

VBS 2026

SUNCATCHER RECREATION

3S—KINDERGARTEN

Recreation Rotation Leader Cards

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TEACHING TIPS

BE PROACTIVE—NOT REACTIVE

- Be ready for the children before they arrive.
- Keep two adults present with the children at all times.
- Establish a way to get kids' attention quickly (blow a whistle, say a special phrase, or clap your hands).
- Specify the boundaries and maintain them.
- Tell the children what you expect from them and consistently enforce the rules.
- Explain the game before distributing equipment.
- Keep the children actively involved.
- Modify or end a game if kids become restless.
- Get at eye level with a child and listen to what she is saying.
- Try to show attention to each child.

- Deal with problems immediately. If needed, remove a disruptive child from the game for one round.
- Talk to a misbehaving child privately but always within view of another adult.
- Love and accept each child.
- Notice and acknowledge a child's good behavior.

GROUPING SUGGESTIONS

- Group kids by girls and boys.
- Group kids by their interests (favorite food or color).
- Give each child a square of construction paper and guide him to find friends with matching squares.
- If a child brought a friend to VBS, assign the two to the same group.

KID CHARACTERISTICS

3s—PRE-Ks CAN

- Run and walk backward. Walk or jump on tiptoes.
- Stand on one foot and balance.
- Throw a ball at an object five feet away.
- Catch a ball with two hands.
- Walk between parallel lines.
- Develop preference for right or left hand.
- Be very active, but fatigue quickly.

KINDERGARTNERS CAN

- Hop on two feet in a straight line.
- Skip and run on tiptoes.
- Jump rope.
- Throw a ball over their heads.
- Catch a bounced ball.
- Display good control of fast and slow actions.
- Display good hand-eye coordination.
- Exhibit well-established right- or left-handedness.
- Be very active and rarely tire.

LEADER RESPONSIBILITIES

BEFORE VBS

- Test each game before using in a session.
- Enlist other adults to help. Plan games based on group size and space.
- Plan for inclement weather.
- Cover electrical outlets and remove any hazards in the area you have chosen for games.
- Gather and inspect equipment.
- Choose a method of playing music.
- Know your church's procedures for emergencies and accidents. Obtain a first aid kit.
- Be familiar with each day's Bible story and the week's verse.

DURING VBS

- Set up games in a safe area.
- Pray daily for leaders, kids, and safe play during games.
- Explain and demonstrate each game to the kids.
- Use the "Story Connection" on the Bible Story Game cards to reinforce Bible learning.
- Monitor play and redirect as necessary.
- Plan water breaks for kids.
- Have fun!

DECORATIONS

- Leave LOTS of room for movement!
- Keep decorations to a minimum and remove any unnecessary furniture or play equipment.
- Hang the *VBS 2026 String Flags* (9798384538226) from the door frame for a fun entry into recreation.
- Hang a section or two from the *VBS 2026 Supersized Backdrop* (9798384538561) on a focal wall or attach to foam core and display near your recreation area.
- Place a *Suncatcher Recreation VBS 2026 Rotation Sign* (9798384538615) near the door.
- Place a *VBS 2026 Theme Flying Banner with Stand* (9798384538202) outside your door or stake into the ground outside to designate your recreation area.
- Above all, ensure that the recreation area is safe for your preschoolers! If outside, be sure to look for hazards such as holes that could cause kids to trip, anthills, beehives, or wasp nests.
- Be sure that no one can enter or leave the recreation area without being seen.

DAY 1 BIBLE STORY GAME

MYSTERY PASS RELAY

TODAY'S BIBLE STORY

Jesus Asked Who
People Thought He Was
(*Matthew 16:13-20*)

TODAY'S POINT

Jesus is God's
promised Son.

THEME VERSE

Jesus said, "I am the
light of the world."
John 8:12 (paraphrase)



MYSTERY PASS RELAY

GATHER AND PREPARE

- **Gather:** 2 lunch-size paper bags, 2 identical small objects (such as glow sticks or small flashlights), tape
- Place an object in each bag. Fold down the tops of the bags so that the objects inside cannot be seen. Tape the bags shut.
- To extend the game, use additional bags with different items.

PLAY

- Form two equal teams of preschoolers. Guide each team to stand in a line, one child in front of another. Give the child in the front of each line a paper bag.
- Direct kids to pass the bag in an over and under method. The first child will pass the bag over his head to the child behind him. That child will pass the bag between his legs to the child behind him, and so forth.
- The last child will then pass the bag back up the line, using the same motions.
- When the first child in each line receives the bag again, his team will gather around to take turns feeling the item inside the bag (without peeking!). The team will then guess what the item is.
- One at a time, encourage each team to open its bag and reveal what's inside.

STORY CONNECTION

- Kids had to guess a mystery item in a bag. Remind kids that people in the Bible story did not know who Jesus was. People had different ideas about who He was. Peter said Jesus is God's Son. Peter was right! Jesus is God's promised Son.

DAY 2 BIBLE STORY GAME

THE PERFECT CATCH

TODAY'S BIBLE STORY

The Baptism of Jesus
(Matthew 3:13-17;
Mark 1:1-11; John 1:29-34)

TODAY'S POINT

Jesus is God's
perfect Son.

THEME VERSE

Jesus said, "I am the
light of the world."
John 8:12 (paraphrase)



THE PERFECT CATCH

GATHER AND PREPARE

- **Gather:** Wading pool filled with water, table tennis balls (5 per team), permanent markers (different colors), new small fishing nets (1 per team), towels, painter's tape or rope
- Make a "Start" line with tape or rope.
- Number each ball 1–5. Write 1 of the following words on each ball:
1—*Jesus*, 2—*is*,
3—*God's*, 4—*perfect*,
5—*Son*. (Use a different color marker for each set of 5.)
- Drop the balls into the wading pool of water.

PLAY

- Form teams of five preschoolers. Guide teams to line up at a starting line. Assign a color to each team. Explain that as they fish, they should fish only for the balls that have their team's color words. Give the first child on each team a small fishing net.
- Direct kids to take turns running to the pool and fishing out one ball with a word written in their team's color. Once a child catches a ball, she should run it back to her team, remove the ball, and hand the fishing net to the next child in line.
- Once a team has caught all 5 balls, direct them to put the balls in order to say, "Jesus is God's perfect Son." (Point out the numbers 1–5 to help guide kids.)

STORY CONNECTION

- Today's Bible story was about a time when John was baptizing people. Jesus wanted to be baptized. After Jesus was baptized God's voice said, "This is My Son. I love Him."
- Remind kids that the balls they fished for say, "Jesus is God's perfect Son." Explain that *perfect* means that Jesus always did what God wanted Him to do.

DAY 3 BIBLE STORY GAME

GATHERING FISH AND LOAVES

TODAY'S BIBLE STORY

Jesus Performed
Miracles
(Matthew 15:29-39)

TODAY'S POINT

Jesus is the powerful
Son of God.

THEME VERSE

Jesus said, "I am the
light of the world."
John 8:12 (paraphrase)



GATHERING FISH AND LOAVES

GATHER AND PREPARE

- **Gather:** Car wash sponges and plastic ball pit balls or similar (30–50 items total), large grocery bags or baskets (1 for every 2 kids), timer
- Scatter the sponges and balls around the play area.

PLAY

- Pair up preschoolers. Give each pair a basket or bag. Explain that the kids will carry the basket or bag together as they gather the “loaves” (sponges) and “fish” (balls). Challenge them to each use one hand to carry the bag or basket and the other to pick up objects. Kids must hold onto the bag or basket at all times!
- State an amount of time (start with one minute, then add or subtract time as needed). Once the time has passed, stop the game.
- Direct kids to empty the bags or baskets and count the number of sponges and balls they picked up. The pair with the most wins!

STORY CONNECTION

- In today’s Bible story, 4,000 men, plus women and children, came to see Jesus, including people who were sick. They were hungry and did not have any food. Jesus took 7 small loaves of bread and a few small fish and made enough for everyone to eat. When they were finished, the disciples picked up 7 baskets full of leftovers!
- Jesus can do things no one else can do because He is the powerful Son of God.

DAY 4 BIBLE STORY GAME

LIGHT STORM

TODAY'S BIBLE STORY

Jesus Died and Rose
to Life

(Mark 14:43–16:7)

TODAY'S POINT

Jesus is alive!

THEME VERSE

Jesus said, "I am the
light of the world."

John 8:12 (paraphrase)



LIGHT STORM

GATHER AND PREPARE

- **Gather:** Yellow or white sheets of paper, marker, basket
- Set aside 3–4 sheets of paper that will stay blank.
- Draw simple shapes (circles, triangles, stars, rectangles, etc.) on the other sheets of paper, one shape per page. Make 3–4 sheets of each shape.
- Wad up each page (including the blank sheets) and put the wads in a basket or bag.

PLAY

- Scatter the “light bulb” wads of paper around the play area.
- Say: “When I say, ‘Go,’ run around the area and throw the ‘light bulbs’ up in the air. Keep picking up different bulbs and throwing them until I say, ‘Stop!’”
- Explain that once you say, “Lights out!” children should open up the wads of paper and find a drawing (or blank space) inside each one. Challenge kids to find the other kids in the group who have a matching paper.

STORY CONNECTION

- Draw attention to the fact that some of the pages have nothing on them. Remind preschoolers that when Mary went to the tomb, it was empty! Jesus was not there. Jesus had come back to life! Jesus is alive!
- Play the game several times so that kids can match with several different friends.

DAY 5 BIBLE STORY GAME

LISTEN AND MOVE

TODAY'S BIBLE STORY

Peter Preached About
Jesus (*Acts 2*)

TODAY'S POINT

Jesus is God's plan
for forgiveness.

THEME VERSE

Jesus said, "I am the
light of the world."
John 8:12 (paraphrase)



LISTEN AND MOVE

GATHER AND PREPARE

- No supplies needed

PLAY

- Gather children in a large open space. Encourage kids to stand apart from one another.
- Explain that you will tell kids what to do and they will need to listen carefully and respond by doing what you say. Comment that sometimes you will be tricky and say, “Do not”
- Tell kids to: hop up and down, do not stand on your head, do jumping jacks, stand on one foot, do not swing your arms, and so forth.

STORY CONNECTION

- In today’s Bible story, Peter told people about Jesus. He told them Jesus is God’s Son. Jesus died on the cross and came back to life. People knew they had disobeyed God. They wanted to do what God wanted them to do and follow Jesus.
- Remind kids that they did the things you told them to do while playing the game. Jesus wants us to listen and know He is God’s plan for forgiveness.

LIGHTS OUT!



LIGHTS OUT!

GATHER AND PREPARE

- **Gather:** Colorful paper (8½-by-11), marker, tap light, *Giant Inflatable Game Cube* (9781087779812) or square box and tape
- Write each of the following options on a separate sheet of paper: *tiptoe, hop, skip, big steps, slide feet, walk sideways.*
- Insert the pages into the sides of the game cube or tape them to the box.

PLAY

- Gather children in the play area.
- Explain that you will toss the game cube. Children must move in the motion shown on top until the next motion is announced. When the leader yells, “Lights out!” everyone must drop to the ground and pretend to sleep.
- The first child who drops down will then become the leader and toss the cube. (An adult or student leader can help read the motion for the child to announce.)

TIP

- Change your pattern periodically to keep kids guessing! Choose the last child to drop, or choose other children who have not had a turn.

SHINE THE LIGHT RELAY



SHINE THE LIGHT RELAY

GATHER AND PREPARE

- **Gather:** 2 tap lights, painter's tape or rope, 10 pieces of paper, marker
- Make a "Start" line with the tape or rope.
- Write *J, E, S, U, S* on the papers, 1 letter per paper. Make 2 sets.
- Mix up each set so letters are not in the correct order. Place each set of mixed-up papers in a separate row a few feet from the "Start" line. Place a tap light at each set of papers.

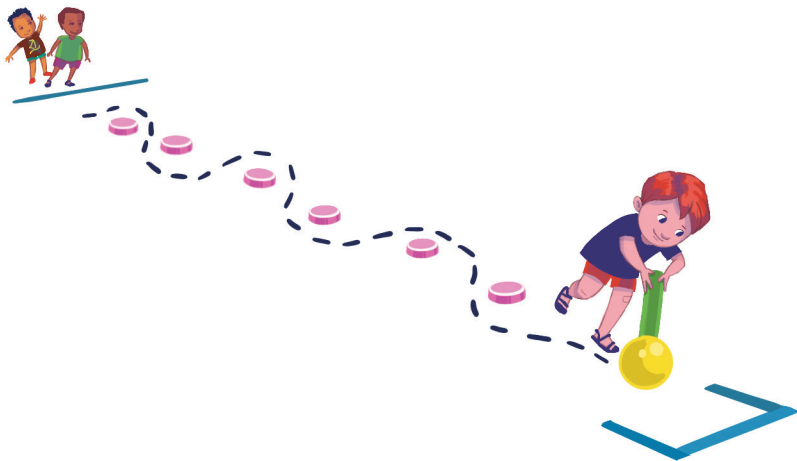
PLAY

- Gather boys and girls into two equal teams. Guide each team to stand in line behind the "Start" line.
- Say: "When I say, 'Go,' the first person in line will run to tap the light on, pick up a letter, then run back and tap the hand of the next person in line. The next person will run and tap the light off, pick up a letter, and tap the next person in line."
- Guide children to alternate tapping the light off and on.
- When a team has picked up all five letters, challenge them to put the letters in order to spell Jesus' name. (Assist as needed.)
- Remind kids that Jesus said He is the Light of the world.
- For larger groups of kids, or to extend the game, write each word of the Theme Verse (*Jesus said, "I am the light of the world." John 8:12.*) on a separate sheet of paper. Make two sets. Play the game again, challenging kids to put the Bible verse words in order.

TIP

- Number the papers in order in the bottom right corner.

TAP LIGHT HOCKEY



TAP LIGHT HOCKEY

GATHER AND PREPARE

- **Gather:** 6 tap lights, pool noodle (cut in half), several foam balls, painter's tape or rope
- Turn on the tap lights and place them in a line a few feet apart.
- Make a large rectangle with tape or rope at the end of the tap light path.

PLAY

- Gather the children and demonstrate how to move the ball by guiding it with the pool noodle.
- Direct boys and girls to take turns guiding the foam balls in and out around each tap light.
- At the end of the path, the child should tap the ball into the "goal" (rectangle) and say, "Jesus is the Light of the world." She will then run back and give the ball and noodle to the next child in line.

TIP

- If you have a large group, use more than one set of tap lights and form a team of kids to play at each set.

TURN OFF THAT LIGHT!



TURN OFF THAT LIGHT!

GATHER AND PREPARE

- **Gather:** 20–40 sports cones (an equal number of 2 different colors), timer
- Scatter the sports cones around the play area. Mix the colors of the cones so that they're not all sitting together.

PLAY

- Form two equal teams of kids. Assign a cone color to each team.
- Explain that the cones are “lights.” When the cones are standing up they are “on.” When the cones are lying down they are “off.”
- Team members will run around trying to keep their cones standing while trying to knock the other team's over.
- After a designated time, stop the game. The team that has the most cones standing (“lights on”) wins!

TAP LIGHT RING TOSS



TAP LIGHT RING TOSS

GATHER AND PREPARE

- **Gather:** 6 tap lights, marker, neon ring toss rings, painter's tape or rope
- Write *JESUS* on one tap light.
- Turn the tap lights on. Position them on the ground in the reverse of a bowling formation. Place the tap light with *JESUS* in the top space. Leave enough space between the tap lights for the rings to go over without hitting another light.
- Place a "Start" line about 4 feet from the tap lights.

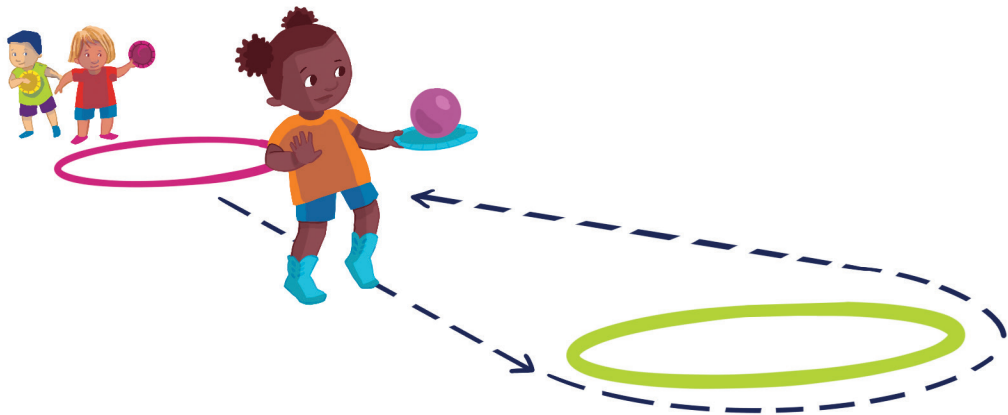
PLAY

- Direct kids to stand behind the "Start" line. Show the light that has the word *JESUS*. Ask boys and girls to remember what Jesus said about Himself and light.
- Give each child three chances to toss rings over the tap lights.
- If a child gets a ring over a tap light, direct her to run and tap the light off.
- If a child gets a ring over a light that is already off, instruct him to go tap the light on.
- Encourage kids to shout "Jesus is the Light of the world!" every time a ring goes over the tap light with the word *JESUS*.

TIPS

- Adjust the "Start" line closer if children struggle to ring the lights and further away to make it more challenging. You may also choose to count it if a ring lands touching a light.
- If you have a large group, consider using a second set of tap lights.

NEON BALL RUN



NEON BALL RUN

GATHER AND PREPARE

- **Gather:** Heavy duty paper plates (1 per child), 2 neon hula hoops, medium-size neon ball
- Place hula hoops about 20 feet apart.

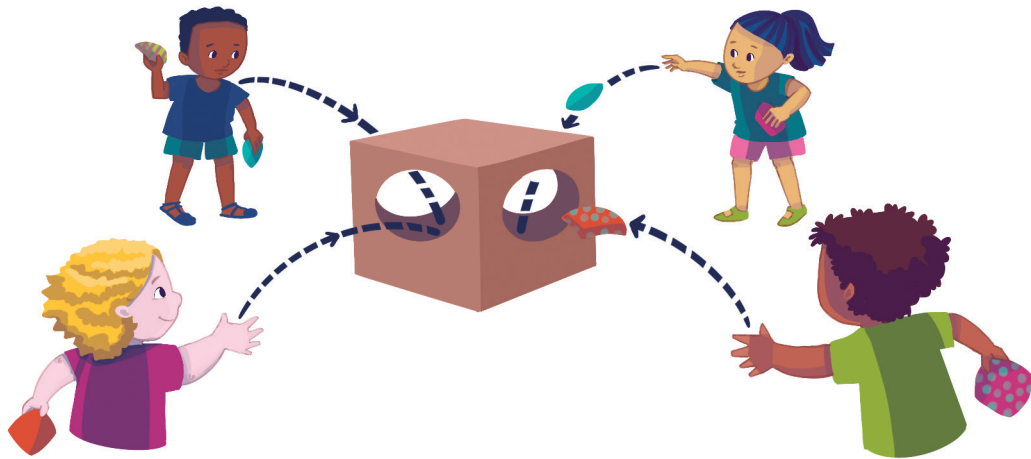
PLAY

- Give each child a paper plate.
- Gather children behind one of the hula hoops.
- Challenge kids, one at a time, to put the ball on the paper plate and walk quickly around the farther hoop. They must return without dropping the ball off the plate. Kids should dump the ball in the nearer hoop when they return.
- Once all the children have had a turn, invite them to repeat the walk but hold the plate with just one hand.

TIPS

- If a child drops the ball, she can pick it up and continue on.
- To extend the game, challenge children to walk on tiptoe, take big steps, and so on.

LIGHT BOX TOSS



LIGHT BOX TOSS

GATHER AND PREPARE

- **Gather:** a large box, knife (leader use), markers, beanbags, painter's tape or rope
- Cut off the lid flaps from the box and turn the box upside down.
- Cut a 6–8-inch hole in each side of the box (larger than the beanbags)
- Draw a light bulb or sun around each cutout.
- Place 1 or 2 beanbags on top of the box to anchor it.
- Place tape or rope lines four feet away from each side of the box.

PLAY

- Guide preschoolers to stand on all four sides of the box.
- Direct kids to take turns tossing the beanbags through the holes in the box. Each child should get three turns.
- After each child has had a turn, challenge boys and girls to take a step backward and try again.

TIPS

- The size of the holes will determine the ease for preschoolers. If you will have young preschoolers, make the holes larger!
- If preschoolers miss on the first turn, consider letting them step forward instead of backward.

LIGHT RAY SPONGE TOSS



LIGHT RAY SPONGE TOSS

GATHER AND PREPARE

- **Gather:** Large sponges and buckets (1 of each per pair of kids), towels
- Fill the buckets about half full of water and place them in a line.

PLAY

- Gather kids into pairs. Direct one kid to stand by a bucket and the other to stand two feet away.
- Give the child next to the bucket a sponge and instruct her to soak the sponge in the water. Instruct her to stay by the bucket throughout the game.
- Say: “When I say, ‘Go,’ toss the sponge to your partner.” After each pair has tossed their sponges, instruct the catcher in each pair to take a step back and toss the sponge back to the first child.
- The first child should stay near the bucket and dip the sponge before tossing again.
- Continue instructing children to take backward steps and toss the sponge.
- When a team drops a sponge, that team must come close together and start over.
- If kids are interested, switch pairs after a few minutes and continue play.

SPARKLING WATER RELAY



SPARKLING WATER RELAY

GATHER AND PREPARE

- **Gather:** 4 buckets or plastic bowls, 2 ladles, painter's tape or rope, marker, 2 large, widemouthed funnels, towels
- Make a "Start" line at one end of the play area.
- Fill two buckets with water and place them at the starting line.
- Mark a line about $\frac{1}{3}$ of the way up from the bottom of each of the empty buckets and place them across from the "Start" line.

PLAY

- Group kids together in two teams. Direct each team to line up behind a bucket of water.
- Choose one child from each team to stand near an empty bucket across from his team and hold the funnel over it.
- Give the first child in each line a ladle. Explain that kids will fill the ladle from the water bucket, walk to the opposite side, and pour the water through the funnel so that it flows into the bucket.
- The child with the ladle trades it for the funnel and stays by the bucket. The new ladle-holder will return to her team and hand the ladle to the next child in line before moving to the back of the line. The child with the new funnel-holder holds it over the bucket for the next child, then repeats the process.
- The team to move more water in 5 minutes, wins. Dump water back in the starting buckets and play additional rounds as time and interest allow.

LASER BEAM ROUND-UP



LASER BEAM ROUND-UP

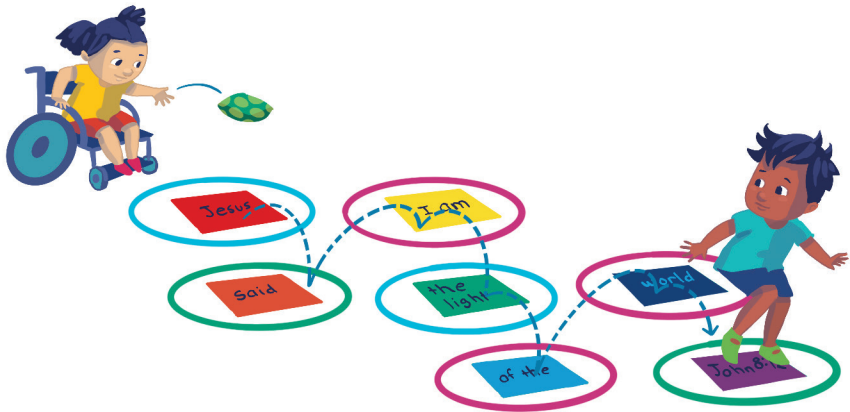
GATHER AND PREPARE

- **Gather:** Thick yarn (2 colors), scissors (teacher use)
- Cut the yarn into 12-inch pieces.
- Scatter the pieces around the play area.

PLAY

- Group kids into two equal teams. Assign a color of yarn to each team. Designate an adult or student leader for each group.
- Explain that pieces of “laser beams” are scattered around the play area and need to be gathered. Each team will work together to find its assigned color yarn pieces.
- As kids find the pieces, they should bring them back to their team’s designated leader, who will tie the yarn pieces together to make one long laser beam.
- At a designated time, stop the game and measure the two “laser beams” to see which team’s is longest.

RAINBOW HOOP HOP



RAINBOW HOOP HOP

GATHER AND PREPARE

- **Gather:** 7 sheets of construction paper (1 in each color of the rainbow), marker, 7 hula hoops, beanbag
- Write the following word/phrases each on a separate sheet of paper in rainbow order: *Jesus/said, "I am/the light/of the/world."/ John 8:12*
- Place the hula hoops on the ground in a hopscotch-type path.
- Place each sheet of paper in a separate hula hoop in verse order.

PLAY

- Gather children at the bottom of the hopscotch grid.
- Challenge kids to hop along the “rainbow” (into each hula hoop, red, orange, yellow, green, light blue, dark blue, purple) as they say the Bible verse words.
- If a child struggles saying the verse, suggest that the team help!
- For added fun, suggest that the child choose a funny voice or different movements as he says the verse.
- Adaptation: For a child who has mobility issues, provide a beanbag to toss into each hoop as she says the verse.

TIPTOE THROUGH THE TEA LIGHTS



TIPTOE THROUGH THE TEA LIGHTS

GATHER AND PREPARE

- **Gather:** Beanbags (1 per kid for hygiene reasons), tap lights, tea lights
- Make a path using tap lights and tea lights. Suggested placement: Place 3 tea lights in a line about 8 inches apart, then place a tap light about 24 inches away. Repeat this pattern as many times as your area allows.
- Place the path so that children can follow the path on both sides.

PLAY

- Form two groups of kids and direct each group to stand at one end of the path (one team to the left of the path and the other to the right). Explain that they will follow the path by tiptoeing to each tea light and taking big steps to each tap light.
- Give beanbags to the first kid in each line and guide them to place the beanbags on their heads. Challenge kids to walk the path without touching the beanbags. Once the first two kids are halfway down the path, allow another pair to start.
- Collect the beanbags, guide children to line up again, and direct them to hop to each light.
- Challenge kids to move along the path in other ways: walk backward, walk sideways, hop, and so forth.
- Ask: “Who is the Light of the world?” (*Jesus*)

LEADER TIP

- If a beanbag falls, allow the kid to pick up the beanbag and continue along the path.

THE FLOOR IS A LAVA LAMP!



THE FLOOR IS A LAVA LAMP!

GATHER AND PREPARE

- **Gather:** Several hula hoops
- Distribute hula hoops around the play area.

PLAY

- Draw attention to the hula hoops placed around the play area. Explain that a lava lamp is a light that has large blobs (or spots) that float around in liquid.
- Explain that when you yell, “Lava Lamp!” kids should run to the closest hula hoop “blob” for safety from the “lava.” Encourage kids to include as many kids as possible in their hoops!
- To add more fun, add a number when you yell, “Lava Lamp!” (For example: “Lava Lamp, five!”) Kids should then try to fit that number of kids in each hoop.
- Play the game several times. Add twists such as asking kids to jump, crawl, tiptoe, and the like from hoop to hoop.

KALEIDOSCOPE COLOR RUN



KALEIDOSCOPE COLOR RUN

GATHER AND PREPARE

- **Gather:** Construction paper (2 pieces each or more of several colors), tap lights (1 for each color of construction paper), gift bag
- Cut one piece of each color paper in half.
- Place the full sheets of paper in a large circle in an open area, enough for each kid to have a spot (duplicate colors are OK). Make an inner circle using a half sheet for each color of paper. Place a tap light on each piece of paper in the inner circle.
- Put the other half sheets in the gift bag.

PLAY

- Guide each child to stand on or beside a piece of construction paper in the large circle.
- Say: "I am going to choose a color out of the bag. If I hold up the color you are on, run to the small circle and tap the light on the matching color. Then, run back to your color and shout, 'Jesus is the Light of the world!'"
- Choose a color out of the bag and instruct kids on that color to run. Put the paper back in the bag and choose another.
- Continue until each child has run at least once.

TIPS

- If you have duplicate colors in the large circle, allow each kid on the chosen color to take a turn tapping the light. Caution boys and girls to be careful not to bump into other children.
- If you have a large group, consider pairing kids up as teams.
- If your group is smaller, try choosing two colors at one time.

LIGHT UP THE OBSTACLE COURSE



LIGHT UP THE OBSTACLE COURSE

GATHER AND PREPARE

- **Gather:** Painter's tape or rope, large boxes, hula hoops, tap lights
- Set up a simple obstacle course using a large box laid on its side as a tunnel, boxes to circle around, hula hoops to step in and out of, a tape or rope path to follow, and so forth.
- Place a tap light at each obstacle.

PLAY

- Demonstrate how to move through the obstacle course.
- Guide kids to move through the obstacle course. For example, pretend to crawl into the tunnel, step into the hula hoop and so on. As the first child travels through the course, tell her to tap the lights on. The next child going through should tap the lights off, and so on.
- Once a child has moved about halfway through the course, let the next child begin.

TIPS

- Station adult helpers near the tunnel.
- Monitor carefully to ensure kids are traveling through the course safely.
- Allow a child with mobility issues to skip parts of the course as needed.

free PLAY

GLOW STICK PASS

- Gather: 1 glow stick, *VBS 2026 Music for Preschoolers* (9798384537540)
- Guide kids to stand in a circle. Explain that you will play the music as they pass the glow stick. Explain that when the music stops, whoever is holding the glow stick should say, “Jesus is the Light of the world!”
- Restart music. Encourage kids to sing along. Continue playing the game until each child has had a turn saying the motto.

LETTER MATCH

- Gather: Plastic bin; water; foam letters (spell *Jesus*, *Light*, and *World*; large index cards; page protectors; towel; cookie sheet; water toys)
- Write the words *JESUS*, *LIGHT*, and *WORLD* in large capital letters on the index cards. Place each in a page protector.
- Fill the bin with about three inches of water. Float the letters in the water. Place the bin on the towel and place the water toys nearby. Lay the index cards on a cookie sheet near the bin.
- Guide boys and girls to use water toys to gather the letters. Guide kids to match the letters to the letters on the cards.
- Once all the letters have been found, remind kids that Jesus said He is the Light of the world.

GLOW STICK FOLLOW THE LEADER

- Gather: Glow sticks (1 per child), *VBS 2026 Music for Preschoolers* (9798384537540)
- Give each kid a glow stick. Demonstrate how to activate the glow stick.
- Play music and guide kids to follow your movements with the glow stick. Wave the stick overhead, hold the glow stick and swing arms side to side, balance the glow stick on your head, and so forth.

free PLAY

ANIMAL SPOTLIGHT

- Gather: Flashlight
- Invite kids to stand in a circle in an open area.
- Shine the flashlight on a child and let him make a shadow of his favorite animal on the wall. (Or, write out the names of animals on index cards and let a child pull a card to determine what animal shadow he makes.)
- Ask the group to guess what animal's shadow he is making.
- Encourage the group to move like that animal and make whatever sound that animal makes.
- Repeat, giving others a turn.

MOTTO MATCH

- Gather: 16 neon paper plates, marker
- Write each of the following words on a paper plate (1 word per plate, 2 plates of each word): *Jesus, is, the, Light, of, the, world, VBS*. Make two sets. If possible, write matching words on matching colors of plate.
- Lay the plates upside down in random order in a 4 by 4 grid.
- Challenge kids to take turns turning over two plates to find matching words. If the plates that were turned over have matching words, pull those plates from the grid and set them aside. If the words do not match, the plates should be turned back over and the next child has a turn.
- Once all the matches have been made, help kids put the words in order and say the motto: "Jesus is the Light of the world." Mention that the last plates mention *VBS*, which is where we learned that Jesus is the Light of the world!