and Nadya went to school and had plans for her future. When they had to leave their home in search of safety, everything they had was lost. Thankfully, nearby churches have worked together to help refugees (people who had to leave their homes) just like Nadya and her family.

Do you want to help kids like Nadya? Pause for participation. Great! This week at VBS, we will be collecting coins to put in these Coin Paks. Show Coin Pak. Take this home today and tell your family and friends about Nadya. Ask them to help you collect coins for meals. Just 25 cents can 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 of healthy, nutritious food. This will be enough to feed a family for several days.

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 participate. Check with your director for details.

### Prayer

### Dismissal

### Song (play as children leave)

Contemporary Memory Verse Song: "God Created (Genesis 1:1)" / Traditional MV Song: Genesis 1:1 / C: "No One Does Good" / T: "Messing It Up"

## Day 1: Closing Assembly

### Song (3 minutes)

C: "The Manatee Song" / T: "God Is Good"

### Song (3 minutes)

Theme Song / C Memory Verse Song: "King of the Ages" / T MV Song: 1 Timothy 1:17

## **Creature Feature: Eden the Green Parrot** (5 minutes)

Use the **PRESENTATION SLIDES** or show the **CREATURE FEATURE VIDEO**. Shorten the Creature Feature scripts each day as needed.

SHOW: **Creature Feature title slide**

Hey there, explorers! This week we're going to take a look at a few of the thousands of remarkable creatures that call the various jungles of the world home. Let's see if you can guess what animal we're going to talk about today. Here's a clue: you might hear a relative of our animal say, "Polly want a cracker?" *Take responses.* It's a parrot—the double-eyed fig parrot!

SHOW: **Double-eyed fig parrot**

Let's say "double-eyed fig parrot" together five times fast. *Do so.* Phew, that was a beak full.

SHOW: **Parrot eating**

These adorable little birds get their name both from the fact that they love to eat . . . well, figs, and because the red patches around their small eyes kind of look like another set of eyes, don't you think? They're also known as the blue-faced fig parrot, the red-faced fig parrot, the dwarf fig parrot, and the two-eyed fig parrot.

SHOW: **Parrot kind members**

They are a member of the psittacine (si-tah-sine) kind, which includes all parrots, parakeets, macaws, and even cockatoos.

SHOW: **Parrot map**

These little parrots live in the forests and surrounding islands of New Guinea, as well as in a place I bet you can all guess. Where might you hear people say, "G'day, mate!" *Take responses.* Yes, Australia! The double-eyed fig parrot is the smallest parrot found in Australia.

SHOW: **Parrot size**

Can you show with your fingers what five inches looks like? *Show with your fingers.* That's about how long the double-eyed fig parrot is! Because of their small size, they are able to hide more easily from predators as they fly around looking for food.

SHOW: **Parrot beak**

God gave them another really cool feature. Their strong tongues and beaks! Stick out your tongue for a second. *Do so.* God gave you a tongue to help you taste and swallow food. God gave the double-eyed fig parrot a particularly strong tongue and beak. The beak helps to crack hard nuts and fruit open, and the tongue helps to scoop out the insides. It even uses its beak to grasp branches as it climbs trees! Can you imagine using your mouth to climb?

SHOW: **Parrot feet**

Something else that is special about these birds is their feet! Did you know that the double-eyed fig parrots have what are called zygodactyl feet?

SHOW: **Zygodactyl**

Say that with me, zye-go-DAK-tul. You got it, zygodactyl! This means they have two toes on each foot that point forward and two toes on each foot that point backward.

SHOW: **Parrot on branch**

This helps them climb and grasp onto tree branches as they search for food. It also allows them to hold and move objects like food, rocks, sticks and even toys!

God thought of everything when he designed this special bird, didn't he?

SHOW: **Parrot in jungle**

God gave the double-eyed fig parrot beautiful green feathers. Why do you think it's important for it to be mostly green? *Take answers.* That's right, camouflage! The green color helps these birds blend in with all of the jungle plants around them so predators, in this fallen world, don't see them as easily.

SHOW: **Eden the parrot**

Notice the beautiful green feathers on our animal pal, Eden. Green is the first color for the week. It reminds us of the first C of the 7 C's of History, which is Creation.

SHOW: **Creation days**

In the Bible, in the first chapter of the book of Genesis, we read that in the very beginning, God the Creator made EVERYTHING in six 24-hour days, including the earth, the oceans, the beautiful green plants, the sun, the moon, the stars, and all kinds of flying, swimming, and land animals. He also made the first two people! He did all that in six days! After that, he rested on the seventh day. This is why our week has seven days in it. The original creation was amazing and full of beauty and harmony, and there was no death or sorrow. It was all very good because God is good. Even today we can see remnants of this beauty in our world, crafted by our amazing Creator!

## **Drama** (12 minutes)

See the Drama Production section starting on page 27 for details.

## **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** (2–3 minutes)

Each day, right before dismissal, share a thought to leave with everyone. Make sure to allow time for this final thought of the day.

As we wrap up today, here's something to think on: when something explodes, does it end up with things being neater or messier? *Pause.* Right, it's a mess. You could show a picture or a video of a building imploding. But if the big bang were true, then the perfectly designed universe would have had to come from that first explosion. Do you think that's possible? *Pause.* There's no way! Our amazing Creator God created the entire universe.

After all, who made the sun at exactly the right distance from earth so we aren't frozen by being too far away or burned up by being too close? *God!*

Who made the woodpecker with a perfectly positioned cushion in its head, like a shock absorber, so when it pounds on a tree, its head doesn't blow up? *God!*

Who made the earth to be tilted at just the right angle to cause our changing seasons? *God!*

Who made the sloth with an extra-strong backbone that makes its upside-down lifestyle possible? *God!*

Let's say today's verse to remind us of this truth. *Recite Genesis 1:1.*

So when you're out and about, take time to notice God's amazing creation! In fact, try to notice at least one thing every day! It will bring you joy and *God* glory when you do!

## Dismissal

**Song** (play as children leave)

Theme Song



# DAY 1 DRAMA

Characters: RUTH, ZANE, CJ, JUNGLE JIM, HARPER, CASSIE

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*(Theme music, then Background Jungle Sounds begin.)*

*(Scene begins as RUTH enters from the rear of the auditorium walking at a fast pace toward the stage. She's wearing a backpack and using a walking stick.)*

**RUTH:** *(happy)* What a grand adventure this is going to be! Ever since we saw Katharine Hepburn and Humphrey Bogart in *The African Queen*, I've been wanting to go on a jungle river cruise. It was your grandfather's favorite movie, you know. *(becomes sentimental)* Oh, how I wish he could be here right now—don't you?

*(realizes her grandson, ZANE, isn't behind her)*

**RUTH:** *(puzzled)* Zane? Oh my . . . how embarrassing! I wonder how long I've been talking to myself. *(looks around, then yells)* Zane!

*(ZANE enters, also wearing a backpack.)*

**RUTH:** What's wrong, Sweetheart? Did something happen?

**ZANE:** *(out of breath)* No. I just found a pet, that's all. It's a baby chameleon! Want to hold him? *(holds out cupped hands as if holding a chameleon)*

*(IMPORTANT NOTE: There is no chameleon [prop] here. ZANE is simply holding his hands in such a way that the audience thinks there is one.)*

**RUTH:** I think you know the answer to that question, young man.

**ZANE:** You mean you still hate reptiles?

**RUTH:** Well, Honey, I don't think it's something you just outgrow—like one day you wake up and can't wait to hold a lizard.

**ZANE:** *(laughs)* Yeah, that would be weird.

**RUTH:** And another thing . . . I don't hate anything God created. Every plant and animal is an absolute masterpiece. In fact, all of creation declares God's glory.

**ZANE:** That's not what my teacher thinks.

**RUTH:** I know. It's sad. How anyone can think that it all just happened by chance is beyond me. It makes no sense, and it's not even good science.

**ZANE:** Yeah, and you oughta know. You taught science for like 70 years!

**RUTH:** 70? Now, c'mon. I may be old, but I'm not that old! It was 47 years.

**ZANE:** Sorry. Well, it's still a long time.

**RUTH:** No, what really bothers me is that they teach evolution and millions of years as if it's a fact. But it's not a fact at all. It's just a belief. Always remember that!

**ZANE:** Oh, you don't have to worry about me, Grandma. The Bible says, "*In the beginning, God created the heavens and the earth,*" so that's what I believe. And it makes way more sense, too!

**RUTH:** Good boy.

**ZANE:** *(holding up the chameleon)* Hey, you think it'd be okay to take him on the cruise?

**RUTH:** Uh . . . no.

**ZANE:** I knew you were going to say that. *(starts to set the chameleon down)*

**RUTH:** Ahem. *(clears her throat)* Over there, please. *(points to a spot far away)*

**ZANE:** Okay. *(stoops down to let it go)* Goodbye, little buddy. Maybe our paths will cross again sometime.

**RUTH:** *(to herself)* I sure hope not.

**ZANE:** What'd you say?

**RUTH:** Oh, nothing. *(starts walking)* Shall we move along?

**ZANE:** Sure. But can you walk a little slower? I'm having trouble keeping up.

**RUTH:** Oh, I'm sorry. I wasn't even paying attention. You know, at my age, time is precious—so you don't want to waste it, if you know what I mean.

**ZANE:** Well, I don't think you have anything to worry about, Grams. You're in better shape than I am!

**RUTH:** What? I am not.

**ZANE:** Much better, actually.

**RUTH:** Now, that's ridiculous!

**ZANE:** Oh yeah? Well, who beat me in the 40-yard dash last week?

**RUTH:** I'm sure you were just tired.

**ZANE:** And basketball the week before that . . . and arm wrestling the week before that!

**RUTH:** No, Honey, it was arm wrestling and then basketball. But why don't we change the subject?

**ZANE:** Good idea. *(reads the riverboat station sign)* Jungle Jim's River Expeditions. So, how'd you find this place?

**RUTH:** My silver sneakers fitness instructor told me about it. She's done this cruise several times. Says they're very professional and super friendly!

*(CJ emerges from the front of the riverboat station holding a broom. He's clearly irritated.)*

**RUTH:** *(to CJ with cheer)* Good morning!

**CJ:** *(cynical)* Maybe for you! *(as he walks past her and starts sweeping)*

**RUTH:** *(surprised)* Oh, dear.

**ZANE:** Hmm. Super friendly, huh? Are you sure this is the right place?

**RUTH:** *(she watches CJ sweep)* I'm sure. Poor thing. Why don't you see if you can cheer him up?

**ZANE:** What?

**RUTH:** Yeah, tell him one of those jokes you told me yesterday. The one about the sloth and the porcupine. I love that one!

**ZANE:** I'm not telling him any jokes.

**RUTH:** Then do one of your magic tricks.

**ZANE:** Grandma, I haven't done any magic tricks since I was six! Can we just get our tickets? You're embarrassing me!

**RUTH:** I know, Honey. I'm just getting you back for all those dirty diapers I had to change!

**ZANE:** *(with a smile)* Grandma!!

**RUTH:** C'mon. I'll race you to the door!

*(RUTH and ZANE run into the station. CJ stops sweeping and starts talking to himself.)*

**CJ:** *(frustrated)* I cannot believe this! I've been training to be a skipper for a solid year now, and look at me. I'm sweeping sidewalks. It's ridiculous; that's what it is!

*(CJ resumes sweeping for a moment and then stops again.)*

**CJ:** Hmm. You know, maybe this whole thing is a scam. A trick to get free work. We come here to be trained, and they give us chores to do, knowing the whole time we'll never get to captain a boat. Never! Well, guess what? I'm not gonna put up with it anymore! No siree! If this is how it's gonna be, I'll just quit! Conner J. McGee III has got better things to do with his life than sweep sidewalks!

*(JUNGLE JIM suddenly emerges from the station holding a large envelope.)*

**JUNGLE JIM:** Hey, it's looking much better out here! Maybe you should be our sidewalk sweeper instead! What do you say?

**CJ:** *(not amused)* What?

**JUNGLE JIM:** *(laughs)* I'm just kidding.

**CJ:** *(trying to control his frustration)* Mr. Jim, we have to talk. It's very important.

**JUNGLE JIM:** Okay, but first, I want to give you this. *(hands CJ the envelope)*

**CJ:** What is it?

**JUNGLE JIM:** Open it. You'll see.

**CJ:** *(opens the envelope and reads)* Certificate of Graduation? "This certifies that Conner J. McGee III has completed his training and is hereby granted the title riverboat skipper with all the rights, responsibilities, and privileges appertaining thereto." Whatever that means.

**JUNGLE JIM:** Congratulations! *(reaches out to shake CJ's hand)* I would have given it to you a few weeks ago, but the forms were on back order and just came in this morning.

**CJ:** I can't believe it! I mean, I wasn't expecting it.

**JUNGLE JIM:** And see, that's what I like about you. You have such a great attitude. Someone else might have lost their patience by now and started grumbling and complaining or even quit. But not you. No, you've been a model student the entire time!

**CJ:** *(awkward)* I have?

**JUNGLE JIM:** Absolutely. Now what did you want to talk to me about?

**CJ:** Oh, uh, nothing. It's not important.

**JUNGLE JIM:** Are you sure?

**CJ:** Positive. *(changes the subject)* So, I'm really and truly a riverboat skipper?

**JUNGLE JIM:** It's official.

**CJ:** Wow! So, when do I start?

**JUNGLE JIM:** Right now.

**CJ:** What?

**JUNGLE JIM:** Yep. You've got a tour leaving in a few minutes.

**CJ:** Whoa! Then I better stop talking and finish this sweeping! *(picks up the broom, upside down at first, then flips it around and starts to sweep feverishly)*

**JUNGLE JIM:** CJ . . . *(louder)* CJ . . . *(walks over to CJ)* CJ!

**CJ:** What?

**JUNGLE JIM:** *(grabs the broom)* Forget the sweeping! You've got a trip to get ready for!

**CJ:** Oh, right.

*(Excited, CJ runs away from the station.)*

**JUNGLE JIM:** Uh, wrong way.

*(CJ reverses course and runs toward the station.)*

**CJ:** Oops. This is going to be AWESOME!

*(As soon as he enters the station, a Big Crash [sfx] is heard.)*

**CJ:** *(from backstage)* I'm okay!

**JUNGLE JIM:** *(to himself)* You better be, 'cause you're the only skipper I've got right now.

*(JUNGLE JIM sets the broom aside as RUTH and ZANE emerge from the front of the station.)*

**RUTH:** *(sees JUNGLE JIM)* Oh, hi. So, how soon 'til we leave?

**JUNGLE JIM:** Not long. We're just waiting for the other party to arrive. It'll be a small group this time—just four of you—and a skipper, of course.

**RUTH:** Sounds wonderful. It's gonna be a great week!

**JUNGLE JIM:** And warm, too! *(wipes sweat from his forehead)*

*(HARPER and CASSIE enter from the side of the auditorium and proceed toward the stage. HARPER struggles as she's carrying two duffle bags. CASSIE is carrying nothing but her smartphone.)*

**ZANE:** Yeah, I wish I could swim right now!

**JUNGLE JIM:** *(laughs)* And so do the crocodiles!

**ZANE:** Oh . . . right.

**JUNGLE JIM:** *(sees HARPER and CASSIE approaching)* Ah, here they come.

**HARPER:** *(annoyed)* C'mon, Cassie. Put the phone away and enjoy the scenery!

**CASSIE:** *(with earbuds in)* What?

**HARPER:** *(frustrated)* I said, put the—oh, never mind.

**JUNGLE JIM:** Welcome to Jungle Jim's. Mrs. Allen, I presume?

**HARPER:** That's right, and my daughter, Cassie. *(relieved as she puts the duffle bags down)*

**CASSIE:** *(to JUNGLE JIM)* You know, you have lousy cell service here. My phone's been going in and out all afternoon.

**HARPER:** *(embarrassed)* Cassie!

*(ZANE and RUTH exchange glances.)*

**JUNGLE JIM:** It's okay. But, I hate to say, it's going to get a whole lot worse before it gets better.

**CASSIE:** *(laughs, thinking he's kidding, then realizes he isn't)* Ha! What? *(looks at HARPER)* He's joking, right? Please tell me he's joking.

**HARPER:** I'm afraid not, Sweetheart.

**JUNGLE JIM:** Sorry, but we haven't equipped the jungle with cell towers yet.

**CASSIE:** Seriously? And I'm just finding this out now? *(turns to HARPER)* So, what am I supposed to do? My phone will be useless! *(short pause)* I need a moment. *(turns away and takes a deep breath, trying to cope with the bad news)*

**HARPER:** *(rolls her eyes, then looks at JUNGLE JIM)* Sorry we're late.

**JUNGLE JIM:** No worries; we're still on time. Here are your tickets. *(hands her the tickets)* Oh, and let me introduce you to Ruth and Zane. You'll all be riding together.

*(As they all greet each other, CJ enters wearing a large backpack with stuff hanging off of it.)*

**CJ:** *(to JUNGLE JIM, out of breath and excited)* All right, I'm ready!

**JUNGLE JIM:** Good! *(looks at his watch)* Okay, everyone, now that we're all here, it's time to board. But before we do, I just want to welcome you again to Jungle Jim's River Expeditions! We're one of the longest-running riverboat expedition companies in the world, so you can relax knowing that you're in excellent hands. And this is your

skipper, CJ McGee. He recently graduated from our training academy with high grades, and we're very proud of him!

**CJ:** (*whispers discreetly to JUNGLE JIM*) Recently? How 'bout, five minutes ago!

**JUNGLE JIM:** (*quickly changes the subject*) Uh, anyway, CJ has a few words he'd like to say.

**CJ:** (*caught off-guard*) I do?

**JUNGLE JIM:** (*firmly*) Yes, you do.

**CJ:** Okay. (*clears his throat*) Uh, well hello, everyone. My name is Conner J. McGee III. My friends call me "CJ" but you can call me "Skipper" or "Skipper McGee." Anyway, I'm really looking forward to a great week together. And, as long as we don't encounter any giant whirlpools, monster anacondas, or man-eating crocs, it's gonna be lots of fun!

**HARPER:** Is he serious?

**JUNGLE JIM:** (*clears throat as he elbows CJ*) No, of course not. He was just kidding. Weren't you, CJ?

**CJ:** Kidding? Oh, uh yeah, that was a joke. I love jokes. Wanna hear a joke about paper?

**CASSIE:** No, thank you.

**CJ:** That's okay, it's tearable. (*laughs*) Or I could tell you a joke about pizza, but it's pretty cheesy.

**JUNGLE JIM:** (*interrupts to prevent another bad joke*)

So, moving right along . . . as we head to the boat, are there any last-minute questions?

(*EVERYONE starts toward the boat.*)

**CASSIE:** (*looking at CJ*) Yeah, can I get some earplugs?

**CJ:** (*laughs*) Didn't like those jokes, huh? Well, don't worry, I've got others—and they're even funnier!

**CASSIE:** Thanks for the warning.

**JUNGLE JIM:** Have a wonderful time, everyone!

(*After the last person exits, JUNGLE JIM stops CJ.*)

**JUNGLE JIM:** Now remember, this is your first solo, so be careful. The jungle is wild and can be very unfriendly at times.

**CJ:** (*overconfident*) No worries. I got this. (*gets in the boat, starts the Engine [sfx] and addresses the passengers with intercom effect*) "Good afternoon, ladies and gentlemen. Again, my name is Skipper McGee and on behalf of Jungle Jim's River Expeditions, it is my pleasure to welcome you aboard the River Belle as we cruise through the Tropics of Combo . . ."

(*The boat moves away from the dock and disappears behind the station.*)

(*Theme music*)