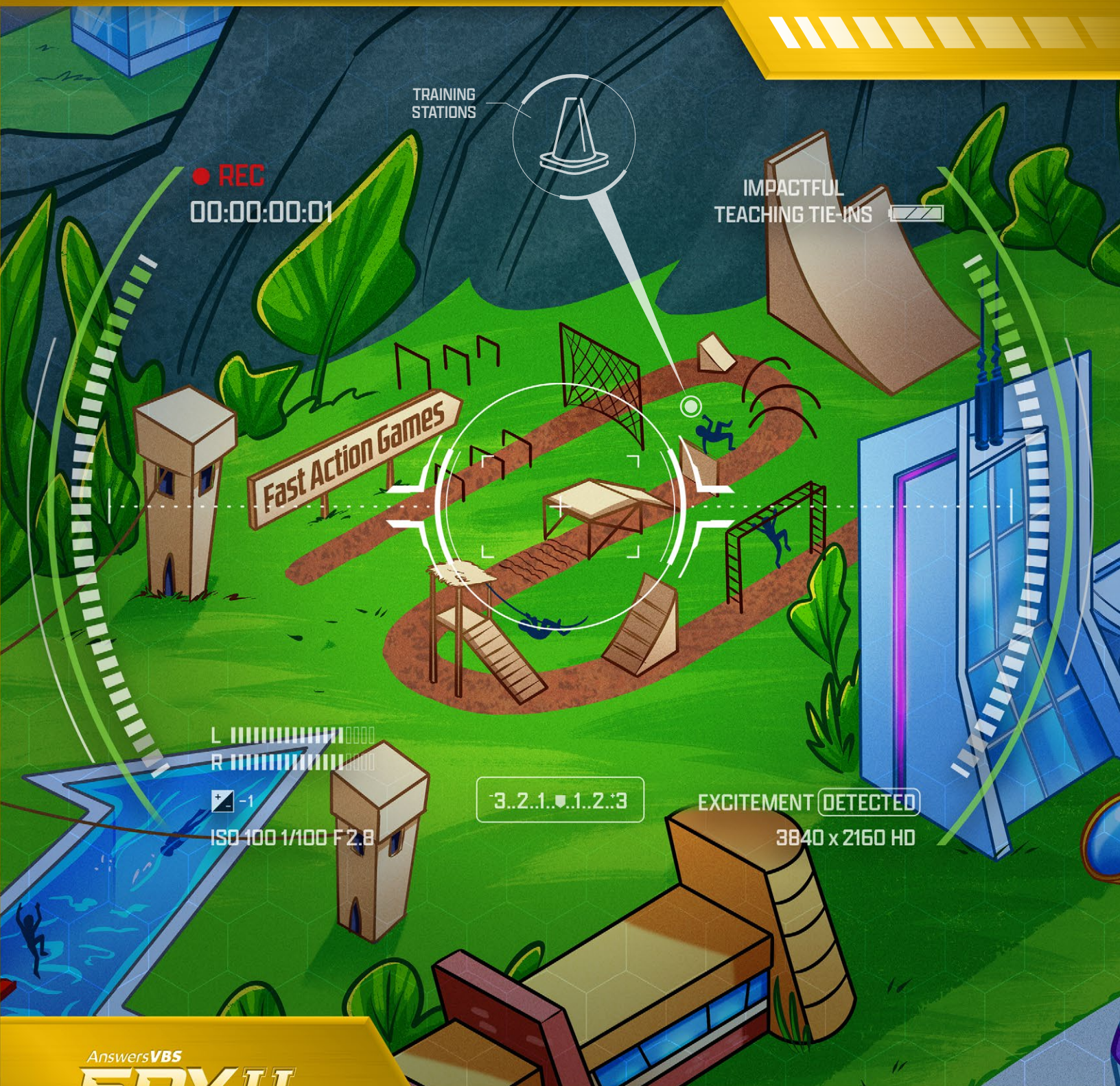


FAST ACTION GAMES



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



Contents

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Fast Action Games

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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 the Game Coordinator is outlined in the following pages. Your responsibilities may include:

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

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

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

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

Frequently Asked Questions

The content of *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.

Top 20 Tips for Games

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

Toddler Games

Playing is what this age group does best! While they're playing, they're learning. These games are an important part of the teaching process because they help to cement the lessons into the kids' minds in a fun way.

Consider having an outdoor playtime if you have a good space for it. 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 tarped hay bales or snow fencing to create one. Ask church families to bring in plastic slides, big wheel riding toys, and other age-appropriate 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 swim floats, a swimsuit, a towel, and extra clothes for their child. Ask if it's okay to put sunscreen on their child and apply it at least 10 minutes before going outside. If possible, place the pools in a shady area.

Some of the Pre-Primary games can work for Toddlers. Also, it's fun to repeat favorites throughout the week.

If you have kids with disabilities, be sensitive and adapt so they can participate as much as possible.

Themed Game Ideas

Day 1

Clever Cover-Up

Prep: Gather a variety of hats, sunglasses, scarves, etc.

Class Time: Begin with the teaching tie-in, then have the children put on disguises and line up across the front of the room. Ask: "Who is the real (child's name)?" The one whose name was called should remove the disguise. Make a big deal about finding the real person, then let that child help you guess who the others are. Optional: Take turns with only two or three children in disguise. Ask the other kids who they think is the real (child's name), then have that child remove the disguise.

TEACHING TIE-IN

Sometimes spies have to wear a disguise. That means they dress up so people can't see who they really are. Today, we're learning that there is only one real God. But there are also things that might seem like they are a god but are really fakes. The more we know God from the Bible, the easier it will be to see right through those fake disguises!

Bubble Challenge

Prep: Gather liquid bubbles.

Class Time: Share the teaching tie-in, then have the children gather around the area. Blow bubbles and have kids try to pop them before they touch the ground.

TEACHING TIE-IN

Spies have to be quick. They need to be ready to run or hide. Being quick takes practice. So we're going to practice that today. But remember, it also takes practice for us to be quick to know when we hear lies about who God is. Only God's Word, the Bible, can be completely trusted to always tell the truth about the one true God.

Day 2

Trinity Toss

Prep: Gather three Hula-Hoops and at least three beanbags or (optional) splash balls.

Class Time: Share the teaching tie-in. Have one or more children at a time toss three beanbags each, one bag into each hoop. As they toss, help them recite: "God the Father, God the Son, and God the Holy Spirit."

Optional: On a hot day, have the children make a circle around a wading pool filled partway with water. As you toss splash balls into the pool, recite the persons of the Trinity together while the kids enjoy getting splashed.

TEACHING TIE-IN

Spies love mysteries! A mystery is something that we can't quite figure out. God's Word tells us that he is one God in three persons! And that's a mystery we can't understand. But God is so much greater than we are, he understands himself—the Trinity is who God is. Let's practice remembering this important truth about

Pre-Primary Games

Each day, three options are listed for Pre-Primary games. Some are the same as Toddler games; some are different. The children's attention spans are short, so it's good to have several quick games like these. Use one at a time, or if you have at least three leaders and 12 kids, set up three daily stations using the three options. Kids can rotate in small groups from one to the next, spending about a third of their time at each. You can also substitute other games in this guide in the place of any of these or repeat favorite ones. Some of these games can also be used with older kids.

Keep in mind there may be children with disabilities. Be sensitive and adapt the games so they can participate in some way if at all possible.

Day 1

Option 1: Silent Spy

Prep: Bring a handheld jingle bell musical instrument, or (optional) multiple instruments.

Class Time: Begin with the Teaching Tie-In. Have everyone sit in a circle. Give one player the jingle bell. Players must pass the jingle bell without making a sound. If they or the instrument makes a noise while passing it to the next player, they must start over at that point. The goal is to make it all the way around the circle without making a sound. Celebrate a complete silent circle by doing a call-and-repeat shout of Psalm 86:10: "For you are great (For you are great) and do wondrous things (and do wondrous things); you alone are God (you alone are God)." A variation of this is to have additional musical instruments and any time a sound is made, switch out the instrument and continue from there rather than starting over.

TEACHING TIE-IN

Spies have to be sneaky and super silent. But we don't have to be silent about Jesus. He's the one true God. God showed his power to Elijah and the prophets of Baal by sending fire from heaven. The Bible tells us about lots of miracles God did to show he is the only all-powerful, mighty, and true God. Can you think of any more miracles? Take answers. Suggest healing miracles, miracles over creation, rising from the dead. No one—no person or false god—can compare. The game we are about to play will test your skills at being a super-silent spy. But remember that knowing the one true God is not a secret. When we finish this game, we'll shout that truth as loud as we can!

Option 2: Power Playoff

Prep: Place an empty baby pool at one end of your designated game area and (optional) put in a few sticks to simulate an unlit fire. Fill three large buckets with water and place them at the other end of the game area. Place plastic cups next to the buckets.

Class Time: Begin with the Teaching Tie-In. Give each child a cup and have children huddle (or line up if taking turns) near the buckets. On the go signal, children must fill their cup with water from the buckets then run and pour the water into the baby pool. Have them repeat this action several times or until the water in the buckets is gone.

TEACHING TIE-IN

Who is the most powerful person in the universe? God! In today's lesson, Elijah poured water over his altar to show the world that God is powerful and can set things on fire even if they are soaking wet. The one true God of the Bible is more powerful than any person or power. Can you think of any more of God's powerful miracles from the Bible? Take answers. Suggest healing miracles, miracles over creation, rising from the dead. Let's praise God for his power as we race to pour water on our pretend altar from the Elijah account.

Option 3: Gotcha!

Prep: Bring several objects to pass (e.g., ball, stuffed animal, magnifying glass).

Class Time: Begin with the Teaching Tie-In. This game is similar to Hot Potato. On each round, have children sit in a circle and pass around one object. The leader should face away from the circle and periodically yell, "Gotcha!" Whoever is holding the object when "Gotcha!" is called should stand and get a high five from the leader. Resume play with a new object.

TEACHING TIE-IN

In this game, I'm going to try to catch you sneaky spies in a game of Gotcha! We're discovering the one true God this week. But remember that God isn't hiding from us. He loves us and shows us how to get to know him in his book, the Bible. We can learn all about our great, powerful, loving Creator God by reading and studying the Bible. Pay attention in your training sessions this week to discover more and more about him. Now, let's play Gotcha!

Super Simple Games

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

Simple Indoor Games

Day 1: Camo the Counterfeit

This game goes with the animal pal of the day, Camo the mimic octopus. We don't want to be fooled by counterfeits. There is only one true God, the God of the Bible. Have all players sit in a circle of chairs with their heads down and eyes closed. Tap one child on the head to be Camo. No one else should see who Camo is. Instruct the group that all other players should silently choose to be pigs, pigeons, sugar gliders, or sea lions. (You may want to write the options on a whiteboard.) Tell them to keep their animal identity for the entire game. Call out an animal and count down from 10. Those who choose that animal must open their eyes, get up, and switch to a new chair within 10 seconds. Everyone else must keep their eyes closed and heads down. Give students an honesty reminder: God is always true, and we should be too; the game won't be fun if you peek. Camo must switch chairs every time, regardless of the animal called. After three rounds, allow players to look around then raise their hands and guess who they think Camo is. To play competitively, have incorrect guesses result in elimination. Play until less than half the players are still in the game and declare Camo the winner. Or play for fun until Camo is caught.

Day 2: Find a Friend Bingo

Use this game to emphasize that each person is a unique creation of our unique Creator. Print/copy the [Find a Friend Bingo Card](#) for each student. Players may fill in one of the squares with their own name as a free space. For all other squares, players must find someone else who matches the prompt. That person should write his or her name in the square. For larger groups, restrict players to sign only one box per board. When a player completes a row (horizontal, vertical, or diagonal), he or she should call out "Bingo!" Award prizes for bingos or set a time limit and see who can get the most bingos within that time.

Day 3: Cadets Rise, Open Your Eyes

Use this game to emphasize that we are all culprits according to God's law and we all need the Savior, Jesus. This is the classic classroom game, Heads Up, Seven Up. Choose players to be the culprits (about 4 culprits per 10 students). Have them stand at the front so everyone can see them. All other players should sit in chairs or on the floor with their heads down, eyes closed, and an arm extended to show one thumb up. Have the culprits quietly walk around the room. Every culprit should tap one person's thumb and then return to the front. Tapped players must put their thumbs down, still keeping their heads down and eyes closed. Reinforce no cheating by telling the culprits not to choose anyone who is peeking. Once all the culprits have tapped someone, the leader should say, "Cadets rise, open your eyes. Who's your culprit in disguise?" The tapped players should stand and each take a turn guessing who tapped them. If they guess correctly, they switch places with the culprit. If they guess wrong, the culprit stays a culprit for the next round. Play until everyone has had a chance to be a culprit.

Day 4: Follow the Leader

Use this game to emphasize that God, who is gracious and merciful, slow to anger and abounding in steadfast love, is a good and perfect leader to follow. Today, we discovered what a good Father he is, like the father in the prodigal son story. To begin the game, have players sit or stand in a circle. Choose one person to be the guesser and send him out of the circle while you choose someone in the circle to be the leader. Explain that everyone must follow the leader by copying their movements. Encourage the leader to be creative (e.g., stand up, clap hands, make goofy faces, jump up and down, twirl around, do the chicken dance, etc.). While everyone is moving, have the guesser come back in and stand in the center of the circle. He has three attempts to guess which player is the leader. The leader should change movements enough so the guesser has a fair chance to make a guess. If the guesser guesses correctly, he wins. If he doesn't, the leader wins. Choose a new guesser and leader. You may

International Challenges

An international spy must blend in with the locals. As part of an agent integration program, cadets will be issued a game challenge from countries Spy U graduates are sent to on mission. Cadets will complete the challenge each day as preparation for becoming an international spy. Use these games as a warm-up, icebreaker, or team spirit challenge.

Team Challenge Mode: If your VBS has the same groups every day, build team spirit by awarding points to teams for winning rounds. Keep a record of points earned on a board or slide. At the end of the week, give prizes to the highest scoring team.

Day 1: Asia

Cham, Cham, Cham (Chahm-Chahm-Chahm)—South Korea

Have players pair up and face their partner. Player A should point a hand at Player B's face and say, "Cham, cham, cham." On the third "cham," Player A should point either right or left. At the same time, Player B must choose a direction to look, either right or left. If Player B looks the opposite direction from where Player A pointed, he wins and becomes the pointer for the next round. The first person to win two rounds is the winner of the match. Have players find new partners and repeat play as time allows.

Dibidibidip (Dee-be-dee-be-deep)—South Korea

Have players pair up and face their partner. Player A should say, "Dibidibidip," and then both players should make one of the gestures below. If both players pick the same gesture, Player A gets a point. If they don't match, players must switch roles. Play should be fast. The first to three points wins. Have players find new partners and repeat play as time allows.

GESTURES:

- Spread arms to look like wings (like a crane)
- Pose one arm to look like a neck and head and grab your elbow with the other hand (like a swan)
- Clasp hands together by covering one fist with the other hand

Team Challenge Mode: If a player can beat three other people in either game, award one point to that player's team.

Day 2: Africa

Ampe (AHM-pay)—Ghana

Have players pair up and face their partner. One person plays the leader, and the other plays the follower. At the same time, players should clap twice, jump once, then extend one leg forward. If the leader and the follower extend opposite feet, creating a mirror-image (e.g., the leader's right leg and the follower's left leg are extended), the leader gets one point. If the leader and the follower have the same feet forward, the follower gets a point. First to three points wins. Have players find new partners and repeat play as time allows.

Team Challenge Mode: If a player can beat three other people, award one point to that player's team.

Mamba (Snake Tag)—Africa

Mamba, named for the infamous African snake, is a traditional children's game played throughout Africa. Mark a large play area with cones, chalk, or tape. Have everyone spread out in the play area. Choose one player to be the mamba—the tagger. When the mamba tags someone, that person becomes a part of the snake's body by holding onto the mamba's shoulders or waist. Everyone caught after that must take hold of the last person in the "snake." Only the original mamba can tag. Members of the snake body should work together to corner players. Players cannot go out of bounds or pass through the mamba's "body." The last player to survive wins.

Team Challenge Mode: Award a point to the team of the last player standing.

Day 3: The Americas

Mar y Tierra (MAR-ee tee-AIR-ah)—Mexico

"Mar y tierra" is Spanish for the phrase "sea and land." Mark a line and have the players stand on it, single file. Designate one side mar (sea) and the other side tierra (land). Call out either "mar" or "tierra." Players must hop to the correct side. Players are eliminated if they move to the wrong side. Play until only a few players are left standing.

Team Challenge Mode: Award points to the teams of the last players standing.

DAY 1

Disguise Dash

Supplies

- ❑ 2 suitcases filled with disguises: hats, glasses, scarves, shoes, shirts, magnifying glasses, mustaches, wigs, etc.
- ❑ Cones, chalk, field tape, or rope to mark start and finish lines

Prep

- Mark start and finish lines at least 25 feet apart.
- Divide the disguises equally into two suitcases and place both at the finish line with some distance between them.

Teaching Tie-In

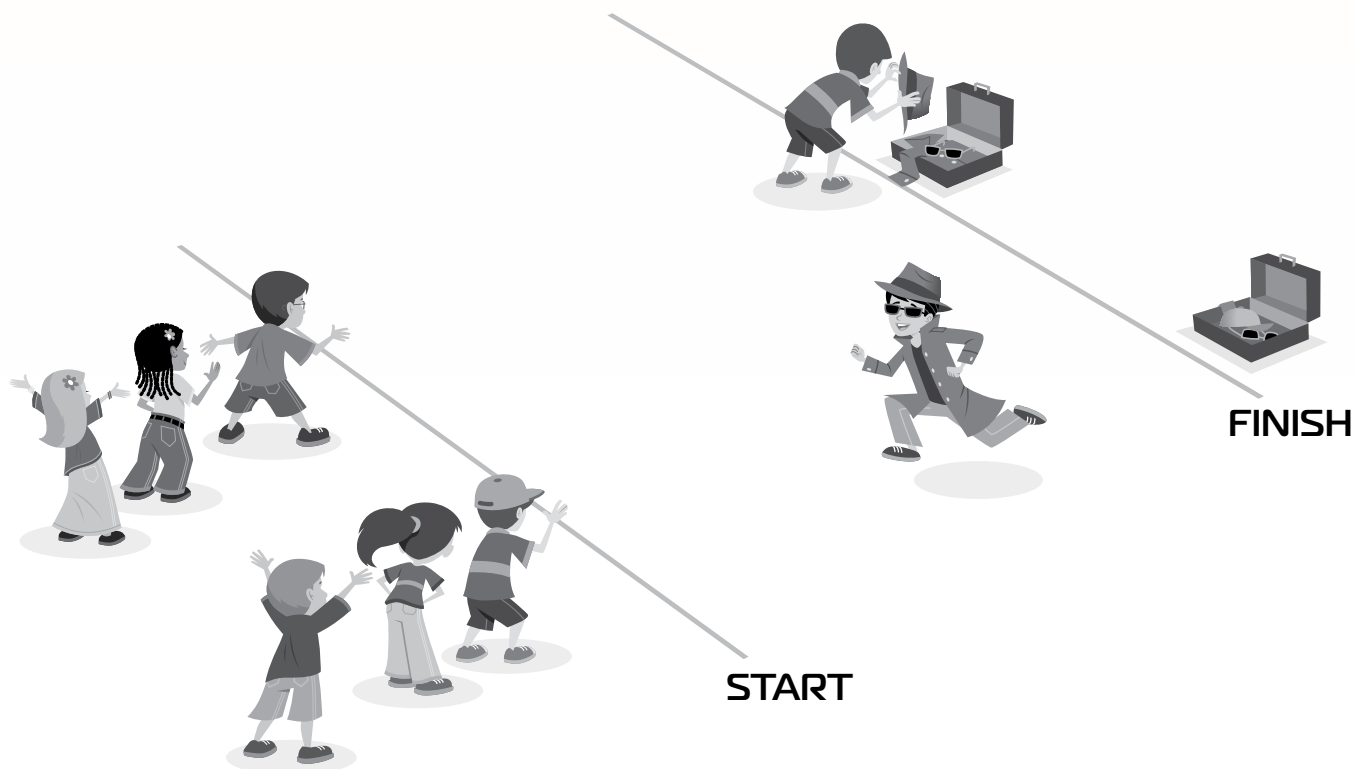
Welcome, cadets, to Spy University! I am your field training instructor, [Your Name].

In today's field training, we will practice the art of disguise. At Spy U, we are learning about all the disguises the enemy uses to make his lies sound like truth.

Don't be fooled by counterfeits. There is only one true God, the God of the Bible. You'll learn to spot lies like: "There is no god," or "There are many gods," or "All is part of god," or "There is one god but he is false and untrustworthy."

The one true God has revealed himself in his creation, in our consciences, and in the pages of his Word. You will learn today about how he showed his power to Elijah and the prophets of Baal by sending down fire from heaven. But that's just a drop in the bucket compared to all the ways God has revealed his power. Can you think of other miracles God performed in the Bible? Take answers.

As we complete our undercover training today, remember that we can uncover the counterfeits and discover the one true God in the pages of the book for life, the Bible.



Class Time Directions

1. Divide the group into two even teams. Have them line up behind the start line.
2. On the go signal, one player from each team must race to their team's suitcase and put on two items. Then they must race back to their team and take off the items, passing them to the next player. That player must then put on the items and race back to the suitcase to switch them out for a new disguise combination.
3. Continue until the last player has changed costumes and returned to the team. The first team to cycle through all its players wins.

Tip Corner

- Adjust the distance between the start and finish lines to suit your situation.

- Ensure you have at least one shirt in each suitcase.
- If you don't have an equal number of players per team, have someone go twice or have a leader join in.
- For larger groups, have more than two teams.
- Add challenges that the kids can complete on their way to the suitcases.
- Have multiple children going at a time to increase participation.
- For a more difficult variation, have one player model a disguise that the team must copy. Have the model take off the disguise and place the items back in the suitcase. Be sure to have extra disguise items in the suitcases as "red herrings." Instead of wearing the disguise themselves, players must run to retrieve the items, then re-dress the model.

Day 1 Overview

Uncovering Counterfeits

Lesson Focus		Bible Passage	
God is unique because he is the only true God. Today, we'll uncover counterfeit gods and discover the God of the Bible.		1 Kings 18:20–39	
Memory Verse	Animal Pal	Cool Contest	
1 Kings 18:39	Camo the Mimic Octopus	Mystery M&M's	
Science and Crafts	Treats	Games	
Experiments: Spot the Fake! / Whose Writing Is It? Crafts: A-maze-ing God Maze / Master of Disguise Mimic	Mini Mimic Look-Alike Landmarks	Disguise Dash Sneak Training 101	

DAY 1

Sneak Training 101

Supplies

- ☐ Noisy musical instrument (maraca, jingle bells, tambourine, etc.)
- ☐ Pool noodle
- ☐ Blindfold
- ☐ Chair
- ☐ Cones, chalk, tape, or rope to mark a boundary circle

Prep

- Mark an inner circle with cones, chairs, or tape.
- Place the musical instrument on a chair in the center of the circle.

Teaching Tie-In

Welcome, cadets, to Spy University and your first field training session!

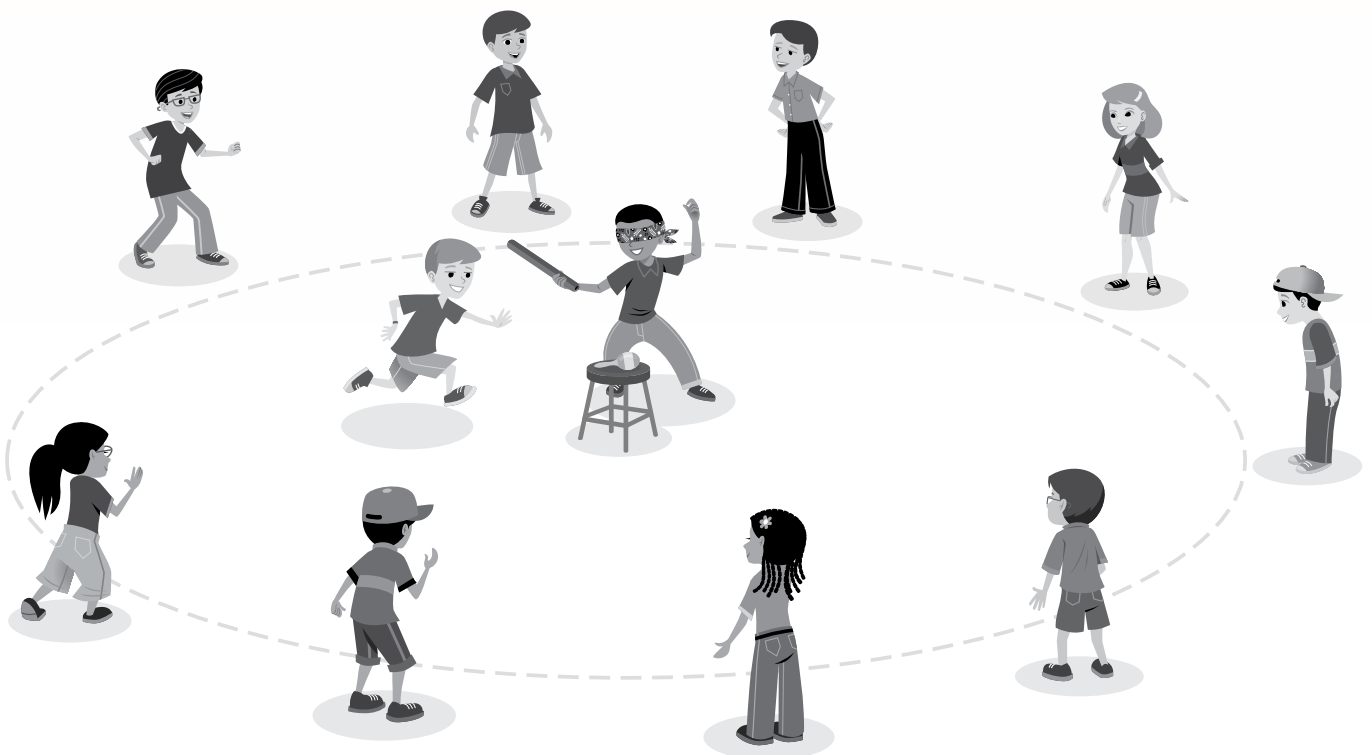
A good spy is a silent spy. Spies can move about without making a sound, and they can also keep a secret. During WWII, people were taught, “Loose lips sink ships,” because a slipped secret could result in the

sinking of the military’s ships. But you know what isn’t a secret? The Lord alone is the one true God.

Here at Spy U, you will be trained to spot all kinds of counterfeits—lies that claim there is no god, or there are many gods, or all is part of god, or there is one god but he is false and untrustworthy. No. It is no secret that the God of the Bible alone is God. He has revealed himself in his creation, in our consciences, and in the pages of his Word, the Bible. You will learn about how he showed his power to Elijah and the prophets of Baal by sending down fire from heaven. But that’s just a drop in the bucket compared to all the ways God has revealed his power. Can you think of other miracles God performed in the Bible? Take answers. *Don’t* be sneaky about the truth of the Bible but *do* be sneaky in our first training session. This is Sneak Training 101.

Class Time Directions

1. Have players stand or sit around the circle you marked.



2. Choose a cadet to start in the center beside the chair. Blindfold the cadet and give him the pool noodle.
3. Silently choose someone to sneak to the chair in the center and swipe the musical instrument.
4. The blindfolded player's goal is to catch the sneaky cadets by bopping them with the pool noodle before they can swipe the instrument and take it outside the circle.
5. If a sneaky cadet is bopped, they must go back to their place, and a new sneaky cadet is silently chosen.
6. The sneaky cadet wins if they can swipe the instrument and make it out of the circle without getting caught.
7. The winner becomes the new blindfolded player, or you can choose a volunteer to be blindfolded.
8. Play for a set amount of time or until everyone has had a chance to play both roles.

Tip Corner

- Eye masks, scarves, ties, bandanas, or strips of old T-shirts make good blindfolds.
- Add a water element by swapping out the musical instrument with a water balloon, water ball, or cup of water. If bopped, players have to pour the water on themselves.