

# WONDER JUNCTION DIRECTOR



**CAFE**  
PROUDLY  
SERVING  
SWEET  
SADIE'S  
SNACKS

Answers VBS  
**Wonder Junction**



Be sure to familiarize yourself with the contents of your Resource Download.

Download from [AnswersVBS.com/wonderresources](https://AnswersVBS.com/wonderresources).

See page 21 for a content list.





## DIRECTOR GUIDE

**To make your job as VBS Director easier, make sure you**

- ☑ read the *Director Guide* completely.
- ☑ check out the Resource Download thoroughly.
- ☑ spread out all the materials that came in your kit.
- ☑ browse the other leader and teacher guides to become familiar with all aspects of this VBS.



# COURSE OVERVIEW

## Day 1 The Wonder of His Birth

## Day 2 The Wonder of His Childhood

Bible Passages

**Jesus Is Born**  
Matthew 1–2; Luke 2

**Jesus at the Temple**  
Luke 2:39–52

Gold Mine Memory Time

John 1:14

Luke 2:52

Animal Pals

Tiny the Cougar Kitten

Junior the Wolf Pup

Apologetics Focus

Is Jesus the most important person ever born?

Is Jesus God or man—or both?

Carpenter Joe's Crafts



Christmas Crèche



Ticket to Ride Ornament



Covered Wagon Conversations

Mini Horseshoes Game

Carpenter Joe's Science

Star of Wonder

Cone in a Cornfield

Lasso Lesson

Layers upon Layers

Gallopin' Gabe's Games

Nativity Stations  
Catch the Caboose

Tough Trials Obstacle Course  
Annie, Annie Over

Sweet Sadie's Snacks



Gold Nuggets



Biscuit Baby



Carpenter Scraps



Wolf Puppy Chow

Cool Contests

Guess the Gold Coins

Spirit of the West Day



Day 3  
The Wonder of His Ministry Years

Day 4  
The Wonder of His Death & Resurrection

Day 5  
The Wonder of His Return

<b>Jesus Does Wondrous Things</b> Selections from the book of Mark	<b>Jesus Dies and Lives Again</b> Select verses; Matthew 27–28	<b>Jesus Is Coming Back</b> Select verses; Matthew 25:14–29
John 21:25	John 20:31	Matthew 6:10
Mighty the Bison	Champ the Grizzly Bear	Mission the Horse
Has anyone else had the power to raise himself from the dead?	Was Jesus completely dead?	How will Jesus return?
 <p>Praise Journal Names of Jesus Print</p>	 <p>Spikes Cross Necklace or Magnet Sunset Silhouette</p>	 <p>Money Pouch Wonder Junction Bank</p>
Weather the Storm Power Play	Riding the Rails Pushy Plates	Spread the Word Marvelous Magnetism
Mercantile Mania Name Above All Names Scavenger Hunt	Safecracker Make Your Claim	Wild West Relays Sheriff's Coming
 <p>Mini Flapjacks Loaves &amp; Fish</p>	 <p>Light &amp; Dark Breadstick Rattler</p>	 <p>Pizza Wheels Apple Wheels</p>
Old West Dress-Up Day	Names of Jesus Challenge	Mission Money Mania



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## OVERVIEW

# WELCOME TO THE WEST

## YEE-HAW!

Howdy, partners!

Look to your left—do you see the cattle over yonder stampeding across the plains? Look to your right—can your eyes make out the sun-covered buttes of the desert? Look behind you—the brand-new transcontinental railroad is rumbling along the tracks! From the Badlands of South Dakota to the high peaks of the Rockies, there is wonder to be discovered everywhere we turn in the Old West!

Join us as we gallop through the wonder-filled West, where our friends at Wonder Junction will teach us about the grandest wonder of all—Jesus Christ. Each day, we'll dig deeper into who this awe-inspiring Jesus is, answering questions such as:

- What amazing things happened surrounding Jesus' birth?
- What was Jesus like as a child and teen?
- What wonders occurred during Jesus' ministry years?
- How were Jesus' death and resurrection like no other?
- What should we be doing as we wait for Jesus' return?

Wonder and amazement await us each day at Wonder Junction, where kids will gather at the **All Aboard Assembly**, a high-energy beginning that includes wacky intros, lively songs, a mission moment, and prayer.

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

**High Point Bible Time**, where God's Word is taught in creative, hands-on ways.

**Carpenter Joe's Science and Crafts**, where kids get their hands dirty as they make crafts and explore God's world through science experiments.

**Sweet Sadie's Snacks**, where kids munch on some downright tasty home-cooked vittles.

**Gallopin' Gabe's Games**, the rambunctious rec time where kids might just get plumb tuckered out.

**Miss Millie's Missions, Music, and Memory Verses**, where kids sing songs, learn their memory verses, or go

in-depth with the mission moment featuring Children's Hunger Fund.

Finally, everyone is rounded up to head back to the **All Aboard Assembly** for the closing, where there's more singing, contest results, and the highly anticipated daily drama that highlights the shenanigans of two bumbling bandits who are transformed after learning about the *wonderful* life of Jesus Christ.

So dust off your boots, grab your bandana, and get ready for a rootin' tootin' good ol' time at Wonder Junction!

### 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

As the director of VBS, you are someone who possesses vision, organizational and people skills, and a heart for children. The following are your responsibilities.

- Oversee the entire VBS (read through the *Director Guide* and other manuals for further information)
- Work with the church staff on VBS-related issues, such as goals, dates, and budget
- Recruit, organize, and oversee the entire VBS staff
- Run training workshops
- Coordinate the closing program to bring everyone back together after VBS is over
- Establish effective follow-up
- Pray over all aspects of this job before, during, and after VBS

## FREQUENTLY ASKED QUESTIONS

The content of *Wonder Junction* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit [AnswersVBS.com/wonderfaq](http://AnswersVBS.com/wonderfaq).

## TERMS TO KNOW

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

**Partners (as in, “Howdy, partners!”):** Groups of children (individual classes) named after Old West people, such as Miners, Ranchers, Blacksmiths, and Homesteaders.

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

**High Point Bible Time:** Bible and apologetics lesson time happening at the High Point Chapel.

**Truth Teachers:** Teachers of the High Point Bible Time.

**Carpenter Joe’s Science and Crafts:** Rotation site where crafts are made and science experiments are explored.

**Sweet Sadie’s Snacks:** Indoor or outdoor location where snacks are served.

**Gallop in’ Gabe’s Games:** Indoor or outdoor site (outdoor is preferred) for recreation time.

**Miss Millie’s Missions, Music, and Memory Verses:** Rotation site where kids can spend additional time learning songs and memory verses and hearing about missions.

**Gold Mine Memory Time:** Time to learn and practice the daily Bible verse.

**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 THE VBS DIRECTOR

*Whether you're a first-time recruit or a seasoned director, here are some tips just for you.*

1. Pray and study God's Word. "We will devote ourselves to prayer and to the ministry of the word" (Acts 6:4). You *will* be busy, so keep in mind that the busier you get, the more you need to pray and study!
2. Read through the various guides thoroughly and early. Become familiar with the [Resource Download](#), which contains clip art, logos, printable and customizable versions of the forms mentioned throughout this guide, and more. If you're a first-time director, ask previous directors and VBS veterans what's been done in the past. It helps to receive counsel! At the same time, don't be afraid to try something new.
3. Check out the web address listed on page 8 for great articles on the teaching at *Wonder Junction*. This is a good resource for you and a good reference for volunteers or parents who have questions.
4. Many hands make light work. Be careful not to overextend yourself. Delegate areas of responsibility to people and allow them the joy of serving, even if it is not quite how you would do it.
5. When working with people, there most likely will be conflicts. Resolve conflict with prayer and gentle answers based on principles from God's Word. "A soft answer turns away wrath, but a harsh word stirs up anger" (Proverbs 15:1).
6. Have a backup plan for games in case it rains and you need to be inside all day.
7. Have fun. Directing your VBS should be a joy for you. At the same time, though, remember you are in a spiritual battle with an enemy who will try to throw darts your way. "Rejoice always, pray without ceasing, give thanks in all circumstances" (1 Thessalonians 5:16-18).
8. Label file folders or electronic file folders with different areas of VBS, and use these to file ideas and suggestions.
9. Help your church catch the significance of this event by sharing that VBS is a huge, God-given opportunity to reach many with the gospel of Christ.
10. Get enough sleep and exercise.
11. Make people feel loved, appreciated, and needed.
12. Communicate well. Make announcements, require attendance at the training workshops, send emails, and keep everyone informed.
13. Be enthusiastic! Your excitement is contagious and makes others want to be in on the fun.
14. When deciding on the ages to include in your VBS, keep in mind that this VBS is written to appeal to not only young children but also older elementary kids. It has answers from God's Word for real issues all kids face.
15. Be the *director*. Don't commit to teaching or any other VBS leadership role during VBS week. Stay as free as possible to greet, encourage, and troubleshoot.
16. Carry a cell phone or walkie-talkie with you during VBS week so you can be reached throughout the building.
17. Prepare two containers for each group guide. See page 34 for more information.
18. Soon after VBS is over, survey the staff so you can make improvements for next year.
19. Keep a list of answered prayers and praises. Share your list with others.
20. After VBS is finished, continue to pray for God to grow the seeds he planted and to bring more fruit over the next months. "I planted, Apollos watered, but God gave the growth" (1 Corinthians 3:6).

**Connect with us and other Answers VBS directors through the following platforms:**

[Facebook.com/answersvbs](https://www.facebook.com/answersvbs)

[Facebook.com/groups/answersvbs](https://www.facebook.com/groups/answersvbs)

[YouTube.com/answersvbs](https://www.youtube.com/answersvbs)

[Pinterest.com/answersvbs](https://www.pinterest.com/answersvbs)

[X.com/answersvbs](https://www.x.com/answersvbs)



# TERRIFIC TRIVIA TIDBITS

Stagecoaches. Cowboys. Boomtowns. Wild animals. Life in the Old West was a time of discovery and adventure. Folks from all over the world flocked to the buttes and plains of the American West in search of a better life, leaving legacies of opportunity, curiosity, and adventure in their wake.

Use these fun facts to start thinking about our fun theme—the Old West. These trivia tidbits can be shared during the week of VBS with the kids. Use them at arrival and dismissal times or during any downtime between rotations.

## Part 1: General Information

- The US essentially doubled in size when Thomas Jefferson made the Louisiana Purchase in 1803. Over time, there were more reasons for people to move away from eastern cities to the wide-open West.
- Talk about an unusual pet! Meriwether Lewis sent President Jefferson a live black-tailed prairie dog as a souvenir of his expedition exploring the West.
- Native hunters could bring down an adult bison with one arrow while riding a horse at full gallop! Wouldn't you like to see that in action?
- Saddle your . . . camels? Camels roamed the Southwest at one time. Originally brought from Asia and Africa in the 1850s, the US Army used them to help settle the West. They were eventually abandoned and left to roam in the deserts for years.
- In 1848, James Marshall found a few gold pebbles in a California stream. When news of his discovery spread, thousands of people who wanted to strike it rich moved to California. They were called 49ers because so many people moved west in 1849 to find gold.
- Trail mix recipe: grind up grasshoppers, mix with water and cornmeal, then pan fry. Ground grasshopper cakes—yum!
- Strange but true: There was rush hour traffic even on the way out West. So many people were traveling westward, everyone wanted to be at the front of the line because those in the back ended up eating dust that the other wagons kicked up.
- What are bison chips? They sure don't taste like potato chips. And they sure don't smell good. That's because they are the droppings from bison. Travelers on the trail used them instead of firewood since they couldn't find wood on the prairies.
- Ooh-la-la! Pioneer boys would rub butter in their hair to prepare for Saturday night dances.
- Because there weren't many trees, pioneers built sod houses—houses made from grass and mud. Sounds cozy, right?
- Who doesn't love a good steak dinner? As eastern city people developed a love for beef, demand for cattle grew. The West was the perfect place to raise cattle since it had millions of wide-open acres.
- One out of every four people in Iceland moved to the Great Plains for virtually free land.
- Ouch! Doctors and dentists were few and far between in the Old West, and many weren't trained, so lots of emergencies were handled the same way—hold 'em down and yank hard.
- The real MVP: Cowboy hats had many uses to the cowboy—protect from the sun, keep the head warm, fan campfire flames, carry water, and even feed a horse.
- Don't try this at home! Cowboys wore wool long johns at almost all times. The long johns kept them warm in winter and helped soak up sweat in the summer. They rarely took them off.
- Hold your nose! Cowboys often just burned their clothes after weeks of working and sleeping in them because of how stinky they were.
- That's a different kind of cookie! Food on the range was made by a cook called "cookie" who used a "chuck wagon" (a wagon which was made to carry water and cooking supplies).
- Talk about eerie! The West's Mojave Desert has such an unusual landscape that it was used to film scenes in *Star Trek* and *Planet of the Apes*.
- Grab your sunscreen! The Mojave Desert's Death Valley is generally thought to be the hottest place on earth, reaching temperatures of up to 134° F in the summer.
- One distinctive tree of the West is known as the Joshua tree. Legend has it that settlers named it after Joshua from the Old Testament. Would you like to have a tree named after you?
- A slow starter: The saguaro cactus generally grows just one inch tall in the first decade of its life. Despite this, it eventually grows to be among the tallest of cacti, with the largest recorded saguaro reaching 78 feet tall!
- Arizona's Monument Valley is home to iconic (easily recognized) rock formations that were popularized by Western movies of the 1930s. The valley boasts buttes that reach up to 1,000 feet above the desert floor. Rock climbing, anyone?
- Ever wanted to time travel? The city of Tombstone, Arizona, is like an Old West town frozen in time, boasting attractions such as stagecoach rides, a gold mine, gunfight reenactments, and plenty of Old West hotels and restaurants to enjoy.
- Heard the phrase "get out of Dodge"? Dodge City, Kansas, was known for being a dangerous place to live in the late



1800s. The phrase “get out of Dodge” was popularized in the Western show *Gunslinger*, in which a lawman told outlaws to move on or “get out of Dodge.”

- Giddyup! The pony express began in 1860 and carried mail between Missouri and California—that’s about 2,000 miles! Riders worked in a relay and rode over 75 miles each day by changing horses every 15 miles.
- In the short 19 months that the pony express was in business, it carried about 35,000 pieces of mail and only lost one bag of mail. That’s a pretty good record!
- Would you apply for the job? Pony express riders had to be really light so that horses could travel faster. Often, young teens (even as young as 11 years old) were hired.
- Why did the pony express end after just 19 months? The transcontinental telegraph line was completed. Now people could send messages that would immediately be received.
- The transcontinental railroad was built by two companies, one working from east to west and the other working from west to east. They met in the middle and completed the rail line by nailing a final golden spike into the railway. Ta-da!
- Building the railroad was dangerous work. Workers had to use dynamite to make tunnels, build high bridges, work in mountains with snow and cold, and bake in the heat of deserts.
- What a relief: the transcontinental railway allowed the journey west, which took six months by wagon, to take only four days!
- Do you like horses, adventure, and sharing the good news of Jesus? You could have been a circuit rider in the Old West, although it wasn’t easy. Preachers traveled many miles on horseback from town to town and back (a “circuit”), battling illness, animal attacks, and unfriendly encounters.
- Out with the old and in with the new! There were three main factors that ended the Old West way of life: the telegraph, which made communication easier; the transcontinental railroad, which made traveling easier; and barbed wire, which made less wide-open space to roam and a tamer “Wild West.”

## Part 2: Animals of the West

- Cougars don’t roar but actually scream. Yikes!
- Watch out! A cougar can jump up to 18 feet vertically (up) from a sitting position.
- Wolves have scent glands between their toes that give out a unique smell. If a wolf goes missing from a pack, other wolves can sniff out the missing wolf’s unique scent to find it. How . . . sweet?
- Aroooo! A wolf can hear a pack’s howl from up to 10 miles away.
- Did you know the American bison is the largest land mammal on the North American continent? A full-grown male can weigh over 2,000 pounds, stand over 6 feet tall at its shoulders, and can be nearly 12 feet long from head to tail.
- Hunting frenzy! Early American settlers nearly drove the bison into extinction, taking its population from over 50 million to about 500. After being put on the endangered species list, the bison population has grown to over 500,000 today.
- How . . . talented? A grizzly bear can smell a dead animal up to 18 miles away.
- Mama grizzlies are extremely protective of their babies. They’ve been known to attack with unbelievable speed and power when their babies are threatened, even sacrificing their lives to save their cubs.
- If all else fails, run! When threatened, a horse’s primary way to protect itself is by running away. Yet a single kick from a horse can kill a cougar. That’s why cougars ambush herds of horses.
- Nimble-footed: God gave horses special feet that, despite their size, give horses an extraordinary ability to make their way over steep, rocky ground.
- The Gila monster has one of the most painful bites known to humans. When it bites, the Gila monster tends to latch on and chew as it releases more venom through grooves in its teeth. Ouch!
- Stand guard! Prairie dog burrows are ingeniously built with mounds at each entrance to prevent flooding; listening chambers near each exit so predators can be heard; and many exits for a quick escape in case a rattlesnake enters the burrow. Prairie dogs even station lookouts throughout the day to watch for enemies above ground.
- The largest recorded prairie dog burrow covered 25,000 square miles. That’s bigger than the state of West Virginia!
- During the winter months, rattlesnakes group together to keep warm. Dens containing roughly 1,000 rattlesnakes have been discovered. Would you want to be the person to discover that den?
- Beep! Beep! Roadrunners aren’t great at flying (they tire easily), but they can run fast—for a bird. They dash up to 20 miles per hour, compared to the average man who can run about 8 miles per hour.
- Watch out! The Texas longhorn, a breed of cattle, has horns that can span more than 10 feet across!
- Smelly business: great horned owls have a terrible sense of smell, which allows them to hunt and eat skunks without a problem.
- Scorpions are venomous and can be dangerous, but they also glow in the dark under ultraviolet light. Now that’s a sight to see.



# KNEE-SLAPPIN' SILLIES

## Animal Pal Jokes and Riddles

### DAY 1 ANIMAL PAL JOKES—COUGAR KITTEN

- Why did the cougar kitten want a piano for Christmas? *It wanted to make some mewsic.*
- What did the cougar kitten say when his team lost the game? *"This is a cat-astrophe!"*
- Where did the cougar kitten keep all her personal belongings? *In her purrrse.*
- What did the chef say to the cougar kitten who was scrambling eggs for breakfast? *"You're a really good whisker!"*

### DAY 2 ANIMAL PAL JOKES—WOLF PUP

- What did the wolves say to greet each other? *"Howl are you?"*
- What do you call a wolf who is freezing? *A chili dog.*
- What's in a wolf's favorite salad? *Aroo-gula.*
- What do you call a wolf who's self-conscious? *Aware-wolf.*

### DAY 3 ANIMAL PAL JOKES—BISON

- What did the mama buffalo say when her son left for college? *"Bison."*
- What did the bison say to the waiter at the restaurant when his family was ready to leave? *"We're ready for our buffalo bill."*
- What's a bison's favorite restaurant? *Buffalo Wild Wings.*
- Why do bison always pay with credit cards? *They like to charge everything.*

### DAY 4 ANIMAL PAL JOKES—GRIZZLY BEAR

- What do you call a grizzly bear who is toothless? *A gummy bear.*
- Why don't grizzly bears wear socks? *Because they prefer to walk on their bear feet.*
- What is a grizzly bear's favorite drink? *A root bear float.*
- Why did they take the remote away from the grizzly bear? *Because he was always hitting the paws button.*

### DAY 5 ANIMAL PAL JOKES—HORSE

- What are horses' favorite kinds of stories to tell? *Tales of WHOA!*

- What did the horse say to the friend next door? *"Hey, neighhh-bor!"*
- Why did the baby horse wake up crying? *Because he had a nightmare.*
- What did the horse say when he called 911? *"I've fallen, and I can't giddyup!"*

## Miscellaneous Jokes and Riddles

- Why did the doctor take the miner's temperature? *He thought he had gold fever.*
- Why was the cowboy always happy? *Because he was a jolly rancher.*
- What's a rancher's favorite car? *A cattle-lac.*
- What do you call a pioneer who teaches acting classes? *A stagecoach.*

## Knock Knock Jokes

- Knock knock. *Who's there?*  
Dwayne. *Dwayne who?*  
Dwayne the pan and see if there's any gold in there!
- Knock knock. *Who's there?*  
Icy. *Icy who?*  
Icy a rattlesnake coming toward us! Run!
- Knock knock. *Who's there?*  
Anita. *Anita who?*  
Anita more flour to make these flapjacks.
- Knock knock. *Who's there?*  
Dime. *Dime who?*  
Dime to head west!
- Knock knock. *Who's there?*  
Diss. *Diss who?*  
Diss cactus spine got stuck in my finger. Help!

## Tongue Twisters

- Manly miners ride mad mules.
- Desert heat can't be beat.
- Cowgirls corral cattle.
- Many merchants mumble about money.



# OLD WEST A TO Z

**A** all aboard, antelope, armadillo

**B** badge, bandana, banjo, banker, barbed wire, barber, bears, bedrock, bedroll, bison (buffalo), blacksmith, bonanza (great gold discovery), boomtown, boots, bounty hunter, branding iron, bridle, bronco, buckaroo, bull, burro, butcher, butte

**C** cactus, calf, campfire, carpenter, cast iron, cattle, cattle drive, cattleman, chaps, chuckwagon, circuit rider, claim, colt, conductor, cook, cooper (barrel maker), corral, cougar, covered wagon, cow, cowboy, cowgirl, coyote

**D** depot, deputy, desert, digging, donkey, dude (person from the East), dust storm, dynamite

**E** eagle, elk, explorer

**F** farmer, fiddle, flapjacks, fool's gold, forty-niners, frontier

**G** gallop, gems, general store, ghost town, giddyup, Gila monster, gold dust, gold fever, gold rush, golden spike, grizzly bear

**H** harmonica, hay bale, herd, hitching post, hoedown, Homestead Act, homesteader, horse, horseshoe

**I** iguana, ingot (gold bar), innkeeper

**J** jackrabbit, jail, jeans, jerky, jingle bobs (spurs), Joshua tree

**K** karat, Klondike Gold Rush

**L** lantern, lasso, lawman, leather, livery, lizard, longhorn, lumberjack

**M** marshal, maverick, merchant, mine shaft, miner, moose, mother lode, mountain goat, mountain man, mule, mule train, mustang

**N** necessary (outhouse), nugget

**O** outfitter, outhouse, outlaw, ore, Oregon Trail, owl, oxen

**P** packhorse, panning, pickax, pine tree, pioneer, pony express, postmaster, prairie dog, prairie schooner, prospector, pyrite

**Q** quarter horse, quartz, quicksand, quilt

**R** railroad, ranch, range boss, ranger, rattlesnake, reins, roadrunner, rodeo, rope, roundup, ruby, rustler

**S** saddle, saddlebag, saguaro, scorpion, scout, sheriff, shindig, shovel, stagecoach, stallion, stampede, station master, steer, sunflower, surveyor

**T** teacher, telegraph, telegraph operator, tenderfoot, Texas Ranger, tracker, trading post, trailblazer, train, transcontinental railroad, trapper, tumbleweed

**U** undertaker

**V** varmint, veins of gold, venison, vittles, vulture

**W** wagoneer, wagon train, wagon wheel, wanted, watering hole, wheelwright, Whoa!, wild turkey, Wild West, wolf, woodsman, wrangler

**X** xerga (saddle cloth)

**Y** yarn (story), Yee-haw!, yonder, yucca, Yukon Territory

**Z** zorrilla (breed of longhorn cattle)



# OLD WEST JARGON

- A** Apple-pie order—in top shape  
Atwixt and atween—between  
Axle grease—butter
- B** Back in the saddle—try again  
Bad medicine—bad news  
Baker's dozen—13  
Balderdash—foolish  
Bear sign—donuts  
Bee in your bonnet—an idea  
Better toddle—better be off  
Biddy—hen  
Black water or brown gargle—coffee
- C** Caboodle—everything  
Chickabiddy—term of endearment for children  
Chuck—food  
Cookie—camp cook  
Cow salve—butter
- D** Diggers—spurs  
Dogie—calf with no mother  
Dream sack—sleeping bag
- E** Eatin' irons—silverware  
Eureka—I found it!
- F** Fandango—big party  
Fit to be tied—angry  
Fork it over—pay it out
- G** Gallinipper—large mosquito  
Get a wiggle on—hurry up  
Grub up—eat
- H** Howdy partner!—hello  
Hightail it—leave quickly  
Hobble your lip—be quiet  
Home-cooked vittles—food
- I** Iron horse—steam locomotive
- J** Jackaroo—buckaroo or cowboy  
Jamboree—big gathering  
Jawing—talking  
Jillaroo—cowgirl  
Justins—cowboy boots
- K** Knee-high to a . . .—description of a youth
- L** Lammy—blanket  
Lickety-split—fast
- M** Much obliged—thank you  
Mysterics—sausages
- N** Necessary—outhouse
- O** Off his rocker—crazy  
On the fence—undecided
- P** Plumb tuckered out—tired  
P'shaw—nonsense
- Q** Quincy—indoor toilet
- R** Rootin' tootin'—good time
- S** Satchel kitten—skunk  
Sinkers—biscuits  
Skedaddle—run  
Sourdough—experienced miner
- T** Take a shine to—like  
This isn't my first rodeo—not my first time  
Togs—clothing
- U** Up a tree—in a difficult situation
- V** Vamoose—disappear quickly  
Vaquero—cowboy
- W** Wasp nest—light bread  
Windies—tall tales  
Wipe your chin—be quiet  
Whole kit and caboodle—the whole thing
- Y** Yarn—story  
Yer—your



# TOP 20 TIPS WHEN WORKING WITH CHILDREN

*Then children were brought to him that he might lay his hands on them and pray. The disciples rebuked the people, but Jesus said, "Let the little children come to me and do not hinder them, for to such belongs the kingdom of heaven." Matthew 19:13–14*

1. Show love. All children, regardless of age or appearance, need to be loved. Greet them warmly each day, and always be ready with smiles, giggles, encouraging words, and appropriate hugs. (Make sure all staff are aware of your church's appropriate touching policies.)
2. Learn names. It makes children feel important and loved to be called by their name. Make sure visible name tags are always on each child.
3. Keep it moving. Children have short attention spans.
4. Use active learning. The more children can actively be involved in the learning process, the more they will retain.
5. Be all there! Try to leave behind whatever is currently going on in your life and focus your attention on the children under your care during VBS. Listen to them and care for them.
6. Eliminate downtime. Find activities to do when you have a few free minutes so all time is being used in a fun and productive way. Practice memory verses, share Terrific Trivia Tidbits and Knee-Slappin' Sillies, play impromptu review games, or ask fun conversation starters (see page 74 for examples).
7. Think safety. Read the Child Safety Precautions on page 52. Ensure there are always at least two unrelated adults with the children at all times.
8. Be thematic. Get the kids enthused and excited about participating in the daily contests. Children love costumes, fun cheers, songs, and anything that goes with the theme, so dress to reflect Old West times.
9. Walk worthy. Be an example in both word and deed. Children need to see authentic Christianity, so make sure you are walking the walk and not just talking the talk.
10. Notice the good. Children want attention and will sometimes act up in an effort to receive even negative attention. Be proactive by noticing and praising the things they do right. Be an encourager.
11. Be aware of age-level characteristics. With younger children, activities need to be hands-on, concrete, short, and simple. Older children love to talk and are processing and questioning information. Be ready to give an answer for the hope that is within you.
12. Challenge them. Children generally rise to the level expected of them, so challenge them to learn their memory verses and song lyrics. At the same time, encourage in them a true love for the Lord and his Word.
13. Pray. Before, during, and after VBS, be a faithful prayer warrior for the children in your care.
14. Be organized. Read through all training information, ask questions, and faithfully prepare any materials for which you are responsible.
15. Be a team player. Children do not need to hear negative words from their leaders. If you are frustrated or upset, take it to the Lord, but do not complain or get angry in front of the children.
16. Remember to take bathroom breaks. The younger the children, the more important this is!
17. Maintain order. Children like order! Think through potential trouble spots in your day and decide on a firm, loving discipline strategy. Ask for help from experienced individuals.
18. Build team spirit. Work as a team rather than allowing cliques to develop. Everyone should be an important member of the team.
19. Use guided conversation. Be alert and ready to turn conversations to spiritual matters. Build upon what the children are learning throughout the VBS day.
20. Be prepared to lead a child to Christ. Attend the Gospel Presentation Workshop to be equipped should God give you the awesome opportunity to talk to a child about Christ.



# AGE-LEVEL CHARACTERISTICS

Kids are awesome! Each one is unique and is a special creation from the hand of our amazing Creator. With all their uniqueness, however, they also share some common characteristics. That doesn't mean every child always exhibits the following characteristics at the corresponding age, but these guidelines can be a benchmark to use when looking at characteristics of children as a whole. It can be helpful to see

how God has wired children as they develop, enabling us to be more effective in teaching and interacting with them.

First, you'll see characteristics of children in general and then characteristics broken down by the four age groups we use with Answers VBS.

## COMMON CHARACTERISTICS

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

## TODDLERS (2–4 YEARS OLD)

### Physical Characteristics

Toddlers are active! They're on the move, running, climbing, and exploring. Some are beginning to perform simple tasks like using scissors. They can easily get hurt as they are rapidly developing physical skills but don't have wisdom to know when to stop running, climbing, etc.

### TAKEAWAYS FOR US

- Keep toddlers moving. Engage them actively as much as possible. Have them do motions to songs and actions to Bible accounts.
- Supervise them carefully.
- Provide chunky, nontoxic supplies.
- Intersperse periods of sitting with something active.

### Emotional/Social Characteristics

Toddlers want to do things by themselves, such as picking out their clothes and dressing themselves. They like imaginative, dramatic play. They're testing their powers and saying "no" a lot. They often want to please adults and try to mimic their behaviors. They're affectionate toward others. Toddlers are fearful of things that are loud and out of the ordinary.

### TAKEAWAYS FOR US

- Let toddlers be helpers. Give them simple one-step jobs to do and have them help pick up things and straighten the room at the end of the lesson. Let them know they've done a good job.

- Be consistently present all week; establish routines and stick with them.
- Be consistent in discipline. Let your "yes" be "yes" and your "no" be "no."
- Give them opportunities to dress up and play imaginatively.
- Don't dress in elaborate costumes that may seem unfamiliar and scary.
- Be careful to walk worthy—act and speak in godly ways. Little eyes are watching and will want to imitate you!

### Spiritual/Mental Characteristics

Toddlers are curious and want to touch, smell, feel, see, and experience their world. They have short attention spans and learn/communicate in short sentences. They understand short and simple directions. They believe what you say. Their attitude toward God and others is in the process of being formed during these years.

### TAKEAWAYS FOR US

- Involve toddlers' senses in learning! The more they can touch, smell, see, taste, and feel, the better!
- Give clear, simple directions.
- Keep activities and lessons short. Toddlers' attention spans are only a few minutes long before they need to switch to something new, so keep it moving!
- Be careful to speak accurately and truthfully.
- Show care and respect for your Bible and help them see your love for it and for the Lord.



## PRE-PRIMARIES (4–6 YEARS OLD)

### Physical Characteristics

Pre-Primaries are active and more confident in physical activities like jumping, hopping on one foot, and walking backward. They love to be moving. They're improving in hand-eye coordination.

### TAKEAWAYS FOR US

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

### Emotional/Social Characteristics

Pre-Primaries are less fearful than Toddlers but still often exhibit common fears, such as fear of dogs and the dark. They can have emotional extremes and are testing others to see who can be controlled. They want to please adults and want praise. They will often mimic adults' behaviors. They like imaginative play. Pre-Primaries can handle small tasks and levels of responsibility.

### TAKEAWAYS FOR US

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

### Spiritual/Mental Characteristics

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

### TAKEAWAYS FOR US

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

## PRIMARIES (6–9 YEARS OLD)

### Physical Characteristics

Primaries love games and competitions, but it can be hard for them to lose. They are continuing to grow and improve in hand-eye coordination and fine and gross motor skills. They need to have opportunities for movement.

### TAKEAWAYS FOR US

- Use games to teach! Primaries love any kind of games, whether active or learning-type games.
- Help them learn to take turns and to be good winners and good losers! Both winning and losing well are important in God's sight.
- Use boy vs. girl competitions to get them revved up! As long as you keep it light and fun, they will enjoy these times.

### Emotional/Social Characteristics

Primaries are becoming more independent and confident in their ability to do things. Girls play most often with girls

and boys with boys, but there is some mixing of girl and boy friends. They like to have a best friend and enjoy pretend play. Primaries enjoy jokes and are gaining a sense of humor. They care about being accepted by the team and want adult/teacher approval.

### TAKEAWAYS FOR US

- Give Primaries plenty of opportunities to work in groups or with partners.
- Use humor with Primaries. The sillier, the better!
- Be careful to walk worthy—act and speak in godly ways.

### Spiritual/Mental Characteristics

Primaries like to talk and ask questions. They understand simple concepts and sentences and are concrete in their thinking, rather than being able to understand abstract or symbolic thinking. They're learning to read. They need active learning. Their attention span is growing. They understand the consequences of their actions. They can tell



the difference between reality and fantasy. They often have a strict sense of right and wrong.

### TAKEAWAYS FOR US

- Be concrete in what you say. Don't use abstract or symbolic language. For example, regarding salvation, don't ask if they have Jesus in their hearts. They will take that literally. More concrete ways to express this concept are "becoming a child of God" or "being in God's family." Kids will understand what it means to be part of a family.
- Activities can stretch for a longer time, but it's still good to vary activities and involve Primaries with movement as much as possible.

- Some children read better than others. Be careful about asking children to read out loud. Try asking for volunteers.
- Small print can be a challenge, so use larger print when possible.
- Encourage memorization.
- Use visuals.
- Show interest in each child, helping them sense your care and interest in them.
- Be careful to speak accurately and truthfully. Explain Bible words and concepts.
- Remember that you are a role model.
- Show care and respect for your Bible and help them see your love for it and for the Lord.

## JUNIORS (9–12 YEARS OLD)

### Physical Characteristics

Juniors can vary widely as they grow, with some having a growth spurt that launches them into puberty. (This can make them get tired easily.) Height, weight, and physical maturity can be all across the board. They're continuing to grow in physical abilities. Some are becoming known for athletic abilities. Juniors enjoy going places and doing interesting things. They enjoy games and competitions.

### TAKEAWAYS FOR US

- Don't comment on physical appearance, such as how tall someone is. Juniors can feel sensitive and awkward about their bodies.
- Make sure to help each child realize how special and uniquely created by God he or she is. Some have giftings/talents physically, some musically, some academically, etc. They need to be assured that they are God's masterpiece, created exactly as they are for a special purpose.
- Some love being active, and some don't. But it's good to keep them involved and moving.

### Emotional/Social Characteristics

Juniors can't wait to grow up. They look up to teenagers/young adults. They like challenges and may develop interests and hobbies, although they're self-conscious about their abilities and failures. They're becoming more independent and can handle responsibilities. They enjoy small group discussion with peers and close friends. They're greatly influenced by their friends and want to be accepted. They look to friends for information and advice on issues. They like humor and jokes but may use sarcasm. As they head into puberty, they may experience mood swings.

### TAKEAWAYS FOR US

- Make sure the teens and young adults in their VBS world are good role models.
- Don't tear down Juniors or resort to sarcasm. Be an encourager and a good listener and be patient with them.

- Incorporate small group discussion into learning and do things that allow groups or pairings.
- Be careful to walk worthy—act and speak in godly ways.

### Spiritual/Mental Characteristics

Juniors are beginning to think abstractly and are asking many questions, which they want good answers for. They have a much longer attention span than younger children. Their reading and memorization skills are improving. They're developing their views on current issues and often want to associate themselves with their parents' belief system. They spot inconsistencies in what people do versus what they say. Juniors enjoy serving and caring for others.

### TAKEAWAYS FOR US

- Ask thought-provoking spiritual questions. Juniors are thinking and like to talk. Be there for them as a safe person to bounce thoughts and ideas off of.
- Listen well and pray with them.
- Some children read better than others. Be careful about asking children to read out loud unless they volunteer or you know they can read well.
- Allow them to sometimes act out lessons. Most Juniors enjoy this active involvement.
- Give them opportunities to be involved in missions/serving projects.
- Challenge them to ask God to help them grow in their love for God and his Word. Help them set up Bible reading plans and encourage them to memorize passages of Scripture.
- Make sure to walk the walk and not just talk the talk. Kids can spot inconsistencies, so it's important to walk worthy.
- Show interest in each child, helping them sense your care and interest in them.
- Be careful to speak accurately and truthfully, show care and respect for your Bible, and help them see your love for it and for the Lord.



# TIPS FOR MANAGING A GROUP OF KIDS

Kids are fun, and kids have energy! Whether you are a group guide, a classroom teacher, or an assistant, be prepared to confidently lead them using some strategies that follow.

## Attention Getters

**Call and Response**—Teach the kids that when a teacher says something, they should reply with something else. Practice the following ideas so kids know your expectations for responding:

- **Teacher:** Gotta go  
**Kids:** Buffalo
- **Teacher:** Better shake  
**Kids:** Rattlesnake
- **Teacher:** Chugga, chugga, chugga, chugga  
**Kids:** Choo choo
- **Teacher:** Crisscross (as they sit and cross legs)  
**Kids:** Big trail boss
- **Teacher:** Jesus loves me  
**Kids:** This I know  
**Teacher:** For the Bible  
**Kids:** Tells me so!

**Train's a Comin'!**—Make the sound of an oncoming train. Start softly and slowly with the sound (chugga-chugga-choo-choo) while making circles with your arms as wheels. Gradually get louder and faster as the train approaches, then reverse the motions and sounds to finish with everyone sitting quietly.

**Horse Gallop**—Check online for how to use finger snaps and claps to make it sound like a horse galloping. Do it slow and then get faster.

**Rhythm Claps**—The teacher claps a little rhythm, and the kids try to clap the exact rhythm back. Vary the clapping patterns.

**Countdown**—Hold up five fingers and start to count down from five to one. By the count of one, kids should be completely quiet.

**Soft Talk**—Start talking about something important very softly or in a whisper. Kids will often get quiet to hear what you are saying. Or say, “If you can hear me, clap once.” Continue softly with other commands.

**Flash the Lights**—This is a good signal to listen up.

## Lining Up and Walking Through the Building

**If You . . .**—For lining up, call out fun categories, such as the following:

- “If you are wearing green like a cactus, line up. Now, if you’re wearing brown like a grizzly bear, line up.”
- “If your birthday is during the summer, line up. Now, if your birthday is during the school year, line up.”

- “If you have a dog, line up. Now, if you have a cat, line up. Now, if you have no pets, line up.”
- “If you are quiet, line up.”

**Let's Be . . .**—When you are leaving a room, encourage good behavior in the hallway by making a game out of it. This works well with younger kids.

- “Let's be mice and walk as quietly as we can.”
- “Let's be robots. No talking—just stiff movements.”

## Proactive Tips

**Be Prepared**—One of the best ways to ward off discipline problems is to be prepared. Think through and organize your day, leaving no downtime. Keep things moving! This takes more effort on your part, but it's worth it.

**Active Participation**—Keeping kids actively engaged in the lesson is perhaps the best thing you can do to keep the class from getting rowdy. The lessons are written to be creative, fun, and full of active participation. Play the games, act out the Bible accounts, and do the other ideas listed. Occupy kids' minds and attention with good stuff!

**Helpers**—Involve the kids. Let them be helpers. Some kids just want to feel needed, so giving them a responsibility is a way to show you trust them. Try putting them in charge of a simple task, such as helping others learn memory verses, passing out papers, or holding a poster for the teacher. Sometimes a simple task can keep them busy and make them feel important!

**Pray**—Some kids may never have had anyone pray for them. Pray not only about behavior situations but also about their eternal souls.

**Notice the Good**—Sometimes a poor behavior is an attention-seeking device, so be proactive and give attention to that child so she doesn't feel the need to act out negatively. Negative behaviors can be a cry for love and attention.

**Use Humor**—Kids of all ages love to laugh! Have fun together. If you see a situation is getting tense or a child is getting upset for some reason, try thinking of a way to lighten the mood with humor.

**Distraction**—When young kids are dropped off or start to cry, distracting them is a good technique to try. Ask them to tell you about something on their clothes (“Oh, what's that on your T-shirt?”), get them talking about some of their favorites, or show them an intriguing toy or puppet.

**Keep Them Busy**—If there is any downtime, fill it with something productive! This could occur while waiting for the next rotation or the assembly to begin or if craft time ends a few minutes early. Use the time to practice team cheers, ask questions, or go over memory verses in fun ways (make up motions, make them into a rap, etc.). You may also want to play a quick game, such as one of these.



- **Stone Face**—Have a competition to see which child can hold a frown the longest without cracking a smile.
- **I Spy**—Look for Western things to spy out.
- **Simon Says**—Simon can say Bible-themed things, like read your Bible (hands in front of you making a book), pray (praying hands), share the gospel (cup hands around mouth), go to church (make a church with a steeple out of your interlocked hands), etc.
- **Quiet Mouse**—Have a competition to see who is the quietest in line.
- **Follow the Leader**—Play the normal version or an Old West version with actions, such as the following:
  - » Lasso like a cowboy.
  - » Crouch like a cougar.
  - » Pan for gold like a miner.
  - » Swim like a catfish.
  - » Run like a horse.
  - » Slither like a rattlesnake.
  - » Growl like a bear.
  - » Swing your partner like a square dancer.
  - » Chop wood like a rancher.
  - » Flip flapjacks like a cook.
  - » Howl like a wolf pup.

## Calming Rowdiness

**Don't Yell**—Kids may respond at first if someone yells, but they eventually dismiss it. Try some of these other ideas instead.

**Separate Kids**—Separate kids who misbehave around each other, but also encourage problem-solving when possible. “What are some things we could do to help you and \_\_\_ get along?”

**Give Choices**—Avoid power struggles by giving choices. If a child is resistant to doing something you've asked of her, try your command another way. “You can either sit with the rest of the group and listen to the teacher or sit with \_\_\_ (leader's name) at the back of the room.”

**Praise in Public, Correct in Private**—If someone does need correction, be careful not to embarrass him in front of his peers. If you need to talk to a child about a misbehavior, pull him aside at a time when the rest of the group is distracted. Kids will be less defensive if they don't feel they have to “save face” in front of their peers—and if they feel you really care and aren't just coming down on them.

**Know Church Policies**—Know your church's policy for severe behavior issues. Do you take the child to your VBS director? Do you alert the child's parents? Do you involve other staff members? Be prepared.



# WHAT'S IN THE RESOURCE DOWNLOAD?

All resources listed on this page are included in the [Resource Download](https://AnswersVBS.com/wonderresources) at [AnswersVBS.com/wonderresources](https://AnswersVBS.com/wonderresources). They are also included in the Digital Pro Library, which is available to purchase at [myAnswers.com](https://myAnswers.com).



You may upload the contents of the [Resource Download](https://AnswersVBS.com/wonderresources) to a file-sharing site for your organization only. You may also email the resources to your team as necessary. Or each leader can access the above link to download the resources necessary for their rotation.



## Assembly Resources

This folder contains **daily scripts** and other **printables** mentioned in the *Assembly Guide*.

Additional materials for the Creature Features, Mission Moment, and the daily Drama are found in their respective folders.



## Coloring Pages

You'll find fun extras in this folder with coloring pages featuring the **memory verses**, **animal pals**, and other fun images.



## Craft and Science Patterns

Your science and crafts leaders will use this folder. PDFs of the **patterns** referenced throughout the *Science & Crafts Guide* are included in this folder. You'll also find **slides for science experiments**.



## Creature Features

This folder contains the **Creature Feature videos** and **presentation images** mentioned in the *Assembly Guide*.



## Decorations

Find **artwork for decorating** your various spaces, including the main set and classrooms.



## Director Folders

These folders are for the **VBS director** and feature the forms mentioned throughout the *Director Guide*.

The **Wonder Junction Jamboree** folder has what you need to host the carnival mentioned on page 67.

The **Helps and Forms** folder features editable forms mentioned throughout this guide. There are a lot of resources here, so be sure to explore this section thoroughly.

**Registration forms** are also available. Note: you may also want to register children online through the [myAnswers.com](https://myAnswers.com) portal.

**Supply lists** for each area are also available here.



## Drama

This folder will be used by your drama director. It features the **sound effects**, **scripts**, and **prop lists** needed to perform the daily drama.

A shorter script option is also included in this folder.

Videos of the daily drama are available with an upgrade to Digital Pro.



## Games

Your **game leader** can find any patterns mentioned in the *Game Guide* here.



## Mission Moment

This folder features the **materials for the mission moment with Children's Hunger Fund**, including videos, presentation images, printable activities, as well as a submission form for the money collected.

Determine when you would like to offer the Mission Moment—either during the opening assembly or during one of your rotations. Check the *Assembly Guide* and *Miss Millie's Missions, Music & Memory Verses Guide* for more information.



## Presentation Images

These folders feature **slides** of the animal pals, Bible lesson illustrations, blank backgrounds, memory verses (in KJV and ESV), course overviews, trivia, and daily jokes. We have also included **PDFs** in case you would like to print some of the files.



The **ALL** folder contains a PowerPoint file with all the images. Use this file to manipulate the images for your specific use by moving them around, deleting what you don't need, and adding in any videos. We aren't able to include videos in the file because it becomes too large.

### Promotion

We have provided a variety of **logo options** for you to use in promoting your *Wonder Junction* VBS program. You have permission to use these logos in any way that pertains to your VBS but not on products that you resell or redistribute.

You will also find images to use on various social media platforms in order to advertise your VBS.

**Clip art** in color and black-and-white formats are available here.

Logos and clip art are provided in three formats. Each format has a specific type of use:

- » **PDF** files are vector files, which have transparent backgrounds and are scalable for shirt printing or to make large signs or banners.
- » **PNG** files are a general image format that contain transparent backgrounds. They can be used for any print or web use but cannot be scaled up without resolution problems.
- » **SVG** files are the simple vector formats required for Cricut machines.

**Promo and recruitment videos, animal pal animations, and logo animations** are also found here.

### Simple Songs for Kids

Use these **audio files** with your **Pre-Primaries** and **Toddlers**. They are songs written into the lessons for the younger kids.

These files can be uploaded onto an MP3 player (on a phone, tablet, or other device) to be played in the classroom. They are also available to purchase on CD (1221410), as a download through our online store, or streamed through various streaming platforms.

### Snacks

Your **snack director** will need to have access to this folder. You may want to print this file and give it to your snack leader for use as necessary.

### Support Videos

Fun **countdown videos** and **video games** for use before VBS begins are available here. You will also find short animation videos.

### Teaching

These folders are used by your **Bible lesson teachers**. The **patterns** and **coloring sheets** referenced throughout the teacher guides are found in their respective age-level folders.

A rich text (RTF) document of each **teacher guide** is also available, which comes in handy to make copies for team teaching.

Presentation images of the memory verses, animal pals, and illustration posters, as well as the *Simple Songs* for younger children are found in their respective folders.

## MUSIC DOWNLOAD CONTENTS

All music resources (hand motion videos, song lyric videos, lyrics, and presentation images) for both contemporary and traditional songs are found in the Music Leader Download that comes with the purchase of a Super Starter Kit. Check your kit for a brochure that has instructions for accessing your download through the myAnswers.com portal. Additional music downloads can also be purchased. These resources are also available with the purchase of Digital Pro at myAnswers.com.



# PRIORITIES

## EQUIP YOURSELF FOR THE JOURNEY

*Blessed is the man who walks not in the counsel of the wicked, nor stands in the way of sinners, nor sits in the seat of scoffers; but his delight is in the law of the LORD, and on his law he meditates day and night. He is like a tree planted by streams of water that yields its fruit in its season, and its leaf does not wither. In all that he does, he prospers. Psalm 1:1–3*

To ensure that your VBS doesn't take a detour down the wrong path, work on deepening your relationship with the Lord before, during, and after VBS. As director, your commitment to continual growth in your personal relationship with the Lord is vital. This comes as you depend upon the Lord and eagerly follow after him. Daily prayer and Bible study provide fuel for your growth. The Lord tells us that "whoever abides in me and I in him, he it is that bears much fruit, for apart from me you can do nothing" (John 15:5). Encourage your staff to regularly spend time fellowshiping with the Lord through prayer and reading his Word.

Take seriously the responsibility of finding a prayer coordinator to head up a VBS prayer ministry. Copy the following page for your prayer coordinator and encourage him to put together a combination of ideas that suits your situation.

Devotions for each VBS day have also been provided. You may want to read through these together or encourage your staff to read them on their own. Copies of the [devotions](#) can also be found in the [Resource Download](#), in the *Helper Handbook* (1220070), and in the teacher guides for each age group.



## PRAYING FOR YOUR VBS

Praying that the Lord will use this VBS program for his purposes is vital. Apart from him, we can do nothing. As you launch your prayer ministry, choose from the following ideas.



# TOP 10 TIPS FOR A VBS PRAYER MINISTRY

*“When God plans a great work, he first sets his people to prayer.”—Charles Spurgeon*

1. Find prayer warriors. Enlist people who are willing to pray consistently for VBS. Send each of them a list of VBS prayer requests for which they can regularly be praying. See the [Prayer Calendar Sample](#) for ideas.
2. Set up an email prayer loop. Use your church’s email prayer loop—or create your own—to pass along VBS prayer requests.
3. Gather your VBS crew to pray. Pray at meetings and encourage them to pray on their own. Write all VBS crew names on slips of paper and have each draw a name of a fellow crew member to pray for and with.
4. Hold a weekly prayer meeting devoted to VBS. Pray over that week’s praises and prayer requests.
5. Encourage your group guides to pray through the names on their class lists before, during, and after VBS.
6. Hold a dedication service. Encourage the pastoral staff to include a time of prayer during the church service the Sunday before VBS.
7. Print maps and prayer request sheets and encourage your church family to walk the premises and pray over every area of the building and grounds.
8. Pass out “Praying for You” postcards (1220280) to willing and trustworthy church members with instructions to write a quick note to a child, letting him know someone is praying for him. Collect the postcards the week before VBS begins and have church staff address and mail them.
9. People who may not be able to make it to VBS can help by praying during the VBS hours from work, home, or wherever they are.
10. When VBS is over, continue to encourage your church family to pray for the children who came to VBS. Ask God to continue to work in their hearts and minds.





# STAFF DEVOTIONS

## DEVOTION 1: TREASURE JESUS

*Therefore the Lord himself will give you a sign. Behold, the virgin shall conceive and bear a son, and shall call his name Immanuel. Isaiah 7:14*

Imagine your young daughter comes to you one day after finishing her chores and making the daily bread. She says, “Dear parents, as you know, our people have been promised a savior for hundreds of years. Even from the beginning, Yahweh has promised that he would send one to save his people from their sins. Today, an angel told me I would bear the Promised One! Mom, Dad—our Savior is coming! And it’s true what our prophet Isaiah said over 700 years ago—I have known no man, yet I am with child.”

Would you think she was crazy? Would you call to mind all the promises from the Law and the Prophets you’ve been taught since your childhood, mulling over each one, waiting to see if more than this one spoken by Isaiah would come to pass through your daughter and her child? Would you tick each one off your mental checklist?

- He was the child of a woman (Genesis 3:15). Check.
- Micah said he would be born in Bethlehem (Micah 5:2). Check.
- Solomon said kings would worship him (Psalm 72:10–11). Check.
- Hosea said he would be called out of Egypt (Hosea 11:1). Check.

Is it really possible that one child could fulfill all these promises? Was your daughter telling the truth those many months ago? Could this child, whose name means “the Lord saves,” really be the promised one?

Those shepherds who came to visit the baby, wanting to see the Savior that had been born to us, Christ the Lord—did

they really know what they were talking about? Is it our Savior? . . . This is our Savior!

As you read the passages revealing the events surrounding the birth of Christ for the umpteenth time, meditate on the events that set his birth apart from all others—the fulfillment of prophecy, the worship of shepherds and kings, the lowly manger cradling the King of kings. As you share the good news of the Creator who stepped into history as a baby, make sure your children know that this was no ordinary baby. This is Immanuel, God with us.

May we pray as the Puritans did:

O God, take me in spirit to the watchful shepherds, and enlarge my mind;  
Let me hear good tidings of great joy, and hearing, believe, rejoice, praise, adore,  
My conscience bathed in an ocean of repose, my eyes uplifted to a reconciled Father;  
Place me with ox, ass, camel, goat, to look with them upon my redeemer’s face,  
And in him account myself delivered from sin;  
Let me with Simeon clasp the new-born child to my heart, embrace him with undying faith, exulting that he is mine and I am his.  
In him thou hast given me so much that heaven can give no more.

—Arthur Bennett, *The Valley of Vision*  
(The Banner of Truth Trust, 2005), 16.

## DEVOTION 2: FOLLOW JESUS

*For to this you have been called, because Christ also suffered for you, leaving you an example, so that you might follow in his steps. 1 Peter 2:21*

Imagine being a young boy and having a friend whose dad was a carpenter. He helped his dad around his shop and invited you in for a meal after a day of tending your sheep. Indeed, your father had encouraged you to befriend the carpenter’s son. Apparently, your dad had been there the night of his birth and had experienced something indescribable.

In your teen years, your eyes couldn’t help but roll every time your dad asked you to gather the sheep *again*. But your friend always obeyed his parents right away—all the way—cheerfully without complaining. While you got hangry, he never did. He also calmed you down when you were

“righteously angry” at the latest injustices experienced by your people.

This young man seemed to make friends with the animals he fitted for yokes. And his tears flowed when his beloved pet donkey died. He enjoyed a good joke—but never at someone’s expense. He seemed to know things that no one else knew. Everyone gravitated toward the serious young man who taught even the teachers.

After you married and began having kids, he celebrated birthdays and anniversaries with you, bringing children presents that he had made in his wood shop. Strangely