

BREAKER ROCK BEACH



VBS 2024

3s-K

RECREATION ROTATION LEADER CARDS

PUBLISHING TEAM

Chuck Peters, *Director, Kids Ministry*

Jeremy Carroll, *Publishing Manager,
VBS and Kids Discipleship*

Rhonda VanCleave, *Publishing Team Leader*

Klista Storts, *Content Editor*

Sara Lansford, *Production Editor*

Beth McGill, *Graphic Designer*

Kelly King, *Writer*

Kelly teaches preschoolers in Fort Worth, TX.

© 2023 Lifeway®

No part of this work may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying and recording, or by any information storage or retrieval system, except as may be expressly permitted in writing by the publisher. Requests for permission should be addressed in writing to Lifeway Press, 200 Powell Place, Suite 100, Brentwood, TN 37027-7707.

ISBN: 9781430090441

Item: 005846970

Printed in the United States of America

We believe that the Bible has God for its author; salvation for its end; and truth, without any mixture of error, for its matter; and that all Scripture is totally true and trustworthy. To review Lifeway's doctrinal guideline, please visit www.lifeway.com/doctrinalguideline.

Unless otherwise indicated, all Scripture quotations are taken from the Christian Standard Bible®, Copyright © 2017 by Holman Bible Publishers. Used by permission. Christian Standard Bible® and CSB® are federally registered trademarks of Holman Bible Publishers.

Breaker Rock Beach® and any other trademarks, service marks, logos, and graphics used herein are the trademarks or registered trademarks or service marks of Lifeway. Other trademarks, service marks, graphics and logos used in connection with this product may be the trademarks of their respective owners. You are granted no right or license with respect to any of the trademarks or service marks mentioned above or any use of such trademarks or service marks except as specifically stated within this product.

Send questions/comments to:

VBS Publishing Team Leader by email to

rhonda.vancleave@lifeway.com

or by mail to

VBS Publishing Team Leader

200 Powell Place, Suite 100, Brentwood, TN 37027-7707

or make comments on the web at www.lifeway.com.

BIBLE STORY GAME DAY 1

ANIMAL LIMBO



TODAY'S BIBLE STORY

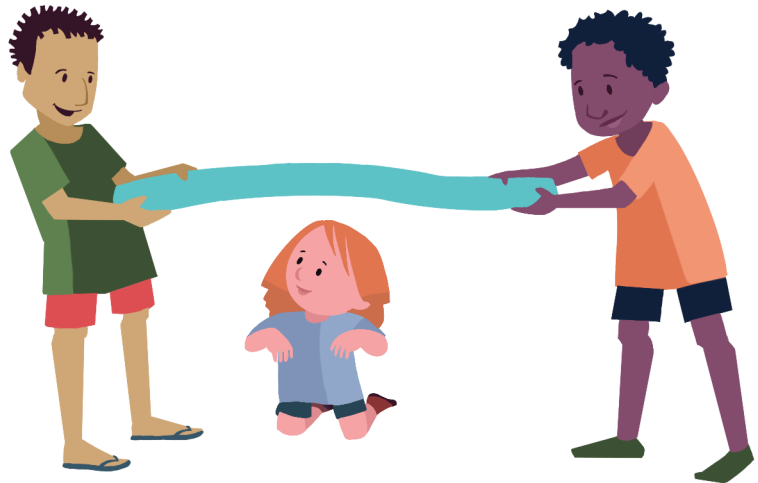
Satan Tricked Adam and Eve
(Genesis 2–3)

TODAY'S POINT

Truth comes from God.

Some People Say: Truth can be different for different people.

God says that truth comes from Him.



ANIMAL LIMBO



GATHER AND PREPARE

- Gather: pool noodle
- Two leaders (or children) hold up a pool noodle between them as a limbo bar. Hold the noodle at a height that all kids will need to bend to go under it, but do not set it too low.

TIPS

- Children can also say the VBS motto, verse, or something they learned in the Bible story.
- Do not lower the bar between turns. Just change the method of moving underneath it.

PLAY

- Guide preschoolers to line up facing the limbo bar (pool noodle).
- Call out: “Penguin!” Children must go under the limbo bar moving as a penguin. Call other animals: bear, octopus, deer, beaver, mountain goat, wolf, snake, raccoon, squirrel, or other animals of the Northwest.
- As preschoolers pass under the bar, they should say Today’s Point: Truth comes from God.

ADAPT

- Play reverse limbo and lower the pool noodle for children to go over.
- For children who are not able to bend or jump, arch the pool noodle high above children’s heads and change the name of the activity to “Animal Parade” instead of “Animal Limbo.”

STORY CONNECTION

Today, kids learned that God created the world and that truth comes from God. God made all the animals like the ones in our game. Ask children if they remember what animal Satan pretended to be when he talked to Adam and Eve. (*snake*)

BIBLE STORY GAME DAY 2

SALAD TOSS

TODAY'S BIBLE STORY

Daniel Chose God's Way
(Daniel 1)

TODAY'S POINT

God's plan is best.

Some People Say: Do what makes you happy.

God says that His plan for you is even better.



SALAD TOSS



GATHER AND PREPARE

- Gather: parachute or large bedsheet
- Spread the parachute out on the ground.

TIPS

- To vary the game, change how children move from one side of the parachute to the other, such as hopping, tiptoeing, and so forth.
- For younger preschoolers, assign a name of a few colors or call out individual names of children instead of names of food.

PLAY

- Assign each child the name of a salad ingredient such as lettuce, cheese, tomato, and so forth. (Duplicate the food names as needed.)
- Guide the preschoolers to stand around the parachute, holding the parachute and at waist height. Lead them to begin making waves with the parachute.
- Call out the name of a salad ingredient. The child(ren) assigned that ingredient should turn loose of the parachute and run underneath the parachute to the opposite side. (Try to keep the sides of the parachute balanced.)
- When “Salad Toss” is called out, everyone should drop the parachute to the ground and swap places with the players on the other side.

ADAPT

- For kids who cannot go under on their own, ask a friend to help them under or around the parachute.

STORY CONNECTION

- In our Bible story, Daniel and his friends could have eaten the food the king offered, but they knew it was not what God wanted. Daniel and his friends followed God’s plan. They knew God’s plan is best.

BIBLE STORY GAME DAY 3

BEACH BLANKET PICNIC



TODAY'S BIBLE STORY

The Rich Young Ruler
(Mark 10:17-27)

TODAY'S POINT

Everyone needs Jesus.

Some People Say:

Being a good person
gets you into heaven.

God Says: Everyone
sins (disobeys) and
needs Jesus.



BEACH BLANKET PICNIC



GATHER AND PREPARE

- Gather two of each of the following items: small blankets, picnic baskets, plastic or paper picnic items such as a napkin, paper plate, spoon, cup, toy food items, and so forth.
- List all the picnic items on a piece of paper to use as a call sheet.
- Scatter the picnic items around the play area.
- Spread out a small blanket or large towel at the end of the course for each line. Place a picnic basket on each blanket.

PLAY

- Gather the children into two lines. Explain that a leader will call out a picnic item that is lying in the area.
- The first child in each line will search for the item called and run to set the item in the picnic basket on her team's blanket. She should run back to her team and say, "Everyone needs Jesus."
- The leader will then tell the next person in that line what item to gather next.
- When a team's last item is delivered to the basket, instruct the children to run to their team blanket and pretend to have a picnic on the beach. The team with everyone sitting on the blanket first is the winner.
- For smaller groups, form one team and use just one set of items.

STORY CONNECTION

Explain that the kids had to know and follow the rules to play the game. Even though the rich man in the Bible story today thought he was following all of God's rules, he still disobeyed God. He loved his treasures more than Jesus. One of God's rules is that we should love Jesus more than anything.

BIBLE STORY GAME DAY 4

ISLAND HOP



TODAY'S BIBLE STORY

John Wrote about Jesus
(*John 14:1-6; 18-20;*
Acts 1:9-12)

TODAY'S POINT

The Bible is true!

Some People Say: Is the Bible really true?

God Says: The Bible is true!



ISLAND HOP



PREPARE

- Gather: hula hoops (1 hoop per 8 kids plus 4 extra hoops), game cones or chalk
- Lay all the hoops out on the ground, spread out over the full play area. Mark off the play area with cones or chalk.

PLAY

- Children will move around the islands (hoops) in whatever manner the leader calls out (whale, octopus, paddling a canoe, fish, and so forth).
- When the leader shouts, “Shark” everyone must get on an island (hula hoop). Everyone should work together to help as many as possible fit on an island.
- After a few rounds, remove a hoop. Continue to remove hoops until everyone can still fit snugly together in all of the hoops. On the last “shark” call of the game, lead the boys and girls to say Today’s Point before they get off their islands.

ADAPT

For children in wheelchairs, use beach towels or tape island outlines on the floor.

STORY CONNECTION

One of Jesus’ closest friends and helpers, John, wrote a book in the Bible about Jesus. The Bible is really true! Hold up one of the hoops and explain that the hoop reminds you of the large stone that was rolled across the opening of Jesus’ tomb and that three days later the stone was rolled away from the tomb. Rock the hoop back and forth as you talk about the stone being rolled into place and then away from the tomb opening. Lead boys and girls to say, “The Bible is true!” first in a whisper and then in a loud voice.

© 2023 Lifeway Press® • Printed in the United States of America

BIBLE STORY GAME DAY 5

THE GREAT BASKET SCRAMBLE



TODAY'S BIBLE STORY

Paul Encouraged the Ephesians
(Acts 9:1-6; 19:1-10, 21-31; 20:1; Ephesians 3:14-4:16)

TODAY'S POINT

Speak the truth in love.

Some People Say: If you don't agree with me, you don't love me.

God says: Speak the truth in love.



THE GREAT BASKET SCRAMBLE



GATHER AND PREPARE

- 3 laundry baskets (or large open boxes), balls (even number of two different colors)

TIPS

- Consider playing near a wall or some sort of backstop or netting if possible.
- For younger preschoolers, move the baskets closer together.
- Use balls that will not easily bounce back out of the baskets.

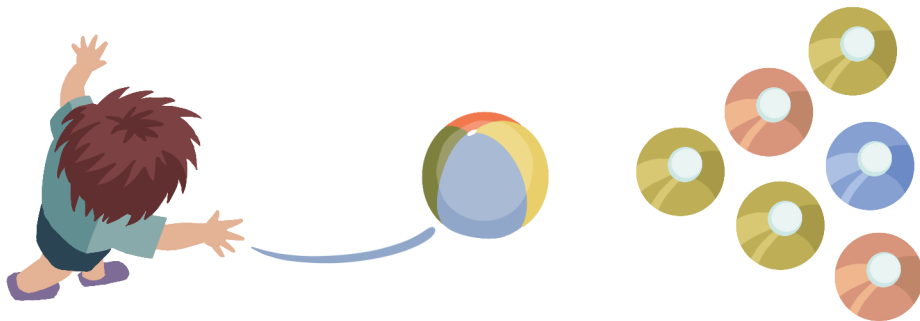
PLAY

- Form two teams and place a laundry basket full of balls (same number of balls for each team) in the center between the two teams.
- Place an empty basket for each team about 4–5 feet away from the full basket.
- Guide a child from each team to run to the center, find a ball of his team's color, and toss it into his team's basket. Children can bounce the balls into the basket as well.
- Award a point for each ball that lands in a team's basket.
- The team with the most balls in the basket after all the balls have been tossed is the winner. Invite both teams to say Today's Point together.
- If time allows, reset the baskets and move the "Start" line farther away; mix up teams; or play boys versus girls if teams are even.

STORY CONNECTION

Paul reminded people who followed Jesus to show love to others even when they did not agree with them. Sometimes when we play, we might not win or get along with everyone on our team. Paul wrote to people to honor God by being kind to all people.

OCEAN BOWLING



OCEAN BOWLING

GATHER AND PREPARE

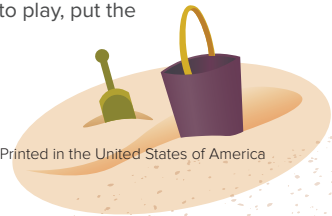
- Gather: 6–10 clean, empty 2-liter plastic bottles, soccer ball or basketball, water, food color, duct tape, jump ropes
- Remove the labels from the bottles. Fill each bottle $\frac{1}{3}$ full with water and add a few drops of blue or green food color. Tape lids with duct tape to securely close.
- Set up 6–10 “ocean pins” (filled bottles) in a bowling formation. Lay jump ropes across the ground 7 feet from the bowling pins (If indoors, tape a “Start” line down).

PLAY

- Guide the children to take turns standing behind the “Start” line. Demonstrate how to roll a ball toward the ocean pins to knock over as many as possible.
- Provide a soccer ball or basketball for children to take turns rolling toward the pins. Give each child two or three turns to knock over all the balls.
- This game is best played on a level surface like a sidewalk, indoor flooring, or level ground. Make additional ocean bottle sets for larger groups of preschoolers. Use only 6 pins instead of 10 for younger children, and move the “Start” line closer.

TIPS AND ADAPTATIONS

- For indoor bowling in a smaller space, use 16-ounce water bottles and a smaller ball.
- To adapt for someone who might need to sit at a table to play, put the smaller pins on a table top.
- Add pool noodles as lane guides for younger kids.



EXPERT HIKER OBSTACLE COURSE



EXPERT HIKER OBSTACLE COURSE

GATHER AND PREPARE

- Gather: index cards, marker, hula hoops, cardboard boxes, traffic cones, play tunnels, and so forth
- Use the materials above to create an obstacle course.
- Use one colored marker to write each word of the Bible verse and Scripture reference on a separate index card. (*Learn about God. Choose to obey Him. Romans 12:2*)
- Number the cards in verse order and place them in a basket at the end of the course.

PLAY

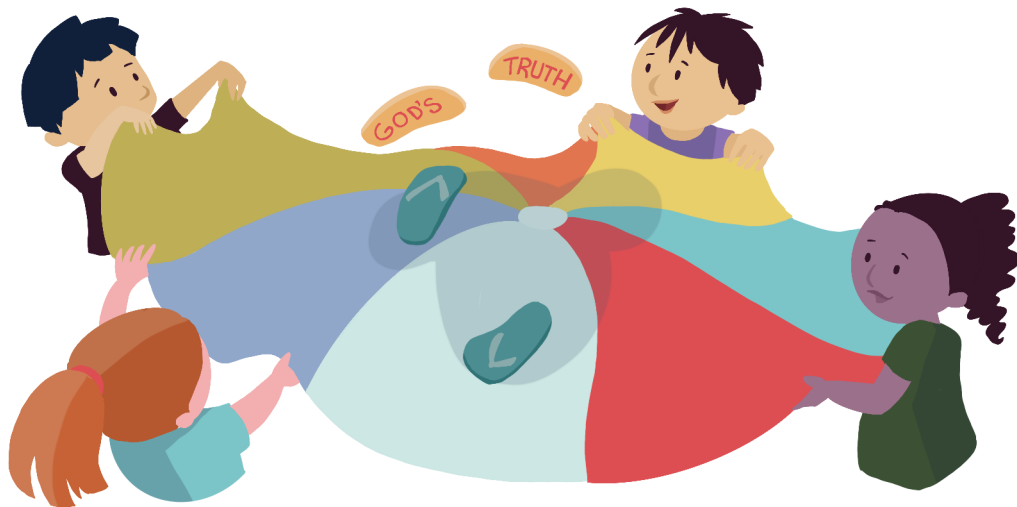
- Point out the obstacles the children will work through. Guide each team to send one preschooler at a time to leave the “Start” line to reach the “Finish” line.
- Instruct preschoolers to run through the course and pull a card from the basket when they reach the end. All team members will work together to put the words in verse order.
- Mention that in an obstacle course, we need to go through the obstacles in a certain order. Remind boys and girls that God has a plan for our lives and His plan is best.

TIPS

- To challenge older preschoolers, have them carry a pool noodle (cut pool noodles in half) to represent a hiker’s trekking pole while they maneuver the course.
- For larger groups, use a second color marker to write each word of the Bible verse on separate index cards and add to the basket.
- Be sensitive to different abilities and adjust the course as needed.



WHITE WATER RAFTING



WHITE WATER RAFTING

GATHER AND PREPARE

- Gather: play parachute or large bedsheet, flip-flops (4 or more), markers
- Spread the parachute out on the ground or open floor area.
- Write each word of the motto (*God's truth never changes!*) on a separate flip-flop and place those, along with blank ones, on the parachute.

PLAY

- Gather the children around the edges of the parachute. Instruct them to take hold of the parachute and hold it waist-high. Talk about how people sometimes go white water rafting in the Pacific Northwest. The waves can get big and rock the rafts and kayaks up and down. Guide kids to make waves with the parachute, moving it up and down. As they make waves, encourage kids to shout the motto, "God's truth never changes!"
- Point out that the flip-flops are bouncing up and down as the waves get bigger and faster. Encourage kids to keep making waves until all the flip-flops land on the ground.
- Lead kids to put the parachute on the ground and gather all the flip-flops. As kids discover the flip-flops with the words on them, assist them in putting them in motto order. Ask kids to join you one more time in saying the motto together.

TIPS

- Option: Write the verse words on the flip-flops and include those on the parachute.
- Number the flip-flops to help kids put the words in the correct order.

© 2023 Lifeway Press® • Printed in the United States of America



RAFT, RAFT, CANOE



RAFT, RAFT, CANOE

GATHER AND PREPARE

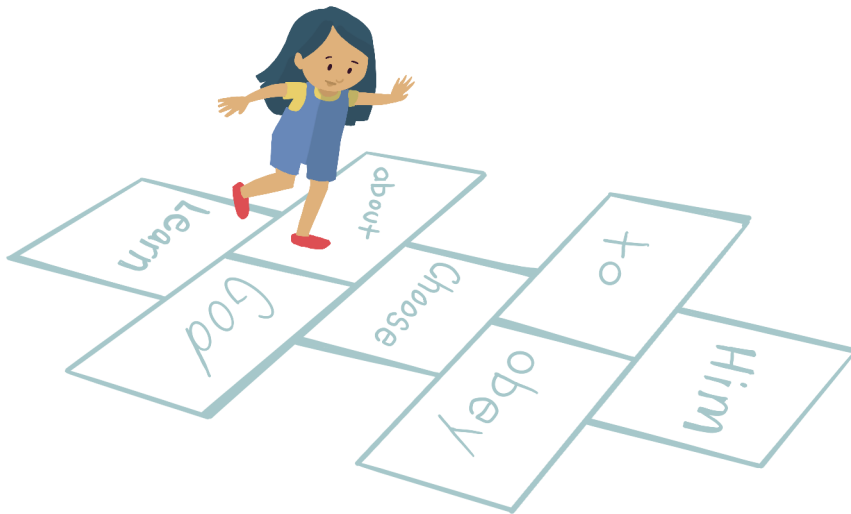
- Gather: several pool noodles (1 for every 2 kids)
- Cut each pool noodle in half.

PLAY

- Gather the boys and girls in a large circle and direct them to sit facing toward the center of the circle.
- Give each child a pool noodle half.
- Choose one person to be the tour guide who will walk around the outside of the circle.
- As the guide walks around, he will gently tap each player's head or shoulder with a pool noodle half and say whether that person is a "raft" or a "canoe." Once someone is named the "canoe," he will get up and, using his pool noodle like a paddle, chase the guide around the circle before the guide reaches the "canoe's" original spot. Whoever gets to the spot last is the guide for the next round. Continue play until as many kids as possible have had a turn.



BREAKER ROCK HOPSCOTCH



BREAKER ROCK HOPSCOTCH

GATHER AND PREPARE

- Gather: chalk or tape
- Draw two simple hopscotch grids on pavement with at least seven places to land on (one for each word of the VBS verse).
- Use painter's tape to outline a grid if playing indoors.
- The stopping points can be for one foot to land or wider for two feet to land.

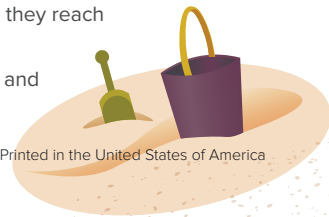
PLAY

- Form two teams and line them up at the start of each hopscotch grid. Each child will say the words of the verse as she hops to the top of the Breaker Rock grid. (Demonstrate if needed.)
- As kids make their way back down the grid, they should say the Bible verse. Team members can help the hopper know what words to say. The team whose members all complete the hopscotch relay first is the winner. Encourage the winning team to continue to cheer for the other team.

TIPS AND ADAPTATIONS

- Challenge preschoolers to hop on one foot at some of the spots as they make their way to and from the top of the grid.
- Adapt for indoor or for abilities by making a table top grid using painter's tape. Use beanbags or small balls of play dough to toss onto the squares. Challenge kids to try to hit the squares in order from bottom to top. Once they reach the top, they should say the complete verse.
- For added fun, call out an ocean or forest animal name and lead kids to move to the squares using that animal's moves or sounds.

© 2023 Lifeway Press® • Printed in the United States of America



BREAKER BUCKET RELAY



BREAKER BUCKET RELAY

GATHER AND PREPARE

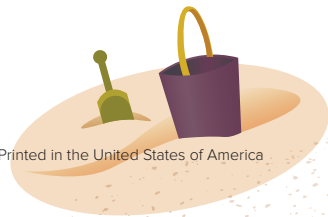
- Gather: 4 plastic beach buckets, 1 plastic shovel (per 8 children), play sand, tape or rope
- Make a “Start” line using rope or tape
- Place a bucket of play sand and a shovel near the “Start” line for each team.
- Place the empty plastic buckets 8–10 feet away.

PLAY

- Form two lines behind each of the buckets at the “Start” line.
- When the leader says, “Go!” the first person from each team will scoop a shovel full of sand and race walk to his team’s bucket. He should dump the sand in the bucket and race back to his team’s starting line to give the shovel to the next person in line.
- The first team to fill its bucket should shout the motto, “God’s truth never changes!”
- Encourage the winning team to cheer for the other team as it continues filling its bucket.

ADAPT

- Place the buckets against a wall. Let children take turns tossing beanbags or small plastic balls to fill the buckets so preschoolers do not need to run back and forth.



WATER BUCKET RELAY



WATER BUCKET RELAY

GATHER AND PREPARE

- Gather: 4 plastic buckets, 2 plastic cups, rope or tape
- Make “Start” and “Finish” lines with rope or tape.
- Place a bucket of water for each team at the “Start” line.
- Place an empty bucket for each team at the “Finish” line.

PLAY

- Form two equal teams and instruct them to line up between the “Start” line and their assigned buckets. Guide kids to space themselves out so they can pass the cups to one another.
- The first preschooler in each line will fill the water cup and pass it to the next child in his line. He will continue until the cup reaches the child closest to the bucket, who will pour the water into the bucket. He will then pass the cup back to the front of the line.
- Children continue until the “Start” buckets are empty (or time is called). The team with the most water in their “Finish” line bucket is the winner.

TIPS

- Vary the distance between the “Start” and “Finish” lines for the size and age-level of your group.
- For added fun (but wet!), challenge older preschoolers to pass the cup over their heads or under their legs.



BEACH BALL BLAST



BEACH BALL BLAST

GATHER AND PREPARE

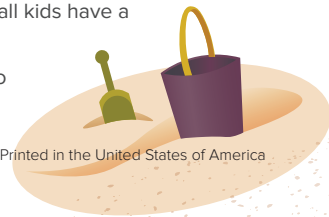
- Gather: a water blaster for each child (or 2 for each team), 2 large beach balls, rope or cones, 2 buckets of water
- Mark a “Start” line and a “Finish” line about 8–10 feet apart.
- Place the buckets of water and the inflated beach balls at the “Start” line.

PLAY

- Form two teams of preschoolers and lead them to line up behind the buckets of water.
- Demonstrate how to fill the water blasters. Show kids how to use the water blasters to move the beach ball.
- Instruct two children from each team at a time to fill and use the water blasters to move the beach ball toward the “Finish” line. As the blasters empty, the next two children in each line will refill the blasters and continue moving the ball toward the “Finish” line.
- The first team to move its beach ball across the “Finish” line wins. Encourage the winning team to cheer on the remaining team.

TIPS

- If needed, play the game multiple times to ensure that all kids have a turn to play.
- For younger preschoolers, fill the water blasters prior to the game.



FRIEND FREEZE



FRIEND FREEZE

GATHER AND PREPARE

- Provide: 5–10 beach towels or blankets
- Place towels or blankets around play area.

PLAY

- Kids should scatter throughout the area—around, but not on—the towels.
- Call out a movement such as hop, crawl, march, and so forth. Lead kids to move around the area with that movement. (You can adjust the game and call out different animals from the Northwest region that kids should move like, such as fish, bear, turtle, rabbit, moose, and the like.)
- Call out “Find ____ friends” using a number from 1–5. Kids should gather in that number on the towels. Count to 10 while kids are gathering. When you reach 10, call, “Freeze!” Any kids not on a towel must freeze and stand still.
- Call out another animal movement. Kids on the towels can then move around and “unfreeze” their friends by tapping them on the head, shoulder, or hand. When the next number is called, all kids (even those frozen before) can move to a towel.

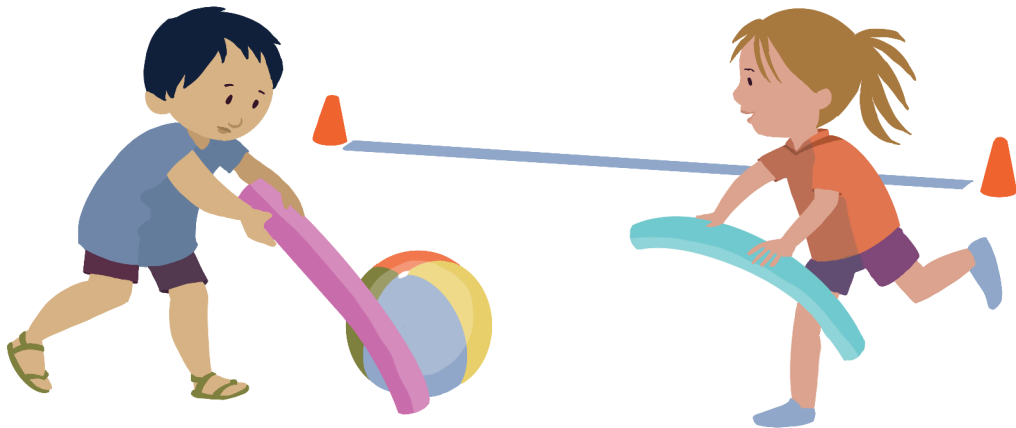
TIPS AND ADAPTATIONS

- For younger kids, do not call a number. Just call, “Find friends.” The kids should simply run to gather on the towels.
- For kids who cannot perform the movement alone, assign a friend to help them move around the play area.

© 2023 Lifeway Press® • Printed in the United States of America



POOL NOODLE SOCCER



POOL NOODLE SOCCER

GATHER AND PREPARE

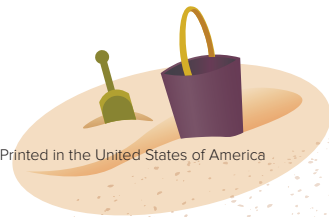
- Gather: noodles (1 for every 2 kids), beach ball, cones or rope
- Cut pool noodles in half.
- Set up a play zone using cones and/or rope.
- Mark a goal line on each end of the play zone.

PLAY

- Form two equal teams. Gather both teams in the middle of the play zone. Assign each team a goal to shoot toward.
- Explain to kids that the object of the game is to get the ball across their team's goal line. They will use the pool noodle halves to hit or push the ball.

TIPS AND ADAPTATIONS

- Remind kids as necessary that the noodles are used only for hitting the beach ball.
- For small groups, form only one team and encourage the team to work together to get the ball across the goal line and then back to the opposite end.
- If children are in wheelchairs, be sure to play on a level playing surface.



VOLCANO TAG



VOLCANO TAG

GATHER AND PREPARE

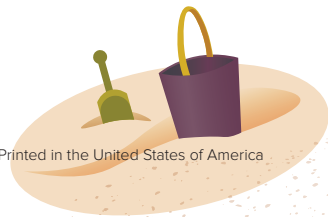
- Gather: rope or cones
- Mark off boundaries with a rope or cones.

PLAY

- Explain that in this game, preschoolers will play a different version of tag. Indicate to the kids the boundaries of the play zone. Choose one child to be *It*.
- Instruct preschoolers to try to avoid being tagged by *It*. If a child is tagged, he must sit down.
- Guide the child who is *It* to continue trying to tag as many people as she can. Periodically, shout, “Volcano!” When you shout, “Volcano,” everyone who has been tagged can return to the game.
- Choose a new child to be *It* and replay game.

TIPS

- If your group is larger, have multiple children be *It* at one time.
- Consider giving *It* a pool noodle half to use to tag kids.



SAILBOAT RACES



SAILBOAT RACES

GATHER AND PREPARE

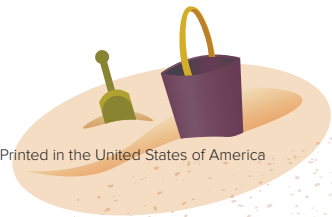
- Gather: straws (1 per kid and 1 per boat), small foam sheet triangles (1 per boat), hole punch, kiddie pools filled with water
- Cut pool noodles into 1- to 2-inch rings (1 per boat).
- Hole punch each foam triangle on the top and bottom to create holes for the straws to go through.
- Guide one straw through both holes of the triangle and then stick the straw into the pool noodle.

PLAY

- Guide 3–4 kids to compete in a sailboat race across a kiddie pool by blowing through their straws to push their boats.
- The sailboat that reaches the opposite side of the kiddie pool first wins.

TIPS

- Use multiple kiddie pools to allow more kids to compete at once.
- Create a bracket to allow kids to compete in a sailboat racing tournament.
- If time allows, kids can make and decorate their own sailboats.



CLAP, CLAP, CATCH



CLAP, CLAP, CATCH

GATHER AND PREPARE

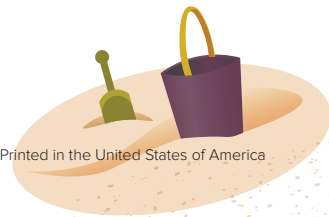
- Gather: beach balls (1 per child)

PLAY

- Instruct kids to spread out and give each kid a beach ball.
- Explain that kids must throw their beach balls into the air and clap their hands as many times as they can before they catch the balls.

TIP

- Start with everyone throwing their beach balls into the air at the same time and clapping once before catching them.
- For a challenge, add a clap to each throw to see who can stay in the game the longest. If you don't have enough beach balls, form groups of four or five kids and let them take turns.



CRABBY CLAWS



CRABBY CLAWS

GATHER AND PREPARE

- Gather: pool noodles (1 per team), sponge balls (10+ of each color, 1 color per team), buckets (1 per team)
- Create a square playing area by placing buckets in the corners and balls in the center. Place two pool noodle halves at each bucket.

PLAY

- Form 2–4 teams of equal players. Instruct teams to line up at their designated buckets. Inform them of their designated ball color.
- Guide the first player of each team to run to the center with her two pool noodles and pick up a ball using the pool noodles like giant crab claws. She must then run it back to her team's bucket without dropping it.
- If the ball is dropped, she must pick it up where it falls and continue making her way to her team's bucket.
- After the first player makes it back to her team, she will hand off the pool noodles to the next player.
- Continue play until time is up or all the balls of one color are gone from the center. The team with the most balls of its color wins.

ADAPT

- For younger preschoolers, do not assign a specific color to teams.
- Play the game cooperatively, without teams or winners/losers. Give each child two pool noodle halves and encourage him to try to pick up the balls and place them in the buckets.

© 2023 Lifeway Press® • Printed in the United States of America



BEACH BALL BONGO



BEACH BALL BONGO

GATHER AND PREPARE

- Beach ball, pool noodle halves

PLAY

- Provide each child with a pool noodle half. Lead kids to sit in a large circle with 2–3 feet between each other. (Suggest that kids hold the pool noodles between themselves to help with spacing.)
- Explain that kids should stay seated and use only the pool noodles to pass the beach ball back and forth across the circle. They cannot pass the ball to the people next to them.
- Ask kids to make sure that every child in the circle gets the ball passed to her. Each child should say her name before she passes the ball to the next person. (If the game is played later in the week, challenge the child to say the name of the person he is passing the ball to.)
- Play again, leading the kids to say the memory verse words as they pass the ball. The child that passes the first should start with the first word of the verse, the next child will say the second word, and so on. (Learn about God. Choose to obey Him. *Romans 12:2*).





FREE PLAY

BEACH PLAY

- Gather sand table or plastic tubs with play sand, plastic cups, buckets, digging tools, spoons, large paintbrushes, and other sand play items. For indoor use, add a plastic tablecloth under the sand table or tubs.
- Guide preschoolers to explore sand properties and scoop and dump the sand.
- Older preschoolers can be encouraged to use paintbrushes to write words from the Bible story or draw pictures in the sand related to a favorite VBS story.

OCEAN PLAY

Gather water table (indoor or outdoor) or tubs of water and a plastic tablecloth and beach towels for indoor play. Add water play tools such as ladles, plastic cups, funnels, colanders, basters, and the like.

BEACH BALL VOLLEY

Set up a net or stretch a rope between two objects at preschoolers' level. Lead kids to toss the ball back and forth over the rope or net. Encourage them to count how many times they can pass the ball without letting it touch the ground.



FREE PLAY

SEA SHELL SORTING

- Provide several sea shells in a tub.
- Encourage kids to sort the shells using different methods, such as: size, shape, and color.
- For added fun, add sand to the tub so kids have to dig through the sand to find the shells to sort.

BUILD SANDCASTLES

- Provide pool noodles and boxes.
- Cut pool noodles into 2–3 sections. Carve notches into each section so that they fit together like Lincoln Logs®.
- Suggest that kids use the materials to make sandcastles.

BLOW BUBBLES

- Provide bubble solution and different types of bubble wands for kids and leaders.
- Have fun blowing and popping bubbles!

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 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.

DECORATIONS

- Leave LOTS of room for movement!
- Keep decorations to a minimum and remove any unnecessary furniture or play equipment.
- Hang the *VBS 2024 String Flags* (9781430089049) from the door frame for a fun entry into recreation.
- Hang a section or two from the *VBS 2024 Supersized Backdrop* (9781430095552) on a focal wall or attach to foam core and display near your recreation area.
- Place a *Ship Rec VBS 2024 Rotation Sign* (9781430089957) near the door.
- Place a *VBS 2024 Theme Flying Banner with Stand* (9781430089063) outside your door or stake into the ground outside to designate your rec 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, fire ant hills, beehives, or wasp nests.
- Be sure that no one can enter or leave the recreation area without being seen.