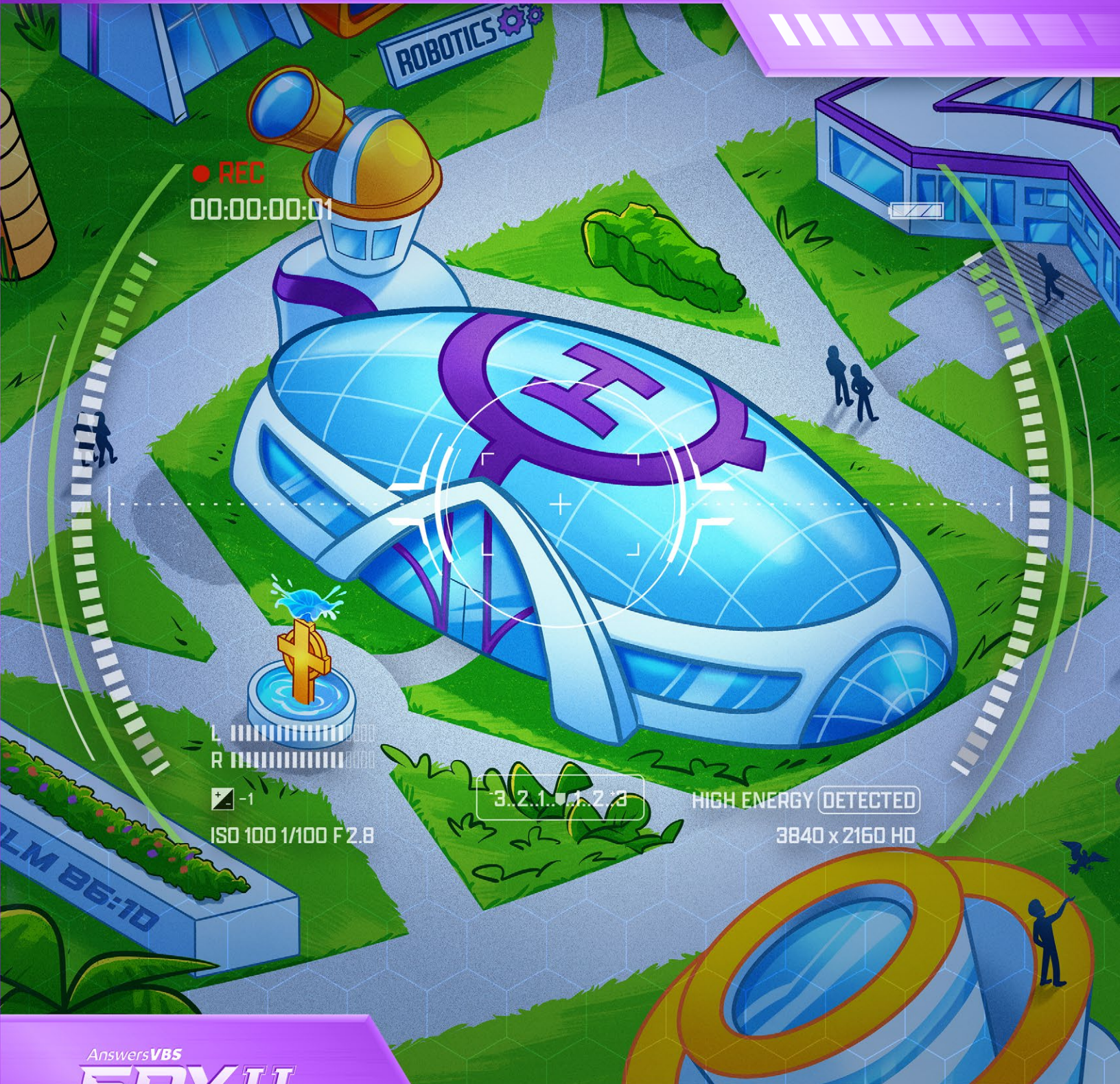


ALL AGENTS

ASSEMBLY



Course Overview

Theme Verse: Psalm 86:10

	Day 1	Day 2	Day 3	Day 4	Day 5
Title	Uncovering Counterfeits	Finding Fingerprints	Collecting Clues	Cracking Codes	Hot on the Trail
Bible Passages	1 Kings 18:20–39	Various Scriptures	Various Scriptures	Luke 15:11–32	Mark 12:28–34; Revelation 3:15–16
Lesson Focus	God is unique because he is the only true God. Today, we'll uncover counterfeit gods and discover the God of the Bible.	God is unique because he is one God in three persons. Today, we'll be on the lookout for those persons—Father, Son, and Holy Spirit.	God is unique because he himself came to earth to rescue us. Today, we'll be challenged to admit, believe, and forever receive him.	God is unique; he is beyond description! Today, we'll crack codes to track down some of his attributes.	God is unique because he wants to have a personal relationship with us. Today, we'll learn our mission to keep God as our first love.
Apologetics Content	There's only one true God. All others are counterfeits.	The Trinity is a reality but also a mystery.	The biggest difference between Christianity and other religions is who Jesus is.	God's character is like no other.	Unlike other religions, our God is about relationship. He is loving and personal.
Commit This to Memory	1 Kings 18:39	2 Corinthians 13:14	John 17:3	Psalm 145:8–9	Mark 12:30
Daily Cipher	1 True God	3 in 1	God Cares 4 U	God Is . . .	Heart, Soul, Mind, Strength
Animal Pals	Camo the Mimic Octopus	Loop the Sugar Glider	Scout the California Sea Lion	Gracie the Kunekune Pig	Homer the Homing Pigeon
Truth Sleuth Crafts	A-maze-ing God Maze Master of Disguise Mimic	Spy Kit Trinity Keepsake Ornament	Ichthys "Jesus Fish" Verse Decoder	Forgiving Father Agamograph One True God Bible Bookmark	Love God Magnet I Spy Shaker
Truth Sleuth Science	Spot the Fake! Whose Writing Is It?	Unique Fingerprints Patterns Print Patrol	Insect Detectives pHantastic Experiment	Secret Ink Lab The Code of You!	If the Shoe Fits Decoding the Digital World
Top Secret Snacks	Mini Mimic Look-Alike Landmarks	Thumbprint Cookies Trinity Pizza	Classified Clues Bananagrams	Codebreaker Crunch Pig Slop	Mystery Muffins Hot on the Trail Popcorn
Fast Action Games	Disguise Dash Sneak Training 101	Triple Play Three-Legged Maneuvers	Search and Rescue Collect the Clues Kickball	Crack the Code Training Stations Prodigal Son Relay	Mission Possible Operation: IXΘΥΣ (Ichthys)
Cool Contests	Mystery M&M's	Secret Signals	Devise a Disguise	Code Cracking Bible Challenge	Mission Money Mania



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Assembly Guide

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Handy Helps

Your Mission

Your mission, should you choose to accept it, is to train special agents around the world to detect counterfeit religions and to know, love, and live for the one and only God.

At *Spy U*, the latest from Answers VBS, kids will be in training to become agents for the one true God. In this jam-packed week, the cadets will be trained in the following areas:

- Uncovering counterfeit gods and recognizing the only true God—the God of the Bible
- Finding that God is unique—one God in three persons
- Collecting clues to reveal how to become a child of God
- Cracking codes to discover attributes of God
- Discovering that God is not distant but personal, wanting to be their first love

Excitement and adventure await from the first minute of the day, when everyone gathers for the **All Agents Assembly**, which includes entertaining intros, catchy songs, a Mission Moment, and prayer.

Then the cadets rotate through five fun sites:

Mission Briefing at Spy U HQ, where God's Word is taught in hands-on ways.

Fast Action Games, where training challenges of the utmost fun are mastered.

Top Secret Snacks, where top level treats vanish in a hurry.

Truth Sleuth Science & Crafts, where cadets engage in hands-on science activities and crafts.

Operation: Missions, Music & Memory Verses, where kids can spend additional time learning songs and memory verses, and hearing about missions.

After training and mission assignments are completed, cadets regroup for the closing assembly, which includes more singing, contest results, and the highly anticipated daily drama. The drama is set in International City, a place that has drifted away from following the one true God. The Truth Mission Force is sent in to expose the truth about God. Agents Jordan Trace, Alex Cipher, and Riley Gizmo find foes in unlikely places as

their assignment takes them through unexpected twists and turns.

All this adds up to one great, high-impact week! Ready, agents? Do you copy? The world awaits!

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-charts, irresistible fun. In a day and age when content sometimes suffers, we don't want to sacrifice rich teaching. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun.

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

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

Your Role

Your role as music coordinator, mission coordinator, and/or drama director is outlined in the following pages. This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

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

Music Coordinator

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

Mission Coordinator

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

Drama Director

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

Frequently Asked Questions

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

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.

Cadets: Groups of children (individual classes) named after countries (Truth Team Canada, Truth Team Japan, etc.). They will “graduate” from Spy U at the end of the week and earn the title of “Junior Agents.”

Truth Team Leaders: Group leaders who guide the cadets from place to place during VBS. No teaching is required of this position.

Mission Briefing: The Bible and apologetics lesson time happening at Spy University HQ.

Agents: Teachers at Spy University HQ.

Truth Sleuth Science & Crafts: Rotation site where crafts are made and science activities are explored.

Top Secret Snacks: Indoor or outdoor location where snacks are served.

Fast Action Games: Indoor or outdoor site (outdoor is preferred) for recreation time.

Operation: Missions, Music & Memory Verses: Rotation site where kids can spend additional time learning songs and memory verses and hearing about missions.

Commit This to Memory: 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 groups, we recommend using the material for the Primaries.

Assemblies

Daily Assemblies

One of the most exciting parts of *Spy U* is the opening and closing assembly time. Each day begins and ends with an assembly of all classes and includes an array of activities. The assemblies can be led by the VBS director, children's

pastor, music coordinator, drama director, a volunteer, or a combination of these. The following paragraphs summarize each component of the assembly time. See the following pages for more details.

Assembly Activities

Welcome

Welcoming everyone to VBS is the first thing we do at *Spy U*. And to start us off each day, we have a fun scripted intro.

Spy-tacular Tunes

Kids love to sing, and kids love song motions. That's why we do both at *Spy U*. Our Spy-tacular Tunes feature fun songs that reinforce the spiritual theme. Both styles of music (contemporary and traditional) are included with the Music Leader Download, as well as all the memory verse music. Sheet music and student CDs are also available.

Mission Moment

During the opening assembly, the VBS mission project is highlighted. Collecting money for Agents of Hope in partnership with Children's Hunger Fund allows the children to contribute to the physical needs of children around the world, giving them an opportunity to hear the gospel.

Some churches may want to have a separate mission time using the Missions, Music & Memory Verse Guide and only announce the total collected during the assembly time. Be sure to check with your director to find out how this will be done.

Creature Feature

During the closing assembly (or opening assembly, if desired), kids learn about each day's animal pal. These can be done live or via video.

Drama

Because each day's drama segment is part of a continuing week-long story, it is one of the most anticipated events of VBS. The dramas are presented in the closing assembly each day. A separate set of five drama videos can also be purchased from AnswersVBS.com.

As an alternative, shorter scripts for [Daily Skits](#) requiring fewer people are also offered in the Resource Download.

Cool Contests

Not only do kids love to sing, but they also love a contest. That's why *Spy U* has contests each day to keep excitement running high. Contest results are presented daily during the closing assembly.

Announcements

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

Prayer

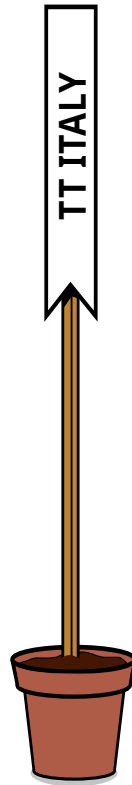
Ask for God's protection and blessing on your day during the opening assembly. At the end of the closing assembly, thank God for a good day at VBS.

Takeaway Time

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

Tip Corner

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



Daily Assembly Scripts

Detailed [Daily Assembly Scripts](#) are provided for each assembly beginning on page 13. These include the welcomes, Mission Moments, songs, and Creature Features.

Order of Program Forms

So that your assembly leader and production crew are on the same page, [Order of Program Forms](#) are provided for the opening and closing assemblies. Before each assembly, insert the songs of your choice and your notes. Then photocopy the completed form and distribute to your production crew.

Spy-tacular Tunes

Kids love to sing, and kids love song motions. That's why we do both at *Spy U*, where the music features fun songs that reinforce the spiritual theme. We have provided a variety of songs to go along with each day's teaching. Feel free to choose the songs that work best for your children. You can use all of the songs throughout the week or just choose a few to repeat every day so the kids can

learn them. You may want to begin teaching the songs to your children a few weeks before VBS begins. Use your Sunday school, children's church, or Wednesday evening programs to familiarize them with the VBS music. Hand out CDs of the music or encourage parents to listen through any major streaming platform (see AnswersVBS.com/streaming).

Music Leader Download

Included with each Super Starter Kit is a link to download all components of both contemporary and traditional music. The Music Leader Download contains files of hand motion videos and song lyric videos, as well as MP3s of the music in stereo, split, and instrumental versions. Presentation images and printable song lyrics are also included.

If you did not purchase a Super Starter Kit, you may purchase the Music Leader Download from AnswersVBS.com.

Contemporary Songs

Theme Song: "Spy U" (2:53)

Day 1 Song: "Uncovering Counterfeits" (2:46)

Day 2 Song: "There Is No One like You" (2:34)

Day 3 Song: "Only One Way to Life" (2:24)

Day 4 Song: "Cracking Codes" (2:45)

Day 5 Song: "Run to You" (2:42)

Any Day Song: "Great Is Thy Faithfulness" (2:58)

Traditional Songs

Theme Song: "Spy U" (2:13)

Day 1 Song: "One True God" (2:17)

Day 2 Song: "Finding Fingerprints" (2:07)

Day 3 Song: "Admit, Believe, and Forever Receive" (1:58)

Day 4 Song: "Cracking Codes" (1:42)

Day 5 Song: "Stay Boilin' Hot" (1:47)

Any Day Song: "Great Is Thy Faithfulness" (3:13)

Additional Music Aids

Sheet Music

The Super Starter Kit includes a sheet music book with both contemporary and traditional songs. This book includes the lyrics and the accompaniment for each song. This book can also be purchased separately (1240650).

Student CDs

Audio CDs of the full-track songs are sold in packs of 10. These can be distributed to the children and their parents before or during VBS to help them learn the songs. CDs make great rewards and VBS souvenirs as well. The memory verse songs and the theme songs are

together on one student CD. (Contemporary—1240610; Traditional—1240620)

Lyrics

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

Streaming

Check the Music Leader Download for a slide that features a QR code linking to the major streaming platforms that feature Answers VBS music or visit AnswersVBS.com/streaming.

Memory Verse Songs

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

Songs produced by Seeds Kids Worship:

"You Alone Are God" (Psalm 86:9–10)

"He Is God" (1 Kings 18:39)

"Be with You" (2 Corinthians 13:14)

"The Only True God" (John 17:3)

"The Lord Is Good to All" (Psalm 145:8–9)

"Love the Lord Your God" (Mark 12:30)

Cool Contests

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

Individual Effort

Each child earns points daily for the following:

- Being here (attendance counts!) 1,000 pts
- Bringing a friend 1,000 pts
- Learning the daily memory verse 2,000 pts
- Learning the bonus memory verses 2,000 pts
- Completing Student Guide Go & Do section (1,000 points for each part completed) up to 4,000 pts
- Participating in the daily Cool Contests 1,000 pts

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

Team Effort

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

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

Team leaders can keep track of points on their [Team Roster](#).

Whole-Group Effort

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

Other Contest Info

- Send the Student Guide home daily and encourage the kids to do the Go and Do sections. They will receive 1,000 points for each Go and Do they complete. They do not have to bring these back. Just take their word for it.
- Our test churches include the Pre-Primaries in the contests, but they don't keep score for that age group because they don't really understand or care about the points. They just enjoy the fun.
- Another option that can be done in tandem with the contests (or as a stand-alone) is the God Is a Treasure Hunt. It is strongly encouraged to do this. See the next page for details.

- Kids can receive points for being at VBS, learning their memory verses and bonus memory verses, finding the treasure hunt cards, and participating in the daily contests. The daily contests are as follows:

Day 1—Mystery M&M's

Gather a small plastic jar with a lid and a large transparent plastic jar with a lid. Place the small jar inside the big jar and put some kind of candy other than M&M's in the small jar. Next, fill the large jar with M&M's, making sure the small jar is not visible. Count how many M&M's are in the jar and write the total on the inside of the lid. Put the lid on the jar. Place the jar, slips of paper for the cadets to write one guess on, pens, and a small basket or container near your assembly area. At any point in the day, when they are passing by, cadets will guess how many M&M's are in the large jar, knowing there is something mysterious in the middle, but not knowing what it is or how much space it is taking up. Each cadet will write down their guess with their name, and put it in the basket or container. Have an adult determine whose guess is the closest and award the mystery jar to that person during the closing assembly or at the next day's opening assembly.

Day 2—Secret Signals

Each group comes up with a team cheer, song, sign, or secret handshake. Or they can each wear something depicting their group's name. For example, if a group's name is Truth Team France, each person wears a beret.

Day 3—Devise a Disguise

Everyone wears international or spy attire—anything that will help them blend in and look like someone else. Think of hats, sunglasses, wigs, jackets, and other accessories that will help complete the perfect disguise! Note: Remind everyone not to include weapons in their disguises.

Day 4—Code Cracking Bible Challenge

Kids hunt through the Bible to discover amazing attributes of God and use the clues to decipher a mystery sentence on the [Code Cracking Bible Challenge Sheet](#) that will be sent home on Day 3 and returned on Day 4. Once completed, kids receive a mini Krackel chocolate bar if they cracked the code successfully.

Day 5—Mission Money Mania

Kids will bring in their final mission money today. Double points for anyone who brings in any amount.

Suggested Prizes

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

- Tubular bandanas (1241520; 1241530; 1241540; 1241550; 1241560)
- Wristbands (1240830)
- Stickers (1240880)
- Puzzles (1240940)
- Water bottles (1240810)
- Pencils (1240850)
- Key chain (1240820)
- Pens (1240860)
- Puffy stickers (1241430)
- Child backpacks (1241440)
- Notepads (1241460)
- Scratch art (1241470)
- Foam figure (1241490)

- Finger flashlights (1240640)
- Foldable binoculars (1240630)
- Spy glasses (1240670)

You can also check online retailers, such as Oriental Trading Company (OrientalTrading.com) and Rhode Island Novelty (RINovelty.com), for inexpensive bulk prizes. The following are some possible suggestions: invisible ink markers, international candy (Cadbury chocolate, Haribo gummy bears, Kinder chocolate, Mamba fruit chews, etc.), black sunglasses, mini magnifying glasses, fake mustaches, mini flashlights, neon fedoras, globe stress balls, globe key chains, international flags bouncy balls, octopus squeeze toys, octopus squishies, slap bracelets, spy sticker sheets, mini passport stampers, mini international bubble bottles, around-the-world spiral notepads, Chinese finger traps, international flags, folding fans, international foam glider airplanes, around-the-world TOOB toys

God Is the Treasure Hunt

The God Is the Treasure hunt is an important element of this year's VBS and should be done either on its own or in conjunction with the contests you are already doing. It is strongly encouraged.

How does it work? There are 12 big questions about God, who is the treasure of the world, that are formatted into a fun daily treasure hunt for kids to participate in as they move through rotations. Check the [Resource Download](#) for the [God Is the Treasure Cards](#), and print on colored cardstock. Before VBS begins each day, hide two of the cards around the building. It doesn't matter which two. If you have lots of kids, hide multiples of each card. Don't make them too hard to find—the cadets will have to find them fast. The idea is to see which groups can find the two cards quickly, and then quietly read them before arriving at another rotation.

If you are tying this in to the contests, groups can get points for each one they find, as long as they stop, listen quietly while the leader reads it, put it back where they found it, and make it to their next rotation at a good time. Leaders should read the cards to make it go faster. You may not have time to read all the verses—it depends on your situation.

There are 12 cards altogether. For a 5-day VBS, you will use 10 (two per day), leaving two cards for the closing program.

Announce this from the stage during opening the first day and explain how it works. Then make a quick announcement during each day's opening as a reminder. The kids at the test churches loved these contests!

Creature Features

During the assemblies each day, we'll share a Creature Feature to highlight the incredible design features of five amazing animals the Creator has made and to tie in a main theme of the day. These are written into the closing assembly but can also be done during the opening assembly—your choice! Do these live using the provided [Creature Feature scripts](#) and [slides](#) or show the [videos](#).

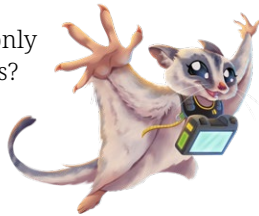
Day 1: Mimic Octopus

Today, we'll meet a mimic octopus, a master of disguise. As we learn some of the amazing design features of this incredible animal, we'll also talk about how our octopus animal pal, Camo, can use camouflage to mimic a lot of other animals. This reminds us that some counterfeit views of God can mimic the one true God, but they are false. There's only one true God.



Day 2: Sugar Glider

Did you know humans aren't the only ones who have unique fingerprints? There are some animals that have them too, like the sugar glider. Our sugar glider, Loop, who is named after one of the fingerprint patterns (arch, loop, or whorl), helps us remember our God is unique. He is uniquely unique because he is one God in three persons.



Day 3: California Sea Lion

California sea lions are experts at search and rescue operations. They are used in many rescue missions, which reminds us of another rescue mission—Jesus coming to rescue us from our sin. Scout, today's animal pal, is a great reminder of that ultimate rescue mission.



Day 4: Kunekune Pig

It's hard not to smile when we look at a kunekune pig—or say the word “kunekune”! Today, we meet some pigs in the parable of the prodigal son. The prodigal left home and wasted his money until he was so hungry, he wanted to eat what the pigs were eating. When he came to his senses and returned home, his loving father showed him grace—thus, the name of today's animal pal, Gracie.



Day 5: Homing Pigeon

One of the most iconic animals used in spy missions is the homing pigeon. During the world wars, homing pigeons carried messages to the troops and then returned back home. Homer, our homing pigeon animal pal, reminds us that God wants us to carry his message all the days of our lives until we go “home” to heaven some day.



Mission Moment

The mission focus of your VBS program provides children with a meaningful opportunity to support ministries that spread the gospel. **Check with your director about when to feature the Mission Moment—either during the assembly time or as a separate rotation.**

This year, Answers VBS has once again partnered with Children's Hunger Fund (CHF) to give your VBS an easy, meaningful way to help provide meals and share the hope of Jesus with children in need.

Mission Moment at a Glance

- 3-minute daily videos—Short, fun, and educational videos designed to fit seamlessly into your VBS schedule.
- Fully prepared for you—Videos, lesson scripts, activities, slides, and printables all included.
- Stories kids can understand—Kid-friendly stories that teach biblical truths, while building empathy and compassion.
- Hands-on impact—Children collect coins to help provide meals for families facing hunger.
- Trusted mission partner—CHF works through local churches to deliver food and share the hope of Jesus.

Agents of Hope

Agents of Hope is a fun, engaging, and easy-to-use addition to your VBS program. During the Mission Moment, children will visit five different locations—Uganda, Nepal, Armenia, Peru, and the United States—and learn how God is working through his people to care for children living in poverty.

Through short daily videos (under three minutes each), students will meet boys and girls and hear their stories. These children face daily challenges such as hunger, limited access to education, and unstable living conditions. Along the way, your students will be reminded that true hope comes through salvation in Jesus Christ.

Each day, your group will join Seth, a Children's Hunger Fund team member who works with volunteers to prepare Food Paks for families in need. Through the daily videos, Seth introduces a mystery that unfolds throughout the week.

Children are invited to participate by collecting coins to help provide meals for children just like the ones they meet in the videos.

How Your Giving Helps

When children collect coins, they help fill Food Paks—boxes of nutritious food that provide meals for families in need. Every coin collected helps meet a real need. Just 25¢ can provide one meal.

Food Paks are distributed through local partner churches in the US and around the world, where food is

delivered directly to families. These partnerships create opportunities to build relationships and share the gospel alongside tangible help.

How Your VBS Can Partner with CHF (It's Easy!)

1. Watch the short daily Mission Moment video.
2. Collect coins using Coin Paks or printable coin banks.
3. Submit your donation.

That's it! Children's Hunger Fund takes care of the rest—getting food and the gospel to families who need it most.

Submitting Donations

After counting the coins, submit your donation in one of two ways:

- Online: childrenshungerfund.org/answersvbs
- By mail: Make checks payable to Children's Hunger Fund and write "Agents of Hope" in the memo (Children's Hunger Fund, PO Box 104556, Pasadena, CA, 91189-4556). Please include the [Donation Submission Form](#).

Available Resources

- [Short Daily Videos](#)
- [Slides](#)
- [Student Activities and Printables](#)
- [Tracking Tools](#)

Coin Paks Available to Order

Your starter kit includes a sample Coin Pak bank so you can see how it works. You may choose the option that works best for your VBS:

- Order a Coin Pak for each child (free—just pay shipping).
- Use the printable Coin Pak banks included in your [Resource Download](#).

Both options make it easy for kids to remember their role in caring for others.

To order Coin Paks, visit childrenshungerfund.org/answersvbs. To place an order by phone, call Children's Hunger Fund at (800) 708-7589. Orders must be received at least 14 days prior to your VBS date.

Tracking Your Progress

To build excitement throughout the week, announce how many meals your students are helping provide each day. You can:

- Use the [Agents of Hope PowerPoint slides](#) to display progress.
- Update the total number of meals provided each day.

- Host a friendly team challenge to see which group collects the most coins.

Tip: Recruit a few adult volunteers to help count or roll coins. Some local banks may offer coin-counting services.

Activities

Optional daily activities are included to help children better understand the challenges faced by those living in poverty. These simple, meaningful activities may include:

- Short object lessons
- Reflection questions and guided prayer

- Interactive moments that help kids connect learning to real life

Learn More

When you partner with Children's Hunger Fund, you're not doing this alone. We're grateful to walk alongside you—making it easy for your VBS to help provide food, share the gospel, and inspire children to live out their faith.

Discover more about the gospel-centered mercy ministry of **Children's Hunger Fund** at **childrenshungerfund.org**.

Daily Assembly Scripts

Day 1: Opening Assembly

Welcome (2 minutes)

PROPS FOR DAY 1 WELCOME: Stereotypical spy clothes (trench coats or leather jackets, hats, sunglasses). These can be put on easily over VBS T-shirts and pants/shorts. You'll also need one briefcase or backpack and one Spy U handbook (a plain book with a logo or a Spy U Director Guide), and a 10-second countdown.

For this day only, you will need four people for the welcome. (Two people are needed the other days.) You can use teens, team leaders, or other volunteers for this short skit. Person 1 acts as the director of Spy U, and the other three are special agents. If you have a two-person team, the person who will be leading the opening with Person 1 should play Agent 3 and will be referred to as Person 2 in the rest of the Daily Assemblies.

Begin with the three agents milling around the stage. PERSON 1 comes out and removes the handbook from the briefcase or backpack. While doing so, AGENT 1 approaches.

AGENT 1: Agent PS8610 reporting for duty at Spy U, Director.

As AGENT 1 is speaking, AGENT 2 comes over.

AGENT 2: I beg your pardon, but I'm Agent PS8610, and I'm reporting for duty.

As AGENT 2 is speaking, AGENT 3 comes over.

AGENT 3: Director, I don't know who these imposters are, but I'm Agent PS8610, and I'm reporting for duty.

PERSON 1: Hmm. It's obvious we have some counterfeits here. Only one of you can be the real agent. Looks like we're going to have to employ the Finding Fakes test, found in section 43, paragraph 1839 of the Spy U Handbook. PERSON 1 flips through the book and lands on a page, then says:

PERSON 1: Uncovering counterfeits and recognizing the real deal is of utmost importance here at Spy U. We're always on the lookout for fake gods versus the one true God. We're also on the lookout for real Truth Mission Force agents. So to figure out who the real Agent PS8610 is, let me give each of you a coded message and see which one answers correctly. Agent 1, finish this: If you can't say something nice, ____.

AGENT 1: Don't say anything at all.

PERSON 1: Hmm. Very interesting. All right, Agent 2: Why did the chicken cross the road?

AGENT 2: To get to the other side.

PERSON 1: Hmm. Agent 3, finish this: To infinity and ____.

AGENT 3: Back again through the red, paneled submarine with the barking dogs.

PERSON 1: Aha! As usual, the test revealed which are the counterfeits and which is the real agent. Agents 1 and 2, you answered the obvious. Too easy. Don't you think we're a little more sophisticated than that here at Spy U? Off with you to the Counterfeit Collection room! They walk offstage.

PERSON 1: Agent PS8610, welcome! You knew your handbook well. Now, are you ready to commence with this mission?

AGENT 3: Affirmative!

PERSON 1: Okay. Your job, should you choose to accept it, is to lead these daily briefings with me. First assignment: Figure out what PS8610 is code for. You can get back with me on that one. Second assignment: Act totally normal while welcoming the cadets and introducing this song. Ready?

AGENT 3: Ready!

Start the countdown from 10 to 1. While it is going, quickly run backstage and take off your trench coats. PERSON 1 and AGENT 3 now come back and welcome the kids to Spy U.

Explain to the kids that this week at Spy U, they are cadets who will be training to become Junior Agents who live around the world detecting false gods and proclaiming the one true God. Introduce the first song.

Song (3 minutes)

"Spy U"

Song (3 minutes)

Contemporary: "Uncovering Counterfeits" / Traditional: "One True God"

Creature Feature: Camo the Mimic Octopus (5 minutes)

Adjust the Creature Feature scripts each day to fit the time you have. If doing them live, include the fun active participation sections and use the **PRESENTATION SLIDES**. Or show the **CREATURE FEATURE VIDEO** from the Resource Download.

SHOW: CREATURE FEATURE TITLE SLIDE

Greetings, cadets! This is a transmission from the Spy University Animal Agent Headquarters. My name is ____ and I lead our animal research division. I'm thrilled to have you joining us today to analyze one of the most fascinating animals God has made: the mimic octopus!

SHOW: MIMIC OCTOPUS

To begin, let's do an exercise to test your flexibility. First, take your right hand and place it on the back of your neck. Then take your left hand, reach behind your back, and try to touch your right hand. Were you able to do it? If you were an octopus, that wouldn't have

been a challenge at all. An octopus is an invertebrate, meaning it doesn't have a backbone . . . or any bones at all. Instead, it has a soft, squishy body that can squeeze through tiny spaces.

SHOW: OCTOPUS BEAK

However, there is one part of its body that is not soft and squishy: the beak! The beak is difficult to see because it's underneath all those arms, but it looks like this. An octopus beak is very useful for capturing its food because the beak delivers a venomous bite! Yes, every octopus is venomous, but don't be afraid!

SHOW: BLUE-RINGED OCTOPUS

Only the blue-ringed octopus from the reefs around Australia has strong enough venom to hurt a person.

Now, even a hunter has to watch out for something trying to hunt it, and God has given the octopus some amazing ways to protect itself in this fallen world.

SHOW: OCTOPUS GROWING ARM / INK

If a predator bites off one of an octopus's arms, the octopus can escape and regrow the arm later! It can also eject ink from its body to confuse predators and give itself a chance to escape.

SHOW: OCTOPUS CAMOUFLAGE

One of the best ways octopuses can defend themselves, however, is simply to stay hidden! God has given them the ability to change the color of their skin, sort of like a chameleon. The skin can also change texture, going from smooth to rough and spiky. This allows most types of octopuses to camouflage themselves by blending in with any background: rocks, sand, or coral.

The mimic octopus takes this disguise to a whole new level. It doesn't just change its looks to match the background. It can also change the way it moves and acts to pretend to be other animals! *Continue on, or, if you found a short video (1 minute or so), show it now and skip the next paragraph.*

SHOW: MIMIC OCTOPUS CAMOUFLAGE

One example is that it will sometimes flatten its body and swim close to the bottom like a flatfish. Or it might spread out its arms to look like the deadly spines of a lionfish. The mimic octopus has been seen mimicking at least 15 other species, including jellyfish, seagrass, and venomous stonefish. They're so smart that they can choose what to mimic based on the situation. If a damselfish tries to hunt a mimic octopus, the octopus will hide its body and spread out two arms to look like a sea snake, which eats damselfish.

As part of your training, let's practice these mimicking techniques. As I show you each of these animals,

change your appearance and behavior to look and act as much like each of them as you can. Ready?

SHOW: DOG

First up, mimic a dog. Good!

SHOW: ELEPHANT

Now an elephant. Excellent!

SHOW: SEAGULL

How about a seagull? Exceptional!

SHOW: MIMIC OCTOPUS

Last one: a mimic octopus. You're well on your way to mastering camouflage.

The mimic octopus is such a master of disguise that it can fool other animals into thinking that it is not an octopus. If you pay close attention, however, you can tell that the octopus's disguise is a fake. Something that looks real but is actually fake is called a counterfeit.

There's another type of counterfeit to be on guard against—fake gods!

SHOW: ELIJAH

There are counterfeit gods that aren't real but can be a distraction from following the one true God. This is what happened to the people of Israel in the book of 1 Kings. When they began to worship Baal, a counterfeit god, they stopped following the one true God. To bring his people back to him, God sent Elijah to show them there is only one true God.

SHOW: CAMO

Today's animal agent, Camo the mimic octopus, is here to remind us that there are a lot of counterfeit views of God out there that are trying to mimic the one true God. We must get to know the one true God so well (as we study the Bible) that we are not fooled by the fakes!

That's all for now, cadets. Until next time!

Announcements (time varies)

Announce info pertinent to your situation. Explain how the contests work so the kids can participate. This includes the God is the Treasure hunt, which takes place while they are moving from rotation to rotation. They will be on the lookout for two treasure hunt cards hidden somewhere in the building. When they find each one, they must stop, be completely quiet while the leader reads it, and then move to where they are going. More details on this and all the contests are on p. 8.

Prayer

Dismissal

Song (play as children leave)

Day 1 Memory Verse Song—1 Kings 18:39