

The illustration depicts a vibrant rainforest scene. In the upper left, a boy in a red shirt and hat looks through binoculars. In the upper right, a gorilla sits on a tree branch. In the center, a girl in a blue shirt and hat points upwards. In the lower right, a gorilla sits on the ground eating a banana. The background is filled with lush green foliage, colorful flowers, and thick tree trunks.

Rainforest Recreation

**GAMES**

**LEADER 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 All 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 and 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



# Contents

Handy Helps . . . . .	3
It's a Jungle Out There! . . . . .	3
Your Role. . . . .	4
Frequently Asked Questions . . . . .	4
Terms to Know . . . . .	4
Top 20 Tips for Rainforest Recreation Games . . . . .	5
Shopping List . . . . .	6
Toddler Games . . . . .	7
Pre-Primary Games . . . . .	9
Super Simple Games . . . . .	13
Simple Indoor Games . . . . .	13
Simple Outdoor Games . . . . .	14
Day 1	
Jungle Obstacle Course . . . . .	15
Sea & Sky Tag . . . . .	17
Day 2	
Rainy Relays . . . . .	19
Tox Tag . . . . .	21
Day 3	
Confusing Competitions. . . . .	23
Babel Bricks . . . . .	25
Day 4	
Capture the Gifts . . . . .	27
Cross Kickball . . . . .	29
Day 5	
Seven C's Splash . . . . .	31
Coconut Launch . . . . .	33
Additional Games . . . . .	35

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### Rainforest Recreation

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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 the game coordinator is outlined in the following pages. Your responsibilities may include:

- Planning games for all age levels
- Gathering game supplies ahead of time
- Setting up games daily during VBS
- Running game time and overseeing others who are running game time
- Making sure key lesson themes are reinforced through the games

- Overseeing the cleanup of the game area(s) each day
- Praying over all aspects of this job before, during, and after VBS

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

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

## Frequently Asked Questions

The content of *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.

# Top 20 Tips for Rainforest Recreation Games

1. Pray! This is your most important preparation. Give all concerns to the Lord and watch *him* do great things.
2. Decide which games you will play. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily starting on page 15, geared primarily for Juniors and Primaries. There are also Toddler Games (page 7), Pre-Primary Games (page 9), and Super Simple Games (page 13). Additional game ideas that can work any day are given at the end of the Game Guide.
3. Keep in mind that younger kids like to do several simple games each period as well as repeat favorite games played on prior days.
4. Before VBS, gather the game workers for a trial run. Play all the games to work out any trouble spots.
5. Invest in a megaphone for the game leader to use as a microphone.
6. Use bandanas, strips of material, jerseys, or wristbands to designate teams.
7. Use cones, rope, or field paint to designate the playing area and start and finish lines. Use chalk if playing on pavement.
8. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
9. Depending on the game, the amount of time you have, and the size and age of your group, consider setting up several games as stations and having kids rotate through them. This works especially well with large groups or young children who have short attention spans.
10. Teach children to always tag with two fingers on the shoulder.
11. Use water! Children love to get wet. Use water from buckets and get children wet with sponges, cups, or splash balls.
  - » Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.
12. Make sure everyone who is physically able participates and no one feels left out. At the same time, be sensitive to those with disabilities who are unable to play, and model through your words and actions how you value and care about each person.
13. Announce the name and object of the game with excitement and energy. The kids will pick up on how you feel about it.
  - » Example: Hey, kids! We're going to play an awesome game today called \_\_\_\_\_. The object of the game is \_\_\_\_\_.
14. Keep instructions short and simple. Expect children to be quiet and respectful when instructions are being given.
15. Use the teaching tie-in to connect the games with the lesson content. Games are great, but games with a point are better!
16. Form teams quickly and in fun ways. Once in teams, pump them up by asking questions:
  - » Who thinks their team is going to win today?
  - » Who thinks the Crocodiles will win?
  - » Who thinks the Piranhas will win?
17. Have a countdown to get started.
  - » Example: Everyone ready? 5, 4, 3, 2, 1, GO!
18. Keep children moving as much as possible.
19. Keep everyone hydrated.
20. Have a backup plan in case of bad weather.



# TODDLER GAMES

Consider having an outdoor playtime if you have a good space for it. The outdoor location should be enclosed so no one wanders off. If you don't have a safe area, use tarp-covered hay bales or snow fencing to create one. Ask church families to bring plastic slides, big wheel riding toys, and other age-appropriate outdoor equipment. Make sure they're labeled so they can be returned easily after VBS.

For game time, use the following suggestions or other options from the Game Guide, such as the Pre-Primary games. Also, it's fun to repeat favorites throughout the week.

## Day 1

### Hungry Monkeys

Cut a yellow pool noodle into small pieces. Spread the pieces around one end of the area. Begin with the Teaching Tie-In. Set a large box or make a circle of chairs near the starting position. Explain that the students will pretend to be monkeys trying to gather bananas (yellow noodle pieces) and bring them back to their banana bunker (food stash). At go, children will run to the bananas, gather as many as possible and bring them back to their banana bunker.

#### TEACHING TIE-IN

God created all the land animal kinds on day 6, including the kinds that monkeys belong to. Some monkeys live in the jungle. What food do you think monkeys like to eat? *Take responses.* Monkeys like fruit, nuts, seeds, and even eggs, bugs, and lizards! Today we'll pretend to be monkeys that are hungry for bananas.

### Adam & Eve Chase

Set up a play area. Share the Teaching Tie-In. Have all the boys (Adams) chase all the girls (Eves). When a girl is tagged, she must sit down and say, "I'm made in God's image." Then she can stand and return to the chase. After a short time, switch so the girls are chasing the boys. See how many they can make sit down at a time.

#### TEACHING TIE-IN

God created the first people on day 6 of creation. What were their names? *Adam and Eve.* God created the first man and woman to be different than the animals. They were made special, created in God's image. You are created in God's image too!

## Day 2

### Two-By-Two Animal Match

Print the **Animal Kind Cards**, making sure to have a male and female of each animal. Hide one of each animal around the play area. Share the Teaching Tie-In. Pass out the remaining animal pictures, one per player. At go, children must find the animal that matches theirs.

#### TEACHING TIE-IN

God sent a big flood to cover the whole earth. But he kept Noah and his family safe in the ark. God sent animals to the ark two by two. That means a boy and girl of each animal kind got on the ark. Today, you will be looking for the animal that matches your picture so you have a boy and a girl.

### Noah Says

Begin with the Teaching Tie-In. This game is played like Simon Says. Choose a leader to start as "Noah." Have the children line up across from Noah. Noah will give instructions by saying, "Noah says \_\_\_" and adding a physical action while doing it. For example, "Noah says touch the floor," "Noah says hop on one foot," or "Noah says shake your head." Once kids get the hang of it, try giving instructions more quickly. Play as time allows.

#### TEACHING TIE-IN

After Adam sinned, bad things began to happen. People became so bad that God sent a big flood to punish sin. God told Noah to build an ark. What is an ark? *A big ship.* Noah obeyed God and built an ark, and he and his family were saved from the flood catastrophe. In our game today, we'll practice obeying. Listen carefully and do whatever Noah says.

## Day 3

### North & South

This game works best indoors in a room with walls, but you can play outdoors if you create lines for north and south using chalk, cones, or chairs. Choose two opposite walls of the room to be north and south and review those with the children. Have everyone stand in the middle of the room. Call out a direction, either north or south, and point to the wall. The children must run to the wall



in that direction then return to the middle. Play several times and finish with the Teaching Tie-In.

#### TEACHING TIE-IN

After God gave the people at Babel different languages, they went in all directions, including north and south. Why did God confuse the people's language? *Because they disobeyed God's command to spread out on the earth.*

#### Snoozing Silverback

Choose a leader to be the silverback gorilla. The gorilla can stand with back turned or lie down with eyes closed, holding a banana (yellow pool noodle piece). Players line up on the opposite side of the play area. Whenever the gorilla turns his back or snoozes, players must tiptoe toward him. When the gorilla turns and faces the players or wakes up, everyone must freeze in place. When the kids get close, the gorilla can chase them back to start. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

What kind of animal is our pal today? *A silverback gorilla. Scatter's silver or gray color reminds us of the confusion God sent at the tower of Babel. When we say something is gray, that means it's confusing or mixed-up. God confused the language at Babel so there were suddenly many languages. Different families couldn't understand each other or work together anymore.*

### Day 4

#### Nativity Hunt

Print and cut out the **Nativity Cards** or use figures from a nativity set. Include baby Jesus, Mary, Joseph, angels, shepherds, and animals. (For a large class, print extras of all but Mary, Joseph, and Jesus.) Hide cards or figures around the area for kids to find. Have the kids attach the cards to a board or place each piece in a nativity scene. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

On what special day do we celebrate Jesus' birthday? *Christmas. Jesus' birth was part of God's plan to save us from our sin so that we can be forgiven. Use the Nativity Cards or pieces to review Jesus' birth.*

#### Dolphin Splash

This game is best played outdoors. Set out one or more wading pools with a small amount of water and several sponge balls. Have the children gather around each pool. Take turns picking up and tossing the balls into the water to make a splash. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

Today we learned about a pink river dolphin. Pink is made from mixing white and red. White reminds us that Jesus was perfect and pure. He never sinned. The color red reminds us of Jesus' blood when he died on the cross for our sins. What is our dolphin pal's name? *Rose. Her name reminds us that Jesus rose from the dead!*

### Day 5

#### Jungle Obstacle Course

Set up a simple jungle course using one or more of the following ideas:

- Cross a river on stepping stones (jump from hoop to hoop over a blue tarp/sheet)
- Crawl through a hollow log (play tunnel)
- Rescue a baby animal (toy animal)
- Find a banana (yellow pool noodle piece)
- Catch a fish (use a net to scoop a plastic fish out of a kiddie pool filled with water—supervise carefully)
- Walk under a vine (rope or twisted piece of brown or green roll paper)

Demonstrate how to run the course. Have the kids take turns going through it.

#### TEACHING TIE-IN

We've been learning about the jungle and what the Bible says about the 7 C's of History. Do you remember what they all are? *Briefly review each C: Creation, Corruption, Catastrophe, Confusion, Christ, Cross, and Consummation.*

#### 7 C's Hunt

Cut fun foam sheets into 2-inch squares of green, dark, blue, gray, white, red, and yellow. Hide the squares around the play area, at least one of each color. Begin with the Teaching Tie-In. Divide into teams. Choose one team to search for the seven colored squares. Once they have found all seven, help them put the colors in order and name each C. Have another leader take the other group(s) to another area or room and practice fun exercises, such as two-foot hops, spins, toe touches, or jumping jacks (seven times each). When the first group finishes the hunt, have them help you hide the squares for the next group, then switch with the exercising group(s). Play until all groups have had a turn searching for colors.

#### TEACHING TIE-IN

Let's review the seven colors and which C of history they remind us of. *Review: green—Creation, dark—Corruption, blue—Catastrophe, gray—Confusion, white—Christ, red—Cross, yellow—Consummation. Today you'll be hunting for all these colors.*

# PRE-PRIMARY GAMES

Each day, three options are given for Pre-Primary Games. Some are the same as Toddler Games; some are different. Because the children's attention spans are short, it's good to have several quick games like these to play. Use one at a time, or if you have at least three leaders and 12 kids, it works well to set up daily stations using the three options. Have the kids rotate in small groups from one game to the next, spending approximately a third of their time at each. You can also substitute other games in this guide for any of these options or repeat favorites from previous days.

## Day 1

### Option 1: Hungry Monkeys

Cut yellow pool noodles into small pieces for the bananas. (If using different colors for teams, cut up another color noodle.) Spread all the bananas around one end of the area. Set a large box or laundry basket by each team's starting position across from the bananas. Share the Teaching Tie-In. Create teams and have them line up across from the banana pieces. Explain that they will pretend to be monkeys trying to gather bananas (noodle pieces) and bring them back to their banana bunker (box or basket). At go, the first children in line will run to the bananas, gather as many as possible, and bring them back to their banana bunker. Once they reach the bunker, the next player in line can run. Once everyone has run once, count the bananas in the bunkers to see who got the most.

#### TEACHING TIE-IN

God created all the land animal kinds on day 6, including the kinds that monkeys belong to. That means monkeys were created as monkeys and have always been monkeys. What kinds of food do you think monkeys like to eat? *Take responses.* Monkeys like fruit, nuts, seeds, and even eggs, bugs, and lizards! Today we'll pretend to be monkeys that are hungry for bananas.

### Option 2: Parrots & Finches Tag

Set up a rectangular play area using cones or tape. Choose a leader to be the parrot, like the animal pal Eden. Everyone else will be little birds, the finches. The parrot stands in the middle of the play area and says, "Little birds, stay away. Don't come near my nest today." The finches slowly move toward the parrot. At any time, the parrot can shout, "Too close to my nest," and the finches

must run outside the play area while the parrot tries to tag as many finches as possible. Finches who are tagged become parrots and remain in the middle to help tag. When there are only one or two finches left, they become the parrots in the next round. Keep the leader parrot to help with commands. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

What kind of bird is our animal pal today? *A parrot.* What color is our animal pal? *Green.* The color green reminds us of the beautiful, new creation that God made in the beginning. Does anyone remember our animal pal's name? *Eden.* After God created everything, he gave Adam and Eve a lovely place to live called the garden of Eden.

### Option 3: Adam & Eve Chase

Set up a play area. Begin with the Teaching Tie-In. Have all the boys (Adams) chase all the girls (Eves). When a girl is tagged, she must sit down and say, "I'm made in God's image!" Then she can stand and return to the chase. After a short time, switch so the girls are chasing the boys. See how many players they can make sit down at a time.

#### TEACHING TIE-IN

God created the first people on day 6. What were their names? *Adam and Eve.* Were these people ape-like creatures? *Did they look or act like monkeys? No.* God created the first man and the first woman to be different than the animals. They were made special, created in God's image. Every person, including you and me, is created in God's image too.

## Day 2

### Option 1: Two-By-Two Animal Match

Print the **Animal Kind Cards**, making sure to have a male and female of each animal. Hide one of each animal around the play area. Share the Teaching Tie-In. Pass out the remaining animal pictures, one per player. At go, children must find the animal that matches theirs.

#### TEACHING TIE-IN

God sent a catastrophe to judge the earth. What was that catastrophe? *A flood.* It was a global flood, which means water covered the whole earth. God kept Noah and his family safe in the ark that Noah built.

But what else was in the ark with Noah? **Animals.** God sent animals to the ark two-by-two. That means a boy and girl of each animal kind got on the ark. After the flood was over, these animals could have babies. Soon, there would be lots of animals again all over the world. Today, you will be looking for the animal that matches yours.

### Option 2: Noah Says

Begin with the Teaching Tie-In. This game is played like Simon Says. Choose a leader or child to start as “Noah.” Noah will give instructions to the group by saying, “Noah says \_\_\_\_” and adding a physical action while doing it. For example, “Noah says touch the floor,” “Noah says hop on one foot,” or “Noah says shake your head.” Everyone must perform the correct action when it begins with “Noah says,” or they are out and must sit down. If Noah gives instructions without saying “Noah says,” no one should perform the action or they’re out. Once kids get the hang of it, try giving instructions quickly and performing all the actions, even the ones without “Noah says” to see who copies. You can play without kids getting out, or just have them sit for one instruction and then return to the game. Choose a different Noah and play as time allows.

#### TEACHING TIE-IN

After Adam sinned, God’s creation was corrupted. God had to punish the people’s sin. He sent a big flood. What did God tell Noah to do to be saved from the flood? **Build an ark.** What is an ark? **A big ship.** Noah obeyed God, and he and his family were saved from the flood catastrophe. In our game today, we’ll practice obeying. Listen carefully and do whatever Noah says.

### Option 3: Frog Hop Relay

Divide children into even teams. Use tape or cones to mark start and finish lines. Place a zig-zag path of hula hoops from start to finish for each team. Explain that players will be hopping from hoop to hoop like frogs hopping on lily pads. They must try not to step into the “water” outside the hoops. At go, have the first children on each team hop to the finish and back, then tag the next teammate to go. You can make it a race between teams or time the group to see how quickly they finish, and then encourage them to beat their time in another round. For added fun, place a bucket with water a few feet from the finish line and have kids toss a plastic frog into it before hopping back to start.

#### TEACHING TIE-IN

It was fun to hop around like frogs! This game reminds me of our animal pal. Who is our animal pal today? **Tox the poison dart frog.** His name reminds us that he’s poisonous. When did bad things like poison and sickness come into the world? **When Adam and**

**Eve disobeyed God.** When they sinned, God’s good creation was corrupted. Now we must live with good and bad things.

## Day 3

### Option 1: North, South, East, and West

Place four different colored buckets in a diamond shape: top=north, right=east, bottom=south, left=west. Gather kids in the center and call a direction with the bucket color. Have the kids run to that bucket, touch it, and run back to the middle. Once they get the hang of it, call a direction but not the color of the bucket and see who runs to the correct one. For added fun, have kids close their eyes while you hide an animal pal or jungle animal toy under one of the buckets. Call a direction and have them peek under the bucket to find the animal. If no animal is there, they will run to check another bucket until they find it. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

When God brought confusion at Babel, the people went in all directions: north, south, east, and west. They moved all over the world. Why did God confuse the people’s language? **Because they disobeyed.** God told them to move around the world. But they stayed in one place and built a city and a tower. God punished them for disobeying. Should we obey right away or wait? **Obey right away.**

### Option 2: Silverback Tag

Start with the Teaching Tie-In. Choose a leader to be the silverback tagger. Give two children a stuffed gorilla. These children cannot be tagged. At go, everyone will run from the gorilla tagger. If tagged, players will freeze and yell, “Please pass the gorilla.” One of the children with a gorilla must run to the frozen player and unfreeze them by giving them the gorilla. That player rejoins the game and must watch for other players who need to be unfrozen. The silverback is trying to freeze as many players as possible. You can choose another leader or player to be the tagger after awhile.

#### TEACHING TIE-IN

What do you know about today’s animal pal? **Take responses.** Scatter the silverback gorilla is very strong. He eats a lot, mostly plants. And silverback gorillas can live to be 40 years old, which is old for an animal. Today, we’ll play Silverback Tag.

### Option 3: All Mixed Up

Lead the children in various “mixed-up” actions to represent the confusion at Babel. You may lead around the room or outdoor area or set up stations for some “backward” activities. Try walking, hopping, crab walking, and crawling

backward, or toss foam balls backward toward a target or basket. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

Whew! Everything we did was a little mixed-up, wasn't it? What else did we hear about today that was mixed-up and confused? *Take responses.* God had told the people to move around the world. Did they obey? No. They built a tower (and a city). They didn't want to obey God. But God wants us to obey him.

### Day 4

#### Option 1: Nativity Hunt

Print two sets of **Nativity Cards** in two different colors. Hide the cards around the play area. Divide the kids into two teams. Both teams will search for a card in their team's color and run to a specified board or wall where they will stick it up with tape or poster putty. The first team to have their whole nativity scene on the wall wins. Add extra shepherds and animals according to the number of kids. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

On what special day do we celebrate Jesus' birthday? *Christmas.* Why is Jesus' birth so special? Who is he? *Jesus is God.* Jesus' birth was part of God's plan to save us from our sin so that we could be forgiven. What were some special things that happened when Jesus was born? *Take responses.* Use the pictures to review the account of Jesus' birth.

#### Option 2: Dolphin Splash

This water game is best played outdoors. Use kiddie pools or fill up two rows of buckets with water and line them up about six feet across from each other. Gather splash/sponge balls and place several in each bucket. Divide the group into teams and have them line up behind their row of buckets, about 2–3 kids per bucket. Explain that they should aim for the buckets, not the other kids. At go, have teams toss the balls into the other team's buckets to splash them. Kids may throw any balls that land in their buckets back at the other team's buckets. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

Today we learned about an animal that loves to splash and play in the water. What kind of animal is our pal today? *A pink river dolphin.* What two colors make pink when they're mixed together? *White and red.* White reminds us that Jesus was perfect and pure. He never sinned. But then Jesus took our punishment for our sins and died on a cross. The color red reminds us of his blood. What is our dolphin friend's name? *Rose.* Her name reminds us that Jesus rose from the dead.

#### Option 3: Crazy Coconuts

This game is like Hot Potato. Gather small balls or beanbags for the "coconuts." Prepare music and a device to play it on. Have students sit or stand in a circle. Explain that the coconut they'll be passing around the circle is leaking coconut milk so they must pass it to the next person as quickly as possible to avoid getting dripped on. Start the music and begin passing a coconut. To make it "crazy," you may add more coconuts to the circle or have them change the passing direction. If playing outside, you could use a wet splash ball for the coconut. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

What a crazy coconut game! Does anyone know where coconuts come from? *Trees.* Coconuts grow on palm trees in warm places, including some jungles. Who remembers on which day of creation God made trees and other plants? *Day 3.* Creation is the first C we've learned about on our jungle journey. Can you tell me the other C's we've learned so far? *Review the other C's: Corruption, Catastrophe, Confusion, Christ, and Cross.*

### Day 5

#### Option 1: Fly, Fly, Butterfly

In this version of Duck, Duck, Goose, players sit in a circle facing each other. Choose one player to walk around the outside of the circle. As they walk, they tap people's heads, saying, "Fly, fly, fly." When they tap and say "Butterfly!" that player jumps up and chases the tapper around the circle. The tapper is trying to race around and sit in the butterfly's spot. If she makes it, she takes that spot in the circle, and the butterfly becomes the tapper. If the tapper is tagged before she reaches the butterfly's spot, she taps again. Continue play until everyone has a chance to chase as the butterfly. Finish with the Teaching Tie-In.

#### TEACHING TIE-IN

What is our animal pal today? *A bird-wing butterfly.* A butterfly gets a whole new body when it changes from a caterpillar to a butterfly. This reminds us of the seventh C, Consummation. When God makes a new heaven and new earth, everything will be changed. All of God's children will get new bodies. The bird-wing butterfly has yellow on it, which reminds us of the gold and beauty of the new heaven and earth.

#### Option 2: Seven C's Hunt

Cut fun foam sheets into 2-inch squares of green, dark, blue, gray, white, red, and yellow. Before game time, hide the squares around the play area, at least one of each color. Begin with the Teaching Tie-In. Divide into teams. Choose one team to begin searching for the seven colored squares and bring them to you. Once they have found all

seven colors, help them put the colors in order and name the C each one represents. Have another leader take the other group(s) to another area or room and practice fun exercises, such as two-foot hops, spins, toe touches, or jumping jacks (seven times each). When the first group finishes the hunt, have them help you hide the squares for the next group, then switch with the exercising group(s). Play until all groups have had a chance to hunt and find the seven colors.

#### TEACHING TIE-IN

Let's see if we can remember the seven colors we've talked about this week and which C of history they remind us of. Quickly review: green—Creation, dark—Corruption, blue—Catastrophe, gray—Confusion, white—Christ, red—Cross, yellow—Consummation. Today, you'll be hunting for all those colors!

#### Option 3: Jungle Obstacle Course

Set up a simple jungle course using several of the following ideas:

- Cross a river on stepping stones (jump from hoop to hoop over the blue tarp/sheet)

- Avoid the vines (walk or crawl under a rope hanging between two chairs)
- Feed a hippo (toss balls into a bucket/basket)
- Crawl through a hollow log (play tunnel)
- Rescue a baby animal (toy animal)
- Catch a fish (use a net to scoop a plastic fish out of a kiddie pool filled with water)
- Find a banana (yellow pool noodle piece)

Demonstrate how to go through the course, then have the kids take turns going through it. For a large group, create two or more courses for teams to race through.

#### TEACHING TIE-IN

It was fun to pretend we were doing things in the jungle. This week, we've been on a jungle journey. We've been cruising on the river, learning what the Bible says about the 7 C's of History. Do you remember what they all are? Briefly review each C: Creation, Corruption, Catastrophe, Confusion, Christ, Cross, and Consummation.

# SUPER SIMPLE GAMES

Two super simple game ideas are suggested for each day, one indoor and one outdoor. These require few supplies and prep. Depending on your space, some of the indoor games may be played outdoors and vice versa. Check them out and adapt for your area.

## Simple Indoor Games

### Day 1: Animal Charades

Write names of animals on index cards, such as tiger, dolphin, sloth, spider, crab, monkey, butterfly, or eagle. Prepare enough cards for one per player. Bring a timer.

Divide the group into teams. Have teams take turns sending a player up to draw a card and act it out for the team to guess within 1–2 minutes. Keep track of scores for correct guesses. Continue until all cards have been acted out. For a small group, choose volunteers to act out the cards for the whole group and award a point to the actor if it's guessed within the time limit.

For a large group, you could play reverse charades. Choose a player from each team to come up front to guess. Put the animal name up on a screen or large poster behind the guessers while they face their teams. Start the timer and have the teams all act out the word for their guesser. The player who guesses it first gets a point for their team. Then bring up a new guesser from each team and play again with a new word. In addition to animals, you could use other created things, such as a tree, flower, mountain, river, or cloud.

### Day 2: Cross the River

Gather a large blue tarp or sheet, foam sheets or rubber dots, hula hoops, and any other supplies (e.g., cardboard boxes) for each team. Place the tarp/sheet in the middle of the room as the river. Make a pile of the same supplies for each team on one side of the river.

Divide the group into teams. Explain that teams must use their supplies to create a path across the river. After each team has done so, have them line up and race one at a time across the river, stepping only on their supplies. You may let them adjust their course after running it once, or make it a competition to see which team gets everyone across first.

### Day 3: Four Corners

This is a great game to go along with the idea of people scattering all over the world from the tower of Babel.

Before playing, share a quick review of that event, and then assign each corner in the room as North, West, South, and East. Have everyone start in the middle of the play area. Choose a child to be blindfolded as the caller and have her sit or stand in the middle. The caller counts loudly to ten while everyone else scatters to one of the four corners as quietly as possible. The caller names one of the four corners. Everyone standing in that corner must come and sit by the caller in the middle. The caller counts again, and the players who are out help count while everyone still in moves to a different corner. Continue play. When there are four or fewer players left in the game, tell players they must go to a corner without anyone else in it. If the caller gives a corner with no one in it, have her pick another corner until someone is out. Play until one player is left. That player becomes the new caller who's blindfolded in the middle for the next round.

### Day 4: Where's the Cross?

Bring a cross ornament. Have the group sit in a circle and choose one player to stand in the middle. Have the middle player close his eyes while you give the cross ornament to one of the players in the circle. After he opens his eyes, players will start passing the ornament behind their backs to each other, trying not to be seen by the middle player. They can't hold onto the ornament for more than five seconds. The middle player has three guesses to point to who has the cross ornament. Whoever has it becomes the new middle player. Play until everyone gets a turn in the middle.

### Day 5: Tic-Tac-Toe Review

Draw a 4-by-4 tic-tac-toe grid on a whiteboard or large piece of paper. Divide the group into two teams and assign one to be X and the other O. Alternate asking the teams questions about what they've learned about the seven C's, daily colors, or animal pals. If they answer correctly, a player will draw an X or O in the grid. The first team to get four in a row wins. Keep track of scores and play multiple times.

# Simple Outdoor Games

## Day 1: Creation Shapes

This game involves team members working together and using their bodies to form letters, words, and shapes on the ground, so it is best played on grass or a soft surface. Divide group into even teams and assign a leader or helper to each. Start with day 1 of creation. Tell the teams to spell a word or create a shape related to something on that day of creation. For example, on day 1, a team could spell the word “light.” Everyone on the team must be a part of the word or shape; no one can be left out. Leaders will likely need to help the teams come up with ideas and direct people to sit or lay in the correct position. Once they form their word or shape, have leaders take a picture from above so the kids can see what they looked like working together. (These photos would make a fun slide/video presentation at the end of the week!) Then continue to day 2 of creation.

You may want to have a Bible for each team so they can check Genesis 1 for ideas. In addition to spelling words, encourage teams to try making shapes, such as a tree or flower for day 3, a giant circle for the sun on day 4, or a fish for day 5. You could make this game competitive by awarding a point to the team who forms their word or shape first, but it needs to be something from that day of creation. For a small group, have them work together as one team and take pictures of each shape they create.

## Day 2: Steal the Serpent

Bring a rubber or stuffed snake. This game is like Steal the Bacon except the item in the middle is a serpent. Divide the class into two teams and have them line up facing each other with about 20 feet between them. Assign a number to each player on one team. Assign the same numbers to the players on the other team. If needed, include leaders to get equal numbers on both teams. Place the snake in the middle between the two teams. Call out a number. The players with that number run to the middle, attempt to snatch the serpent, and race back across their team line before being tagged by the other team’s player. Award a point to the team that successfully gets the snake across their line. If the serpent carrier is tagged, no one gets a point. Return the snake to the middle after each round. Once they get the hang of the game, try calling more than one number to see if children can work together to get the serpent across their line. Play until everyone has had a few tries to steal the serpent.

## Day 3: Tower Relay

Divide group into teams. Mark a start line with cones. Set up a table a good distance from the start. Place stacking cups

or blocks in a pile on the table for each team. At go, the first players in line race to the table and place one cup or block to start building a tower. Then they run back to tag the next player in line to run and add to the tower. The team with the highest tower once everyone has run once or twice wins. You could also continue the relay until a certain height or number of cups/blocks is reached.

## Day 4: Dolphin Splash!

Prepare a water gun or soaker with water and give it to a leader for when “dolphin splash” is called. Remind the group of the day’s animal pal, Rose the pink river dolphin. This game will test the players’ ability to listen and respond to directions quickly. Review the directions and motions the group will perform from the list below. Practice a few rounds with the group by calling out directions and reminding them of the motion. Once they get it, begin calling faster and faster. You may start with only a few directions, then gradually add others as you play. If you want to make it competitive, those who did the wrong motion during a round will be out.

Direction	Motion
<b>Sleeping dolphin</b>	Lie on the ground and snore
<b>Swimming dolphin</b>	Lie on your stomach and stroke arms like you’re swimming
<b>Diving dolphin</b>	Stand up, then make a diving motion as you jump forward
<b>Talking dolphin</b>	Make clicking sounds to another player
<b>Angry dolphin</b>	Lie on your back and flail arms and legs
<b>Dolphin splash!</b>	Drop to your stomach as the leader shoots water at the group

## Day 5: Heaven & Earth Dash

Using cones, chalk, or chairs, create two lines far apart with a line in the middle between them. Have the players line up on the middle line. Explain that the two opposite lines are heaven and earth and review those with the group. Call out one of the areas: heaven or earth. The players must race to the correct line. See how they did, then give another area. After a few rounds, start to get players out who go the wrong direction. Have them sit in a specified area. When two players are left, the first one to cross the correct line is the winner. For a challenge, call out the directions faster; call out a direction you’re not using to see who runs/moves (“Ear-ly!” or “Hea-ther!”); or use other languages or sign language for directions.

# DAY 1

# JUNGLE OBSTACLE COURSE

## Supplies

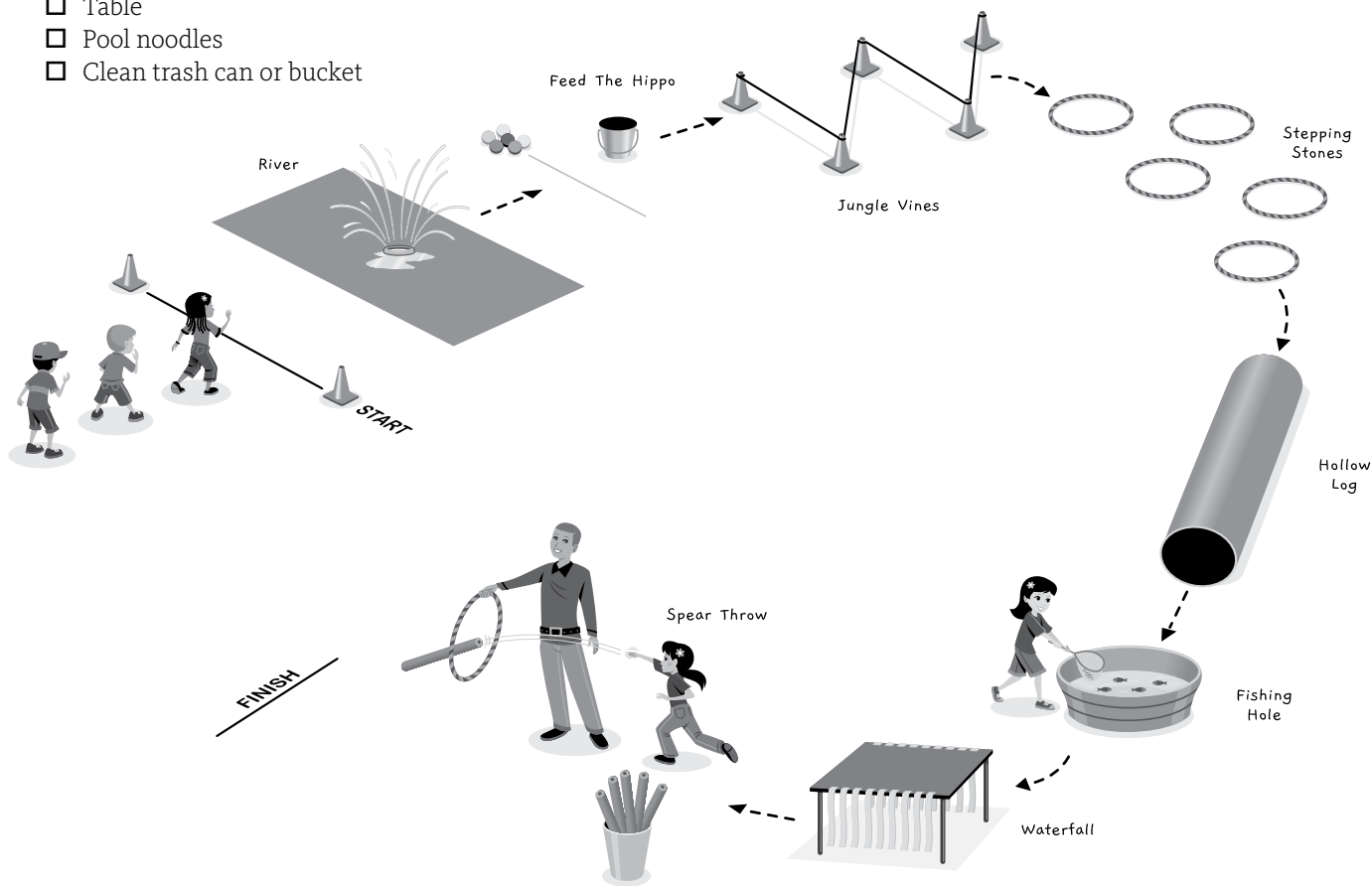
The following is a list of possible supplies. Read through the prep and directions, then choose those you'd like to use.

- Rope, tape, or cones to mark start/finish lines
- Blue tarp
- Sprinkler
- Bucket/bin and small balls
- 5 or more large cones
- Green and blue party streamers
- Tape
- 5–6 hula hoops
- Play tunnel
- Kiddie pool with water
- Plastic fish
- Kids' fishing net
- Table
- Pool noodles
- Clean trash can or bucket

## Prep

Gather supplies and set up one obstacle course or two obstacle relays. A possible way to set up the supplies is as follows:

- Mark a start line.
- River: Lay the blue tarp down with the sprinkler on top as a river to cross.
- Feed the Hippo: Place balls a few feet away from a bucket for kids to toss "food" into the hippo's mouth (the bucket)—see Tip Corner.
- Jungle Vines: Stagger 5 or more cones. Tape green party streamers from cone to cone in a crisscross pattern for kids to belly crawl under or step over.





- Stepping Stones: Place 4–5 hoops in a staggered pattern as stepping stones for kids to hop from one to the next.
- Hollow Log: Place the tunnel as the “log” for kids to crawl through/under.
- Fishing Hole: Fill a kiddie pool with water and put plastic fish in it. Set the fishing net nearby for kids to use to scoop out one fish before moving on.
- Waterfall: Tape blue party streamers on both sides of a table to make a “waterfall” for kids to crawl through.
- Spear Throw: Gather pool noodles and place them in a trash can or bucket for kids to grab. Have a leader hold a hula hoop about 5 feet away as the target for the spear throwing.
- Mark a finish line or have players return to start.

### Teaching Tie-In

It’s our first day of *The Great Jungle Journey!* You are learning about the first C. What is it? Take responses: Creation.

God created the universe by speaking it into existence. He prepared the earth with water, land, plants, trees, and air before he made animals and people. He created sea and flying creatures on day 5. He made the land animals and creeping things including dinosaurs, insects, and reptiles on day 6. Then he made Adam and Eve in his image.

I hope you take notice of the beautiful world God made and praise him for it. Each day, make it a habit to thank him for at least one thing. You can also thank God for the people in your life—family, friends, pastors, teachers, and coaches.

**People can do things animals can’t do. We can think, create, forgive, love, and have a relationship with our Creator. You’ll have to think to conquer each of the obstacles in our jungle course. Let’s see how you do!**

### Directions

1. If you have set up two courses, divide the group into teams.
2. Explain or demonstrate how to go through the course so they can see the order and what to do at each obstacle.
3. At go, have teams or individuals race through the course. You can have the next person in line go once the first person finishes the third or fourth obstacle.
4. If playing with two or more courses, play for a set time and see which team has the most players get through the course, or see which team completes the course first.
5. If playing with one course, tell children their individual times or time the whole group if you want to have them run it again to try to beat their time.

### Tip Corner

- The possibilities are numerous for your Jungle Obstacle Course. Have fun thinking of other obstacles or go with it as written.
- An option for Feed the Hippo is to use a cornhole board and beanbags.
- Make sure not to choose any objects that could be harmful if someone fell on them.

# DAY 1

## SEA & SKY TAG

### Supplies

- Cones, rope, or field paint to mark boundaries

### Prep

Set up a play area about 20 yards long with goal lines at opposite sides. Use cones to create a 4-foot-wide center lane in the middle of the playing area.

### Teaching Tie-In

How many of you have ever been to the ocean? *Take responses.* It's incredible, isn't it? What about flying in a plane? How many of you have been up high in the sky? *Take responses.*

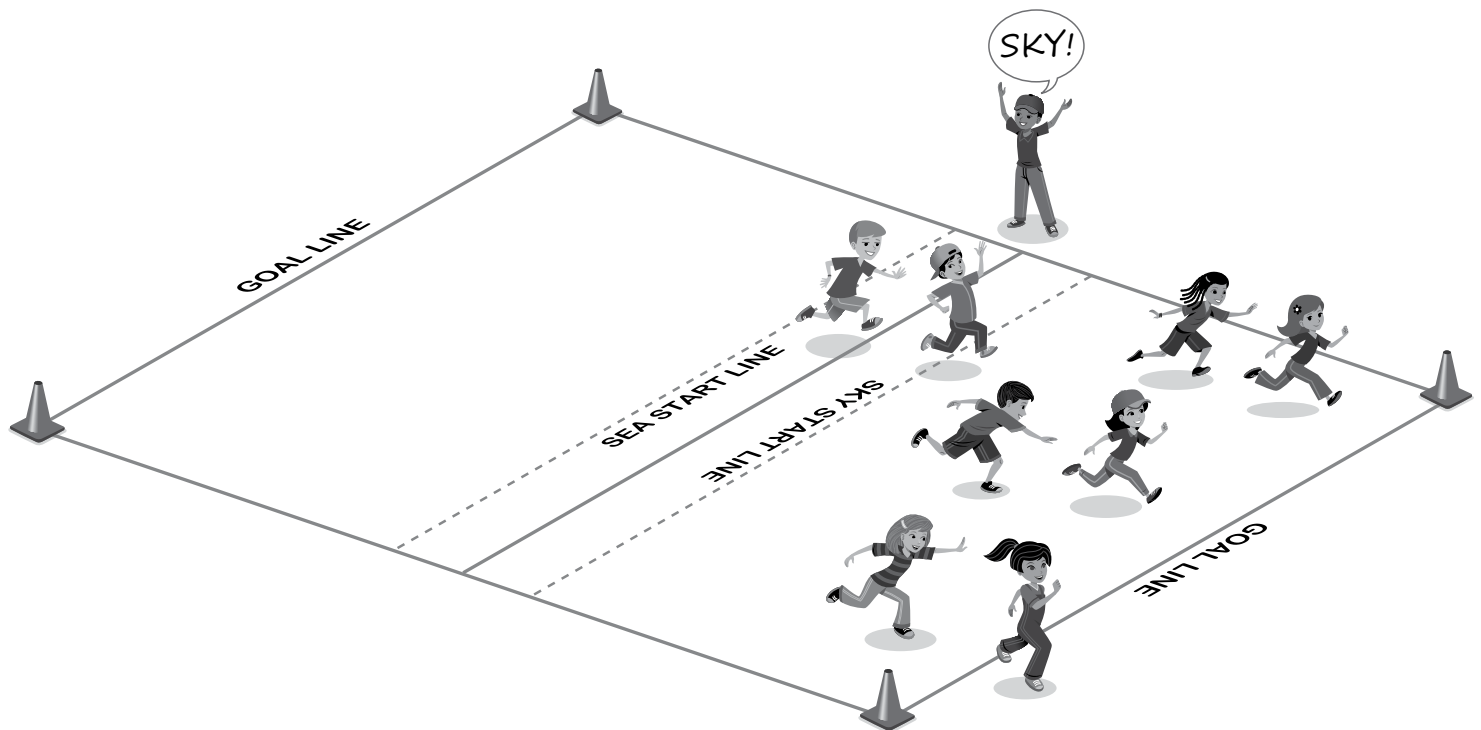
The beautiful sea and sky should remind us of God, our incredible Creator. On day 1 of creation, God created light and darkness. He called the light Day and the darkness he called Night. On day 2, God made the expanse, which includes earth's atmosphere, the air and sky.

What day did God gather the waters together to create the seas? *Day 3.* God made the seas and dry land along with the plants, trees, and flowers on day 3.

Our game today uses two teams we'll call Sea and Sky to remind us of these things God created.

### Directions

1. Divide the group into two teams called Sea and Sky.
2. Have the two teams line up in the middle of the playing area along the center line, about four feet apart from one another.
3. Call out either "Sea" or "Sky." If "Sky" is called, the Sky team turns around and tries to run back to their goal line while being chased by the Sea team.
4. If players get tagged before they cross their goal line, they join the other team and help in the tagging of their former teammates.



5. Once the chased team has reached the goal line or been tagged, have both teams return to the center lane and begin a new round, making sure that tagged players join the opposite team.
6. The team that has the most players, or all the players, when time is up is the winner.
7. Have kids return to their original team side and play again as time allows.

### Tip Corner

- After one game, you could have the teams stand back-to-back for a challenge.
- If you have players who are jumping off their line before you've called the name, you can make them change sides.
- Make the calls challenging by calling out other S words (e.g., Space, Scamper) or drawing out the S at the beginning: S—Sky!

<b>Day 1 Overview</b>		
<i>Creation</i>		
<i>Lesson Focus</i>		<i>Bible Passage</i>
We cruise to our first C of history—Creation—and head back to the beginning of the universe.		Genesis 1
<i>Memory Verse</i>	<i>Animal Pal</i>	<i>Cool Contest</i>
Genesis 1:1	Eden the Green Parrot	Guess the Beetle Bugs
<i>Science and Crafts</i>	<i>Treats</i>	<i>Games</i>
Experiments: Order Disorder / Stack the Layers Crafts: Face Planter / My Bug Jar	Dirt Dessert Forest Fruit	Jungle Obstacle Course Sea and Sky Tag