

GRASSLAND GAMES

Play is what this age group does best! While they're playing, they're learning, so enjoy this time together.

If you have a safe area, consider having an outdoor play time. It's nice to break up the day and have a new location to explore. The outdoor location should be enclosed so no one wanders off. If you don't have a safe area, use hay bales or snow fencing to create one. Ask church families to bring in plastic slides, big wheel riding toys, and other young child outdoor equipment. Make sure they're labeled so they can easily be returned after VBS.

You may also want to consider having wading pools with a small amount of water for outdoor playtime. (Supervise carefully.) Make sure parents are notified ahead of time to bring swimmyies, a towel, and extra clothes. Ask if it's okay to use sunscreen on their child, and apply it at least ten minutes before going outside. If possible, locate the pools in a shady area.

For recreation time, use the following suggestions or other games from the game guide. Any of these ideas may be repeated throughout the week as time allows.

THEMATIC GAME IDEAS

Day 1

TUNED IN

Tell the kids to listen UP while you play the *Jambo Jive* music CD. They should move around while the music is playing. As soon as it stops, they should freeze. Continue to start and stop the music and movement.

Teaching Tie-In: It's fun to listen to the music, isn't it? My very favorite thing to listen to is the Bible because it came from God. He can make us wise!

SAFARI SAM SAYS

Play this similar to Simon Says, but don't have them get out. Safari Sam should say various directions, and they need to listen UP and do them. For example, Safari Sam may say, "Safari Sam says to slither like a snake. Safari Sam says to look for lions. Safari Sam says to run from the lions! Safari Sam says to look up at the tall giraffe. Safari Sam says to get a drink from a water bottle. Safari Sam says to take a picture." Safari Sam (or whatever name you choose) should do each of these motions with the kids to give them the idea.

Teaching Tie-In: Good job listening to Safari Sam! We want to be good listeners, especially when it comes to listening to God's Word, the Bible!

Day 2

HEALTHY HEART

Try different kinds of active movements to get your hearts pumping! Ideas include jumping jacks, jogging in place, bending and touching toes, stretching to reach up high, twisting from side to side, hiking up a mountain, etc.

Teaching Tie-In: Can you feel your hearts pumping? God gave us hearts to pump blood through our bodies. But the

most important job of our heart is to love God and to love others!

FOLLOW THE LEADER

Play Follow the Leader. Have the leader make up animal movements, such as slithering like a snake, galloping like a zebra, hopping like a bush rabbit, running like a cheetah, snapping like a crocodile, flying like a bird, swinging like a monkey, stampeding like an elephant, crawling like an ant, charging like a rhino, standing straight like a meerkat, etc.

Teaching Tie-In: We're going to play Follow the Leader. Whatever the leader says to do, you should do. It's important to remember to do whatever God tells us to do, too! We want to follow Him and do what His Word, the Bible, says!

Day 3

WISE WORD TELEPHONE

Line up the kids with a little distance between them. Whisper a simple Bible verse in the first one's ear. (Trust in the Lord!, Be wise!, Listen . . . keep my ways!, God is love!, etc.) He runs to the next child and whispers it in his ear. This continues on down the line. The last person in line tells what the verse is. See if they heard the wise words correctly.

Teaching Tie-In: Where do we go to find good, wise words? The Bible! It's God's very words to us, and it tells us how to live! We're going to see if we can pass on some of the Bible's good, wise words to each other.

KIND WORDS

Have everyone do active movements until you shout, "Kind words!" Everyone has to stop and say something kind to the person nearest to them at that point. Continue on in like manner.

Teaching Tie-In: The Bible tells us God wants us to be kind with our words. He doesn't want us to say angry or mean words. Can you think of some kind words we can say to each other? We'll use them when we play our game—Kind Words.

Day 4

IT'S OFF TO WORK WE GO

Play act different kinds of work. Ideas include hammering and sawing like a construction worker, vacuuming like a hotel maid, running like a gym teacher, delivering packages like a mail person, getting someone's food like a waitress or waiter, rocking a baby like a mommy or daddy, walking to class like a college student, building a well like a missionary, putting out a fire like a fireman, etc.

Teaching Tie-In: What would you like to do when you grow up? There are lots of kinds of work! God made work in the beginning and it was good! Adam and Eve had the first job. God wants us to do our jobs well for Him.

THE ANTS GO MARCHING

Sing "The Ants Go Marching" (see Day 4 lesson) and vigorously march around and do the other actions as you sing.

Teaching Tie-In: The Bible teaches us a lot about work from a little insect—an ant! Ants are good examples of hard workers. It pleases God for us to be hard workers, too.

Day 5

FOLLOW THE FOOTPRINTS

Cut out footprints from paper and tape them in a path around the room or outside. Hikers will follow the footprint path.

Teaching Tie-In: You did a great job following the footprints! Remember, we are supposed to use our feet to take us to people who will be good and wise friends!

SNOWBALL SCRAMBLE

Use ping pong balls, cotton balls, wadded up white paper balls, or sponge balls. These are your "snowballs." Put a line down the middle and divide the kids onto two sides. Have them try to throw their "snowballs" onto the other side. See which side ends up with the most snow.

Teaching Tie-In: We think of it being very hot in Africa, don't we? But there's snow at the top of Mount Kilimanjaro! Hikers sometimes hike up to the snowy top with their friends. What friend would you like to go hiking with? Remember that God wants us to be friends with good, wise people.

Anytime Games

Parachute Fun

Leaders and children hold a parachute or a sheet. Try any of these options or make up some of your own.

SHAKE THE TREASURE

Place large toy coins (not choking hazards) in the middle of the parachute. Shake the parachute gently and see if the coins pop into the air as it wiggles. Remind them as they shake the treasure that King Solomon didn't ask God for treasures, but for wisdom!

BIG TENT

On your signal, have the kids bring their arms straight up to make the parachute go straight up, filling itself with air. Then, the kids should take two steps in, bend over, and touch the ground. Pretend they're now inside a big tent at the base camp.

SNOW FLURRIES

Place ping pong balls ("snow" balls) on the parachute. Have children shake the parachute vigorously to make the (snow) balls fly. Remind them there's snow at the top of Mount Kilimanjaro! (You can use cotton balls instead of ping pong balls. They work but don't fly up quite as dramatically.)

ANIMALS AROUND

Pretend that the hikers are various African animals. They will move in various ways to imitate the animals. Have the children hold the parachute tightly and walk in a clock-wise direction, pretending they are leopards stalking. Then change directions. Next, try other locomotor skills as they hold the parachute: gallop like a zebra, jump like a bush rabbit, or hop like a grasshopper.

HAPPY HIKERS

Take a nature hike outside and see what you can find in God's beautiful world! (You may want to put masking tape loop bracelets, worn inside out, on each of their arms so they can stick little nature finds on them.)

LITTLE DRUMMER BOYS AND GIRLS

Take some plastic buckets of various sizes (sand pails, 5-gallon buckets, etc.) and turn them upside-down to make drums. Play either the VBS CD or an African instrumental CD and let children drum along.

AFRICAN FAVORITES

Try some activities the children of Africa enjoy, simplified for toddlers. Favorites include hopscotch, running, playing soccer, rolling hoops, jumping rope, playing baseball, and participating in track and field activities.

SAFARI SCIENCE AND CRAFTS

Simple. Simple. Simple. Young children need simple crafts that are fun to touch and explore. More pre-prep needs to take place, so the children are left with decorating, attaching stickers, and gluing.

As with all other items used with the toddlers and young preschoolers, watch carefully that items are not choking hazards and that all items are non-toxic. Use chunky crayons. Remember to put names on all crafts as they work on them.

Plan two craft times a day but be prepared to skip one or both if the children need more rest time. Some of the crafts follow the “big kids” craft time but are simplified for this level. Some are designed only for the little ones.

Decide whether you or the Craft Coordinator will be in charge of preparing the craft materials. Whatever ideas you choose, have fun with them and use them to reinforce the big themes of the week. (Note: The craft guide also includes ideas for science experiments for older kids.)

THEMATIC CRAFT IDEAS

Day 1

SESSION 1—SAVANNA DRUM

See the *Safari Science and Crafts Guide*. Follow the directions for the Toddler version of the drum (version 3).

Teaching Tie-In: We use our ears to hear the drum beating, don't we? And we use our ears to hear God's very words from the Bible! We are wise if we hear God's words and do them!

SESSION 2—CAMP K BACKPACK

See the *Safari Science and Crafts Guide* and follow the directions in the “Extra Crafts” section. Toddlers will color and glue on the Camp K logo. They can also color the zebra print.

Teaching Tie-In: Look at the fun backpack you'll be making today! This can hold your supplies from Camp Kilimanjaro!

Day 2

SESSION 1—KEEPSAKE CROSS

See the *Safari Science and Crafts Guide*. Follow the directions, noting that the toddlers use a pre-made cross rather than a twig cross.

Teaching Tie-In: Today we're learning that Jesus came and lived and died on a cross and rose from the dead. He did all this because He loves us! Let's make a cross that we can keep to remind us of God's great love for us!

SESSION 2—THUMBPRINT GIRAFFE CARD

See the *Safari Science and Crafts Guide* and follow the directions in the “Extra Crafts” section.

Teaching Tie-In: Today's animal pal is Twiga the Giraffe. She looks sort of like this giraffe with her long neck, doesn't she? Twiga has a long neck and a big heart. She reminds us about loving God with all our hearts.

Day 3

SESSION 1—CONVERSATION CAN

See the *Safari Science and Crafts Guide*. Follow the directions, noting that the toddlers should be left with coloring and gluing on the words.

Teaching Tie-In: Can animals talk using words like we do? NO! Can people talk? YES! God made us special, in His image. We're going to make this special can so we can have special talks with our families at dinnertime!

SESSION 2—MEMORY GAME

See the *Safari Science and Crafts Guide* and follow the directions in the “Extra Crafts” section for making the game and playing it.

Teaching Tie-In: Before we start our game, can you find a hippo on your cards? Hippos make me think of Kiboko, our animal pal today. Hippos have really big mouths, don't they? They remind us that we don't want to be a big mouth and talk about things that are mean or unkind. God wants us to be careful about the words that come out of our mouths.

Day 4

SESSION 1—SAFARI FINGER PUPPETS

See the *Safari Science and Crafts Guide* and follow the direction.

Teaching Tie-In: Can you find the monkey puppet? He reminds me of Tumbili, our animal pal today. Do you think Tumbili looks a little like this monkey? God gave monkeys hands to do monkey work. And He gave us hands to do the special jobs He has planned for each of us. We can please God by working hard at the jobs He gives us! What are some jobs your mommy or daddy might give you?

SESSION 2—CREATION STATION

See the *Safari Science and Crafts Guide* and follow the directions in the “Extra Crafts” section. This is a “create-your-own-whatever” kind of free play station. Make sure all the supplies are toddler safe.

Teaching Tie-In: We’re talking about our hands today, aren’t we? Wave your hands at me! God made our hands and they are able to do so many amazing things, like make special crafts at our creation station! Let’s use our hands to color, and sticker, and glue, and have fun!

Day 5

SESSION 1—FRIENDSHIP BRACELETS

See the *Safari Science and Crafts Guide*. Follow the directions for the Toddler/Pre-Primary version (version 2).

Teaching Tie-In: These are friendship bracelets. You can make one and give it to a friend! The Bible teaches us lots about choosing good friends. We want to have friends who love God!

SESSION 2—CATCH UP CRAFT DAY

No extra craft option is listed today, allowing time to finish any crafts from prior days. If you are caught up and the kids are still going strong, make souvenir picture frames to put a picture of each child in as a keepsake. Make sure to put the name and date on the back of each one. Or, check out the *Safari Science and Crafts Guide* for other ideas.

SUMMIT SNACKS

Yum! Yum! Snack time is always a hit, no matter what the age.

With this age group, it is especially important to check with parents about allergies, as little ones will not always be able to communicate such things. Also, make sure all food is safe and in bite-sized pieces.

If you are running a morning VBS, consider providing a breakfast snack shortly after arrival (e.g., mini-muffins, half a banana, or toasted oat cereal).

For the main snack, arrange with the Snack Coordinator to bring the snack in at the appropriate time and for the appropriate numbers. Serve smaller portions of what the “big kids” are having, or serve one of the optional ideas listed below.

Keep this time calm and quiet. Pray before eating. As they eat, listen to a story or watch a quiet, Christian video. Children may bring blankets or rest mats for a short rest time. They have been going all day, so this is a good time to rest. Remind the children that Jesus made them and loves them.

THEMATIC SNACK IDEAS

Day 1

ELEPHANT EARS

See the *Summit Snacks Guide*, but serve just half or less of an elephant ear.

Teaching Tie-In: African elephants have big ears! Their ears can remind us to listen to the Bible and do what it says. Let's pray to God now and thank Him for our ears that can hear His words from the Bible. And let's thank Him for this yummy treat.

SNAP, CRACKLE, POP

Give everyone a small portion of crispy rice cereal in disposable bowls. Have them get very quiet, then pour a small amount of milk on the cereal. See if they can hear the popping.

Teaching Tie-In: Can you hear your cereal popping? This is a snack we get to taste and hear! Let's thank God for our snack and for our ears that hear.

Day 2

HEART SMART BANANA BITES

See the *Summit Snacks Guide*, but serve bananas that aren't frozen and dipped. Consider giving the kids a little bit of sprinkles to dip the bottoms of their bananas in.

Teaching Tie-In: Banana bites are a healthy snack for our hearts! Let's thank God for this food and for hearts that can love Him.

HEART-SHAPED STRAWBERRIES

Cut strawberries in half vertically. They should look like a heart. (You may need to cut a tiny V out at the top to make it a little more defined.) Before serving, make sure nobody is allergic to strawberries.

Teaching Tie-In: Look at our strawberry hearts! Let's thank God for our strawberry heart snack, and for hearts that can love God and love others.

Day 3

MELT-IN-YOUR-MOUTH MOUNTAINS

See the *Summit Snacks Guide*, but serve a smaller portion in a smaller cup. You may want to use vanilla ice cream rather than chocolate since it won't stain as much.

Teaching Tie-In: I'm so glad God gave us mouths to eat yummy foods with, like this mountain of ice cream. It's so sweet! God wants our words to be sweet, too, and full of kindness! Let's thank God for our mouths and for this melt-in-your-mouth mountain.

SOMETHING SALTY, SOMETHING SWEET

Serve a small amount of something salty and a small amount of something sweet. Possible salty snacks can be a few pretzel sticks or Goldfish crackers. Possible sweet snacks can be a mini muffin or a doughnut hole.

Teaching Tie-In: We've got two different treats today. One is salty and one is sweet. God made our tongues so we can tell the difference between salty food and sweet food. Let's thank God for our tongues that can taste food and for our salty and sweet snacks.

Day 4

FINGER FOODS

Serve any foods that can be eaten just using fingers. Possibilities include grapes cut in half, toasted oat cereal, cheese slice bits, etc.

Teaching Tie-In: We don't need any spoons or forks to eat our snack today—just our fingers! Wave your fingers at me! God made our hands so special! They can work for God. Let's thank Him for our hands and for these finger foods.

"HAND-Y" BUGLE BITES

Buy Bugles and give everyone enough to put on their fingers like they're fingernails.

Teaching Tie-In: Look at our fingernails! They're on our fingers. And our fingers are on our hands. And our hands are able to do all kinds of work for God. Let's thank God for making our hands and for our yummy snack.

Note: Day 4 snack for the big kids is popcorn. Popcorn is not suggested for toddlers because of the choking hazard.

Day 5

WALKING STICKS

See the *Summit Snacks Guide*, but serve a smaller portion and use pretzel sticks rather than pretzel rods.

Teaching Tie-In: Have you ever used a walking stick when you were walking? Look at our little tiny walking sticks! Let's thank God for them now as we talk about walking with wise friends.

CHEETAH TAILS

Serve cheese puffs.

Teaching Tie-In: Duma the Cheetah is our animal pal today. He has a long tail, like these cheetah tails. Let's thank God for cheetahs and for this good food.

Day 1 LISTEN UP!

BIBLE PASSAGES

The Ears
1 Kings 3:1–15; various Proverbs

LESSON FOCUS

Be wise—have ears that hear
and do God’s Word!

SOLID ROCK VERSE CHALLENGE

Listen . . . keep my ways. Proverbs 8:32

ANIMAL PAL

Tembo the Elephant

FUN PUN

Be all ears!
(Do I have ears that hear
and do God’s Word?)

Today’s Exploration Stations

- Discovery Center: All Ears
- Touch Table: King Solomon, Part 1
- Dramatic Play: Safari Time
- Coloring Corner: Proverbs 8:32

Today’s Lesson at a Glance

- Lesson Time
Part 1: Ears to Hear
Part 2: King Solomon
Part 3: Puppet Pal—What is Wisdom?
- Song Time
Song 1: “Oh, Be Careful Little Ears”
Song 2: “Listen to What God’s Word Says”
- Memory Verse/Review Time
Part 1: Solid Rock Verse Challenge
Part 2: Go and Do

Preparing for the Lesson

- Read 1 Kings 3–4 several times.
- Read this lesson several times and prepare the materials. For more information on the book of Proverbs, visit answers.vbs.com/ckfaq.
- Pray.

Lesson Materials

FROM TEACHER RESOURCE KIT

- Theme verse poster
- Day 1 memory verse poster
- Daily overview poster (AKA Fun Pun poster)

- Exploration Station Names posters
- Wise Solomon poster
- Dream bubble posters
- W = H + D poster

FROM RESOURCE DVD-ROM

- Day 1 memory verse coloring sheet (Expl. Station)
- Sound effects
- 2 copies of today’s puppet script

OTHER MATERIALS

- Exploration Station supplies (see back cover)
- Bible or children’s Bible
- Expedition guide costumes for teachers
- Discovery Backpack (any backpack will work)
- Device on which to play sound effects
- Optional: Toy elephant
- Boy or girl puppet (in costume) and puppet stage (tent)
- Clipboard
- Headphones for puppet
- Mounting putty or tape
- Memory Verse/Review Time supplies

STUDENT EXTRAS

- Student guides (11-3-074), 1 per child
- Trail Guide (11-3-090), 1 per child
- W = H + D bookmark (11-3-077), 1 per child
- Tembo bookmark (11-3-078), 1 per child

DEVOTION 1: LISTEN UP!

For the Lord gives wisdom; from His mouth come knowledge and understanding. Proverbs 2:6

During the 1980s, the then-famous actor Mr. T (of *A-Team* fame) popularized the phrase, “I pity the fool!” In his case, he defined a *fool* as someone who dared to get in his way. Since only a limited number of people have crossed paths with Mr. T, it seems there should be many more people who are wise than those who are fools.

In contrast, in the Bible we find a much broader definition of *fool*: one who says in his heart, “There is no God” (Psalm 14:1). And the wise are those who fear the Lord (Proverbs 9:10) and show their fear by hearing His Word and doing what it says (Deuteronomy 4:5–6). According to this definition, there are many more who are foolish than who are wise. (In fact, we are all born as fools.)

This week at *Camp Kilimanjaro*, we want to teach our kids that true wisdom is not based on an arbitrary definition made up by a celebrity or sports figure or smart teacher. True wisdom comes from the God of the Bible who alone is wise (1 Timothy 1:17) and who has given us a standard for wise living in His Word. After all, as our Creator, He knows how He created us to function and how we can best do that. We’ll be studying a variety of passages from the book of Proverbs, a book full of God-inspired principles for all areas of life.

But what happens to “wisdom” in a worldview where there is no god? If there is no god—no ultimate standard of truth and wisdom—and we are simply the product of random processes operating on chemicals over time, then the thoughts in our brains are nothing more than the product of random chemical interactions. And the *immaterial* concept of wisdom has no logical basis in mere *physical* chemical reactions. Further, how do we determine which chemical interactions lead to “wise” actions and which lead to “foolish” actions on our own? Is Mr. T our standard of what is wise and foolish? Are you? We quickly descend that proverbial (ahem!) slippery slope into the proverbial (ahem!) moral morass with no ultimate standard to tell us who are the wise, what actions are wise, or how we can become wise.

Apart from the perfect, truthful, unchanging, eternal, triune God of the Bible, in whom are hidden all the treasures of wisdom and knowledge (Colossians 2:3) and from whom come knowledge and understanding (Proverbs 9:10), *we cannot know what true wisdom is.*

The all-wise God of the Bible has created each person in His image, giving us the ability to reason and to develop

wise courses of action based on the principles He’s given in His Word. And He has revealed Himself to everyone so that no one is without excuse. Those who deny His existence are willfully ignorant and foolish (Romans 1:18–21).

We can praise Him that He freely gives wisdom to those who ask for it (James 1:5). Today, let’s be quick to seek wisdom from God as we teach our children to Listen UP! to His Word.

The proverbs of Solomon the son of David, king of Israel:

To know wisdom and instruction,
To perceive the words of understanding,
To receive the instruction of wisdom,
Justice, judgment, and equity;
To give prudence to the simple,
To the young man knowledge and discretion—
A wise man will hear and increase learning,
And a man of understanding will attain wise counsel,
To understand a proverb and an enigma,
The words of the wise and their riddles.
The fear of the Lord is the beginning of knowledge,
But fools despise wisdom and instruction.

(Proverbs 1:1–7)

My son, if you receive my words,
And treasure my commands within you,
So that you incline your ear to wisdom,
And apply your heart to understanding;
Yes, if you cry out for discernment,
And lift up your voice for understanding,
If you seek her as silver,
And search for her as for hidden treasures;
Then you will understand the fear of the Lord,
And find the knowledge of God.
For the Lord gives wisdom;
From His mouth come knowledge and understanding;
He stores up sound wisdom for the upright;
He is a shield to those who walk uprightly;
He guards the paths of justice,
And preserves the way of His saints.
Then you will understand righteousness and justice,
Equity and every good path.

(Proverbs 2:1–9)

EXPLORATION STATIONS

Note: Make sure any exploration station supplies you use are chunky and age-appropriate—non-choking and non-toxic.

Discovery Center: All Ears

MATERIALS

- Discovery Backpack (any backpack will work)
- Safe objects that make sounds, such as jingling coins, a bell, a bottle of water to slush around, potato chips to crunch, a piece of paper to rip, a whistle to blow, a balloon to blow up, keys to jingle, a pen to click on and off

PRE-PREP

In this activity, the hikers will guess sounds just by hearing them, so they shouldn't be able to see the objects. Put the objects in the backpack.

DIRECTIONS

Show the kids the Discovery Backpack. Tell them that every day this week, there will be new things to discover in the backpack. Today, they'll play a listening game and try to guess what the objects in the backpack are just by hearing them. One at a time, rattle an object in the backpack. See if they can guess what it is or what you're doing. (You can also do ones that don't require an object, such as fingers snapping or hands clapping.)

TEACHING TIE-IN

Touch your ears! It was fun using your ears to guess those sounds, wasn't it? God made your amazing ears so they can hear all kinds of things! (Proverbs 20:12: "The hearing ear and the seeing eye, the Lord has made them both.") But the most important thing God wants you to hear are the words of the Bible, because when you listen to the Bible, you're hearing God's own words! It's like God is talking to you! And God wants you not only to listen, but to do what He says! Are you listening to God's Word and doing what it says? That's how you become wise!

Touch Table: King Solomon, Part 1

MATERIALS

- Under-the-bed storage container, small wading pool, or "official" touch table
- Tarp or plastic tablecloth
- Large fake jewels (not choking hazards)
- Large play coins
- Optional for crowns: Glue sticks, yellow poster board strips, and a stapler

PRE-PREP

Tarp the floor under the touch table. This will be used all week. Put the large jewels and coins in the touch table. Write the word WISDOM on each yellow poster board strip.

DIRECTIONS

Hikers can swish their hands around through the "riches"—the jewels and coins. They can make a wisdom crown—a crown with the word WISDOM written on it. To do so, glue the jewels on the yellow poster board. An adult can then determine the correct size by putting the crown on the child's head. Once size is determined, staple and give back to the child to wear.

TEACHING TIE-IN

While they're playing with the jewels and coins, lead a little discussion about King Solomon and what he asked God for (1 Kings 3). Did he ask for riches (jewels)? Did he ask for a long life? Did he ask for victory over his enemies? No, he asked for wisdom!

Dramatic Play: Safari Time

MATERIALS

Choose from any of the following, depending on your situation. These will be used all week.

- Safari backdrop (see Decorating Decisions)
- Cardboard box jeep (see Decorating Decisions)
- Costumes (safari vests, pith helmets, visors, sunglasses, animal headbands, animal masks, animal vests/costumes)
- Props such as stuffed or plastic animals, play binoculars and cameras, blanket, picnic basket with play food, play canteen, backpacks, play nets
- Optional: One or more elephants (paper, picture, plush, puppets, or plastic)

PRE-PREP

Gather the supplies. The costumes, masks, and suggested props can be borrowed, made, or bought from thrift stores, garage sales, or online companies such as Oriental Trading Company or Rhode Island Novelties.

Tip: To make quick and inexpensive animal masks, turn ZooPals plates into masks by cutting out the eye holes and attaching an elastic cord or popsicle stick handle.

Set up the safari backdrop, play jeep, and other decorations to simulate the African savanna.

Day 1: Listen UP!

DIRECTIONS

Dress up and pretend to be on a safari. Pretend to see (and hear) an elephant. Make his trumpet call.

TEACHING TIE-IN

On our safari today, we meet Tembo, the big-eared elephant. His big ears remind us to hear God's Word and do it!

Note: You may want to only put out part of the supplies today, adding new ones each day. The kids enjoy discovering something new daily. Also, for a fun activity any day, gently toss stuffed or plastic animals and have kids "catch" them in the play nets.

Coloring Corner: Proverbs 8:32

MATERIALS

- Base Camp supplies—tents, flashlights, etc. (see Decorating Decisions)
- Day 1 memory verse coloring sheet (Resource DVD-ROM)
- Markers or crayons
- Optional for marker and crayon storage: mini suitcase (small plastic marker case with travel stickers would work)
- Optional: Additional supplies to glue on, glue sticks, and stickers

PRE-PREP

Photocopy the coloring sheet, 1 per child. Make or gather the decorating supplies and set them up. These will be used all week. Gather additional supplies to glue on.

DIRECTIONS

Color the sheet. Add additional supplies if desired.

TEACHING TIE-IN

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

Note: You may want to put a child's small table inside the tent for an easier surface on which to color.

Additional Exploration Station Ideas

- Animal Puppets—Have a small puppet stage and safari animal puppets for the kids to play with.
- Mountain of Books—Make a cozy reading spot at the base of a "mountain." Use light brown bulletin board roll paper and scrunch into a mountain shape that you tape on the wall. Put white batting at the mountaintop for the snow. Put a blanket at the base with some books in a picnic basket. The books can be about the wonderful safari animals God made or the wonderful parts of the body God made, too! Children's picture Bibles or children's books about Proverbs or Bible accounts are a perfect addition!
- Nature Reserve—Set this up as a science/nature center where the young hikers can explore animals, plants, and other items of interest from Africa. Possible suggestions are aloe, African violet, ant farm, snake skin, bird feathers, lavender, coffee beans, plantain, sorghum, ostrich egg, cola nut, spices (cloves, curry), coconut and/or coconut milk, and pineapple. A leader should carefully oversee this area with these real-life items. Avoid items a child may be allergic to.
- Animal Antics—Set up an area with large toy African animals for free play, along with African animal puzzles and animal-themed toys.
- African Bead Lacing—Have a box with large beads, cut up straws, or dyed noodles for kids to lace onto string or yarn to make their own African bracelets or necklaces. Decorate the area with pictures of African men, women, and children wearing their colorful jewelry. A leader should oversee this area.
- Music Circle—Gather or make instruments similar to those used in Africa for music circle time. Instrument idea possibilities include maracas, jingle bells, drums, and the African shekere (shay KAY ray). This can be made from a recycled milk jug. (Google "Make your own milk jug shekere" for how-tos.) Sing simple songs as hikers play the instruments.

LESSON TIME (10–15 minutes)**Part 1: Ears to Hear**

Teacher One: Welcome to Africa and *Camp Kilimanjaro*, hikers! I'm (Safari Sue, Ranger Ron, Tracker Tom, Mountain Mary, or whatever name you choose).

Teacher Two: And I'm (name of your choice). We'll be your expedition guides at this adventure camp. It's by the big mountain, Mount Kilimanjaro. Can you say "Kilimanjaro" with me? Do so. It's going to be fantastic fun!

Teacher One: First, we need to get ready, okay? Let's put on our sunglasses and visors. Pretend to do so, or really do so. See sidebar note. Now let's put on our safari vests. Pretend to do so. And how about our hiking boots? Pretend to do so. Okay, I think we're ready!

Teacher Two: Now, let's get our ears ready to listen. Show me where your ears are. Good! Let's see if we can figure out these sounds from Africa. Try to guess what sound I'm playing. Play each sound effect and have them guess.

Sound effect #1 is a lion's roar. You can hear a lion's roar from as far away as four miles!

Sound effect #2 is a drum beating. Drums are a popular instrument in Africa.

Sound effect #3 is someone speaking in Swahili. This is a main language spoken near Mount Kilimanjaro.

Sound effect #4 is the trumpet of an elephant. African elephants live only in Africa (besides in zoos).

Sound effect #5 is the bray of a zebra. Zebras live only in Africa (besides in zoos).

Sound effect #6 is a waterfall. There are waterfalls on Mount Kilimanjaro.

Teacher One: Good job, hikers! Your ears are listening UP! God gave us amazing ears to help us listen! It's important to listen UP, especially to instructions. We've got an animal pal with us today to remind us to listen UP!

Teacher Two: Our animal pal is named Tembo. Let's say Tembo together. Do so. *Tembo* means "elephant" in the African language of Swahili. Show the Fun Pun poster. Pull a toy elephant from the Discovery Backpack if you have one. Tembo has big ears, and those big ears remind us to listen UP!

Teacher One: When it comes to listening up, I have THE most important thing to listen to in my Discovery Backpack. Do you want to see it?

Slowly and dramatically pull out your Bible.

It's God special book, the Bible! Can you say Bible? Let's carefully pass the Bible around our circle. Do so. Who wrote the Bible? Right, God did! It's the most special book ever because God wrote it and it's perfect. Every word is true! We should always listen to the Bible. Do you want to hear an account from the Bible right now?

Teacher Two: I sure do! I love to hear from the Bible! We're going to hear about a king today whose name is Solomon. Open your Bible to 1 Kings 3. Make sure they see you using your Bible every day!

- Bible or children's Bible
- Expedition guide costumes for teachers
- Discovery Backpack (any backpack will work)
- Sound effects (Resource DVD-ROM) and a device on which to play them
- Daily overview poster (AKA Fun Pun poster—Teacher Resource Kit)
- Optional: Toy elephant
- Mounting putty or tape

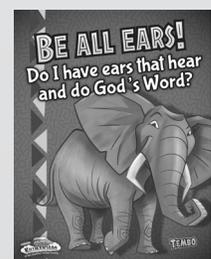
PRE-PREP

1. Prepare your costumes.
2. Put the Bible in the Discovery Backpack.
3. Get the sound effects ready to play, either on a laptop or downloaded onto a mobile device.

◆ You may want to buy or make from cardstock sunglasses or visors for everyone. You can also make safari vests from brown grocery bags, muslin, or felt. Check Pinterest or Google images for ideas.

◆ Be familiar with the lesson, but don't memorize it. Place it on an animal print clipboard or in an animal print folder to use as a reference. You may want to decorate the back (which the kids will see as you hold it) to say $W = H + D$.

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



- Wise Solomon poster (Teacher Resource Kit)
- Dream bubble posters (Teacher Resource Kit)
- Discovery Backpack

PRE-PREP

1. Cut the Wise Solomon and dream bubble posters apart.



- Boy or girl puppet (in costume) and puppet stage (tent)
- Clipboard
- 2 copies of today's puppet script (Resource DVD-ROM)
- Headphones for puppet
- W = H + D poster (Teacher Resource Kit)

PRE-PREP

1. Dress the puppet in a baby-sized T-shirt with the VBS logo taped on, or a mini safari vest and animal print bandana.
2. Make mini headphones. Use 2 black pipe cleaners twisted together like a headband, and glue a black pom-pom to each side.
3. Photocopy the script. Tape one inside the puppet stage (tent), and attach the other to a clipboard for reference.
4. One teacher should be behind or inside the tent with the puppet.

Part 2: King Solomon

Teacher One: God's Word tells us that long ago, there lived a man named Solomon. One day, Solomon became a king. Show the Wise Solomon poster. Let's clap for King Solomon. Yay! Do so.

Now let's pretend to put on our crowns, like King Solomon did. Do so.

Teacher Two: Solomon loved the Lord. Let's give ourselves a great big hug, like we're saying we love the Lord! Do so.

Teacher One: Well one night, Solomon fell asleep. Let's pretend to go to sleep. Do so.

Teacher Two: And while he was sleeping, King Solomon had a dream. In the dream God said to him, "Ask! What shall I give you?" Let's see if we can guess what Solomon asked for.

Teacher One: Pull out *Picture 1: Long Life* from the Discovery Backpack.

Teacher Two: Do you think King Solomon asked God for a long life so he wouldn't die early? Take answers. **No!**

Teacher One: Pull out *Picture 2: Riches* from the Discovery Backpack.

Teacher Two: Do you think Solomon asked God to give him lots and lots of money and riches? Take answers. **No!**

Teacher One: Pull out *Picture 3: Victory over Enemies* from the Discovery Backpack.

Teacher Two: Do you think King Solomon asked God to let him win in war over all his enemies? Take answers. **No!**

Teacher One: Pull out *Picture 4: Wise Heart* from the Discovery Backpack.

Teacher Two: Do you think Solomon asked God to give him a good, wise heart? Take answers. **Yes!**

Teacher One: Do you think God was happy King Solomon asked for a good, wise heart? Take answers. **Yes!**

Teacher Two: God was pleased Solomon hadn't asked for a long life (show picture again), riches (show picture again), or victory over his enemies (show picture again).

Teacher One: So, God gave Solomon what he asked for—a good, wise heart. Plus, God gave him all the things he didn't ask for—long life, riches, and victory over his enemies.

Teacher Two: Let's cheer for King Solomon—the wisest man ever!

Teacher One: But, (Teacher Two's name) . . . what does the word *wise* mean, anyway? You keep saying he asked for a wise heart.

Teacher Two: Let's have our puppet pal, Akili, come and talk to us a little about this. Everybody, help me call Akili. Do so.

Part 3: Puppet Pal—What Is Wisdom?

Each day, the puppet pal will reinforce the lesson the kids just heard. It's a quick, but important, part of the day, and they will enjoy the puppet! If you don't have a teaching assistant or a co-teacher, enlist someone (a group guide or other volunteer) ahead of time to work the puppet each day. If alone, have the puppet enter from a travel-looking suitcase (travel stickers on it) with the lid flipped up.

The puppet can be a boy or a girl. Use a consistent voice for the puppet all week. Speak clearly and exaggerate words and expressions. For instance, draw out certain

words for emphasis, or make an exaggerated action for things like groaning, turning its head, or sneezing. Use your free hand to do things with the puppet's hands or arms. If it doesn't have a rod attached to its arm, you may want to use a dowel rod and attach one. Use various gestures with the rod. For example, if the puppet is "thinking," put the puppet's hand on its chin. When the puppet is talking, make sure the mouth is open. (This is the opposite of what people often do!) In other words, the mouth should be open on most syllables. You don't have to open very wide, which will help you move the mouth faster and more naturally.

Your puppet should come up either from behind the mountain or from inside the tent, looking out the window or door. (The supply box assumes it is the tent, but if you have a free-standing mountain, it's great to have your puppet pop out from behind it!) When entering, hold your arm back and down and have the puppet take three steps forward, getting higher each time, till the puppet is out and visible. When exiting, turn the puppet toward you and take three steps down till out of sight.

Puppet: Akili comes up with headphones on, supposedly jamming to some music. Sing loudly and off key for a few seconds.

Teacher: Hi Akili, what's going on?

Puppet: Oh, hi, ____! Hi, boys and girls! Wave to the kids. I'm just listening to my music.

Teacher: Well, hi to you and your music! Boys and girls, let's say hi to Akili. Do so. I like that name—Akili.

Puppet: Did you know that in Africa, my name means "wisdom"?

Teacher: Wow! We're learning about wisdom today. Do you know what the word *wisdom* means?

Puppet: Start to sing softly again and (if you're able) sneak the headphones back on.

Teacher: Uh, Akili, are you listening UP?

Puppet: Akili is now singing full blast again and isn't paying any attention. Teacher has to get right in his (her) face and loudly say the next line, getting louder with each call.

Teacher: Akili! Akili!! Akili!!!

Puppet: Jump a mile. Aaaahhh! You scared me!

Teacher: Akili, did you know God says wisdom starts with hearing?

Puppet: Hearing what?

Teacher: Hearing God's Word! God is completely wise and has all wisdom. God wants us to learn to be wise, like He is. He has given us instructions for being wise in His special book, the Bible. There's one part of the Bible, in particular, called the book of Proverbs, that's full of wise sayings to help us live a wise life. Open your Bible to the book of Proverbs.

Puppet: Cool! Is that in the middle of the Bible?

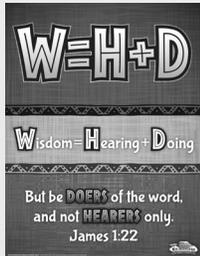
Teacher: Yep! And God used King Solomon to write most of the book of Proverbs.

Puppet: Solomon was a wise guy. He listened UP!

Teacher: He did. But did you know that being wise is more than just hearing what God's Word says?

Puppet: What do you mean?

◆ Akili is pronounced A-KEE-lee.



◆ Simple sing-along versions of the songs listed here are available on the Resource DVD-ROM. Download them to an MP3 player and use them as accompaniment to your song time.

- Student guides and supplies for Part 1 and Part 2
- Trail Guide, 1 per child
- W = H + D bookmark, 1 per child
- Tembo bookmark, 1 per child
- Theme verse poster and Day 1 memory verse poster (Teacher Resource Kit)

Teacher: You not only need to hear it. You need to do it, too!

Puppet: Huh?

Teacher: Well, God says to obey your parents (Ephesians 6:1). If your mom told you not to touch a hot pan, but you touched it anyway, would that be wise?

Puppet: No! Big ouchie!

Teacher: For sure! God also wants us to be kind (Ephesians 4:32). What if your dad told you not to hit someone, but you hit him anyway. Would that be wise?

Puppet: No way!

Teacher: If you want to be wise, you need to hear the right thing to do, and you need to do it!

Puppet: Oh, so wisdom (W) = hearing (H) + doing (D)? Show poster.

Teacher: Absolutely! Hear what God's Word says, and then do it! That's how to be wise! Hikers, let's see if you can tell Akili what W = H + D means.

Review together and have them tell Akili. You may also want to have them tell Akili who the animal pal is today (Tembo) and ask a few other review questions.

Puppet: Cool! I'll remember all that. Well, time to listen to more music! Later!

Teacher: Later, Akili! Thanks for chatting.

SONG TIME (5 minutes)

Song 1: "Oh, Be Careful Little Ears"

Each day, an additional verse will be added to this song.

Oh, be careful little ears what you hear (Put hands up to ears.)

Oh, be careful little ears what you hear (Put hands up to ears.)

For the Father up above (Point up.)

Is looking down with love (Look down.)

Oh, be careful little ears what you hear (Put hands up to ears.)

Song 2: "Listen to What God's Word Says"

(To the tune of "Mary Had a Little Lamb")

Listen to what God's Word says (Put hands together to make a "Bible.")

God's Word says, God's Word says (Move your "Bible" for emphasis each time the word "God's" is said.)

Listen to what God's Word says (Put hands together to make a "Bible.")

Do it and be wise (Point to your head and your heart.)

MEMORY VERSE/REVIEW TIME (5 minutes)

Complete one or more of the following ideas in class. These are also in the *Toddler Student Guides* and can be done at home with a parent or caretaker if you are out of time.

Supplies for this section are not listed in the supply list on the back cover since they will vary depending on the activities you choose, so decide what you will do and add them to your supply list accordingly.

You may also want to stamp/review the Trail Guide now or at some point in your day.

Part 1: Solid Rock Verse Challenge

Today's Verse: "Listen . . . keep my ways." Proverbs 8:32

Practice the verse several times using the memory verse poster as a reference, then try the following challenge.

Challenge: Whisper "listen" while cupping your hands near your ears and scrunching down. Then shout "keep my ways" as you stand up straight.

Tomorrow's Verse: "Trust in the Lord with all your heart." Proverbs 3:5

Practice tomorrow's verse if time permits. Say the new verse together several times and try the challenge again, making up new motions. Also, you may want to focus on the theme verse over and over throughout the week. See the theme verse poster as a reference.

Part 2: Go and Do

1. Go on a sound walk around your house with an adult. What sounds do you hear with the ears God made for you?
2. With someone's help, look up the memory verse: Proverbs 8:32.
3. Draw a picture of King Solomon, who asked God for wisdom (1 Kings 3). Talk to God and ask Him to give you wisdom, too (James 1:5–6).
4. With someone's help, check answersvbs.com/ckkids for more fun information.

Ask yourself this question: Do I do what God wants me to do?

Note: If you purchased the student guides and/or bookmarks, pass them out at the end of the day to the parents or caretakers.



◆ Before the hikers leave, you may want to teach the Swahili word for "good-bye," which is *kwaheri* (kwa-HAY-ree).