

**MAGNIFIED!**

**RAINDROP  
REC**

VBS 2025

**RECREATION ROTATION LEADER CARDS**

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UPC: 081407508627

Item: 005850081

Printed in the United States of America

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# SHARING THE GOSPEL WITH KIDS

The word *gospel* means “good news.” It is the message about Christ, the kingdom of God, and salvation. Use the following guide to share the gospel with kids.



**GOD RULES.** The Bible tells us God created everything, including you and me, and He is in charge of everything. (Genesis 1:1; Revelation 4:11; Colossians 1:16-17)



**WE SINNED.** We all choose to disobey God. The Bible calls this sin. Sin separates us from God and deserves God's punishment of death. (Romans 3:23; 6:23)



**GOD PROVIDED.** God sent Jesus, the perfect solution to our sin problem, to rescue us from the punishment we deserve. It's something we, as sinners, could never earn on our own. Jesus alone saves us. (John 3:16; Ephesians 2:8-9)



**JESUS GIVES.** Jesus lived a perfect life, died on the cross for our sins, and rose again. Because Jesus gave His life for us, we can be welcomed into God's family for eternity. This is the best gift ever! (Romans 5:8; 2 Corinthians 5:21; 1 Peter 3:18)



**WE RESPOND.** We can respond to Jesus. The ABCs of Becoming a Christian is a simple tool that helps us remember how to respond when prompted by the Holy Spirit to receive the gift Jesus offers. Turn this card over for more about how we respond.

# ABCs OF BECOMING A CHRISTIAN

**ADMIT** to God that you are a sinner. The first people God created chose to sin and disobey God. Ever since then, all people have chosen to sin and disobey. (Romans 3:23) Tell God you messed up and you are sorry for doing your own thing and turning away from Him through your thoughts, words, and actions. Repent, turn away from your sin. (Acts 3:19; 1 John 1:9) Repent doesn't just mean turning from doing bad things to doing good things. It means turning from sin and even from your own good works, and turning to Jesus, trusting only in Him to save you.

**BELIEVE** that Jesus is God's Son and receive God's gift of forgiveness from sin. You must believe that only Jesus can save you, and you cannot save yourself from your sin problem—not even by going to church or reading your Bible. Your faith or your trust is only in Jesus and what He did for you through His life, death, and resurrection. (Acts 16:31; Acts 4:12; John 14:6; Ephesians 2:8-9)

**CONFESS** your faith in Jesus Christ as Savior and Lord. Tell God and tell others what you believe. If Jesus is your Savior, you are trusting only in Him to save you. Jesus is also Lord, which means He is in charge. You can start following Him and doing what He says in the Bible. You are born again into a new life and look forward to being with God forever. (Romans 10:9-10,13)

# BIBLE STORY GAME DAY 1

## DISCIPLE TAG

### MAGNIFY GOD

#### BIBLE STORY

Jesus and the Children

*(John 1:1-3,12; Mark 10:13-16)*

#### THEME VERSE

*Psalms 34:3*

#### THE BIG TRUTH

God created everything there is, and yet He still wants to spend time with me.

#### ZOOM IN

I am important to God.

#### TODAY'S POINT

God sees me.

#### BONUS VERSE

*John 1:12*



# DISCIPLE TAG

## SUPPLIES

- Cones

## PREP

- Set up a rectangular area using cones.

People were bringing little children to him in order that he might touch them, but the disciples rebuked them. When Jesus saw it, he was indignant and said to them, “Let the little children come to me. Don’t stop them, because the kingdom of God belongs to such as these. Truly I tell you, whoever does not receive the kingdom of God like a little child will never enter it.” After taking them in his arms, he laid his hands on them and blessed them. *Mark 10:13-16*

## PLAY

- Choose 1–3 players to be “disciples.” Instruct all other players to line up on the “Start” line. On “Go,” players will try to run to the opposite end of the field without getting tagged by a disciple.
- If a player is tagged, he stops right where he is and starts tagging other players without moving his feet. The last player to be tagged is the winner.
- Play another round and let the winner start as the disciple.

## BIBLE/LIFE APPLICATION DEBRIEF

- In today’s Bible story, the disciples tried to stop children from getting to Jesus. In our game today, the disciples tried to stop you from getting to the “Finish” line.
- Read Mark 10:13-16.
- The disciples might have thought Jesus was too busy to be bothered by children, but Jesus showed them just how important kids are to Him! He even said the kingdom of God belongs to kids. Every single one of you is important to God. He sees you, He loves you, and He wants you to come to Him. How cool is that?!

# ZOOM IN AND FOCUS!

## MAGNIFY GOD

### BIBLE STORY

Jesus and the Children  
(John 1:1-3,12; Mark 10:13-16)

### THEME VERSE

*Psalm 34:3*

### THE BIG TRUTH

God created everything there is, and yet He still wants to spend time with me.

### ZOOM IN

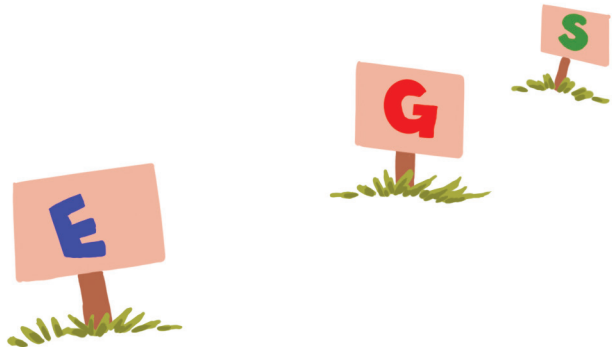
I am important to God.

### TODAY'S POINT

God sees me.

### BONUS VERSE

*John 1:12*





# ZOOM IN AND FOCUS!

## SUPPLIES

- Binoculars (1 per team)
- Small, blank yard signs (9 per team)
- Different-colored markers (1 color per team)
- Paper and pencils

## PREP

- Write each letter from Today's Point (God sees me) individually on a yard sign. Make one set for each team using different-colored markers.
- Place the signs far enough away (or write the letters small enough) that kids cannot read them without binoculars.

## PLAY

- Create teams of 10 kids or less. Assign a color to each team.
- Explain that one kid on each team will be the “scribe” and the rest will be “zoomers.”
- The first zoomer on each team will use binoculars to find a sign with a letter in her team’s color.
- When she spots it, she will point out the sign to the rest of her team and tell the letter to the scribe. The scribe will write it down.
- The zoomers will take turns seeking until they find all of their teams’ signs. Teams must work together to make sure they don’t discover the same sign multiple times.
- Once they have found all the letters, they must work together to unscramble the message. The first team to solve the message wins!

## TIP

- For younger kids, consider writing full words on the signs to make it easier to solve. Keep giving hints until a team solves the message.



# PANORAMA ROLLIN'

## MAGNIFY GOD

### BIBLE STORY

Jesus and the Children  
(*John 1:1-3,12; Mark 10:13-16*)

### THEME VERSE

*Psalms 34:3*

### THE BIG TRUTH

God created everything  
there is, and yet He still  
wants to spend time  
with me.

### ZOOM IN

I am important to God.

### TODAY'S POINT

God sees me.

### BONUS VERSE

*John 1:12*



# PANORAMA ROLLIN'

## SUPPLIES

- 20–50 bowling pins (or plastic cups)
- Playground balls
- Cones

## PREP

- Set up a rectangular play area using cones.
- Place a line of cones in the middle of the play area.
- Set up bowling pins along each of the baselines.
- Place playground balls along the center line of cones.

## PLAY

- Form two teams and instruct teams to line up on opposite baselines.
- On “Go,” teams can run to grab the playground balls.
- Once players have a playground ball, they can try to roll or throw the ball to knock the other team’s bowling pins over.
- Players can try to protect their pins by guarding them and catching or blocking a ball before it hits a pin.
- A team wins by knocking down all of the other team’s pins.

## BIBLE STORY GAME DAY 2

# BE STILL

### MAGNIFY GOD'S CARE

#### BIBLE STORY

Jesus Calmed the Storm  
(Mark 4:1,35-41)

#### THEME VERSE

*Psalm 34:3*

#### THE BIG TRUTH

God keeps the whole universe going, and yet He still cares about what's happening to me.

#### ZOOM IN

I can trust God to take care of me.

#### TODAY'S POINT

God cares about me.

#### BONUS VERSE

*Deuteronomy 31:8b*



# BE STILL

## SUPPLIES

- None

## ALL NEEDS

## ADAPTATION

- Say, “Move,” instead of “Walk,” and allow kids to move randomly instead of in a circle.

## PLAY

- Instruct kids to form a large circle.
- Explain that when you say, “Walk,” everyone must walk in a clockwise circle.
- Then give the command, “Be still,” so that everyone stops.
- Once kids are following your commands, it’s time to switch things up. Now when you say, “Walk,” they must stop, and when you say, “Be still,” they must walk.
- Add in the final commands: “Clap” (kids clap once) and “Spin” (kids spin around once).
- Once players catch on, switch it up by explaining that they must now clap when you say, “Spin,” and spin when you say, “Clap!”
- Eliminate players as they miss a command. The final player standing wins!

## BIBLE/LIFE APPLICATION DEBRIEF

- In the game, it was sometimes hard to follow the commands, but the wind obeyed Jesus’ command exactly. Jesus is so powerful that even the wind and the sea obey Him! The God of the universe has power over all of creation and still cares about each one of us. He takes care of us, and we can trust Him no matter what.

# BIG-TIME BASKETBALL

## MAGNIFY GOD'S CARE

### BIBLE STORY

Jesus Calmed the Storm  
(Mark 4:1,35-41)

### THEME VERSE

*Psalm 34:3*

### THE BIG TRUTH

God keeps the whole universe going, and yet He still cares about what's happening to me.

### ZOOM IN

I can trust God to take care of me.

### TODAY'S POINT

God cares about me.

### BONUS VERSE

*Deuteronomy 31:8b*



# BIG-TIME BASKETBALL

## SUPPLIES

- Cones
- 2 large trash cans (clean) or buckets
- Giant beach ball

## PREP

- Set up a rectangular play area using cones.
- Place a trash can at each end of the play area as if they were basketball goals.

## PLAY

- Form two teams. Explain that this game is a magnified version of basketball.
- Show each team which trash can they will be trying to score on and show them the giant beach ball.
- Explain that each team will attempt to land the beach ball in their trash can.
- Once a player gains possession of the beach ball, he must stand still to pass to a teammate.
- Players from the other team cannot touch him or the beach ball when he is holding it, but they can be ready to intercept the pass once the ball is thrown.
- A team scores a point when they successfully get the beach ball to rest on their team's trash can.

## TIP

- For large groups, create multiple play areas so more kids can play at once.

# BIG PICTURE PUZZLE

## MAGNIFY GOD'S CARE

### BIBLE STORY

Jesus Calmed the Storm  
(Mark 4:1,35-41)

### THEME VERSE

*Psalm 34:3*

### THE BIG TRUTH

God keeps the whole universe going, and yet He still cares about what's happening to me.

### ZOOM IN

I can trust God to take care of me.

### TODAY'S POINT

God cares about me.

### BONUS VERSE

*Deuteronomy 31:8b*





# BIG PICTURE PUZZLE

## SUPPLIES

- *VBS 2025 Visual Pack* (9798384513469) (1 poster per team)
- Scissors (adult use only)
- Markers

## PREP

- Cut each poster into puzzle pieces.
- Write a number on the back of each piece to indicate which poster it goes with. (For example, write a 1 on each Team 1 piece.)
- Hide pieces around the room.

## PLAY

- Form teams of 3–5 players and assign each team a number.
- Explain that there are small pieces of a big picture hidden throughout the room and teams must work together to find all of their big picture pieces.
- Tell players that each team will look for its number on the back of each piece to know if it goes with its big picture or not.
- As teams find their pieces, they can start to put the pictures together.
- The first team to find all of its small pieces and solve its big picture puzzle wins!

## TIP

- Determine what size pieces to cut depending on the skill level of your group. Make note of where the pieces are hidden so you can help if teams need assistance.

# BIBLE STORY GAME DAY 3

## PICK UP THE PETALS

### MAGNIFY GOD'S LOVE

#### BIBLE STORY

The Woman at the Well  
(John 4:1-42)

#### THEME VERSE

*Psalm 34:3*

#### THE BIG TRUTH

God is not OK with sin,  
and yet He still loves  
sinners like me.

#### ZOOM IN

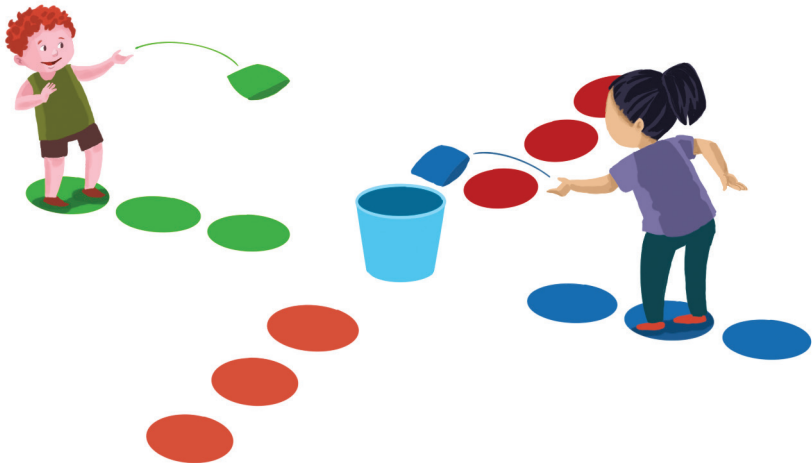
I can be confident God  
loves me.

#### TODAY'S POINT

God loves me.

#### BONUS VERSE

*Romans 5:8*



# PICK UP THE PETALS

## SUPPLIES

- Large bucket
- Floor dots (10 per color)
- Beanbags (1 per team)
- *VBS 2025 Gospel Wristbands* (9798384513995)

## PREP

- Place the large bucket in the center of the play area.
- Place each color set of floor dots in a line starting at the bucket and extending 15 feet. Spread the sets out around the bucket.

## ALL NEEDS ADAPTATION

- Select one kid on each team to be the “runner” while teammates stand on a dot. The runner will retrieve the beanbag and run it to the “throwers.”

## PLAY

- Form teams of 5–10 players and assign each team a color. Instruct them to line up behind their “petal” dots.
- The first kid on each team will choose a petal from her line, stand on it, and toss the beanbag toward the bucket.
- If she scores she will pick up that petal, run to retrieve the beanbag, run back to her line, and give the beanbag to the next kid. If she misses she will still retrieve the beanbag and run it to the next player on her team.
- Teams will continue as they attempt to be the first team to win by collecting all of their petals.
- Throughout the game, randomly give a Gospel Wristband (or other free gift), to a few players who miss the bucket, allowing them to pick up their petals.

## BIBLE/LIFE APPLICATION DEBRIEF

- Ask: “How did it feel when you got to pick up the petal even when you missed?” Explain that Jesus offers everyone the gift of salvation freely.
- Say: “God loves us so much that while we were still sinners, Christ died for us. We can be confident God loves us even when we sin.”

# CATERPILLAR BALANCE

## MAGNIFY GOD'S LOVE

### BIBLE STORY

The Woman at the Well  
*(John 4:1-42)*

### THEME VERSE

*Psalm 34:3*

### THE BIG TRUTH

God is not OK with sin,  
and yet He still loves  
sinners like me.

### ZOOM IN

I can be confident God  
loves me.

### TODAY'S POINT

God loves me.

### BONUS VERSE

*Romans 5:8*



# CATERPILLAR BALANCE

## SUPPLIES

- Button (1 per player)
- Cones

## PREP

- Create a rectangular play area using cones.

## PLAY

- Give each kid a “caterpillar” (button). Instruct players to spread out at least three feet apart from each other.
- On “Go,” kids will tilt their heads back and start to balance their caterpillars on their chins.
- Once the caterpillars are balanced, kids cannot touch them with their hands.
- The goal of the game is for a kid to keep his caterpillar on his chin while forcing others to drop theirs, not by touching them but by making them laugh, sneaking up on them, walking closely to them, and so forth.
- The last kid with a caterpillar on his chin wins!

# RAIN, RAIN, GO AWAY

## MAGNIFY GOD'S LOVE

### BIBLE STORY

The Woman at the Well  
(John 4:1-42)

### THEME VERSE

*Psalm 34:3*

### THE BIG TRUTH

God is not OK with sin,  
and yet He still loves  
sinners like me.

### ZOOM IN

I can be confident God  
loves me.

### TODAY'S POINT

God loves me.

### BONUS VERSE

*Romans 5:8*



# RAIN, RAIN, GO AWAY

## SUPPLIES

- Blue paper wads (at least 1 paper wad per player)
- Bucket
- Cones

## PREP

- Put all paper wads in a bucket.
- Use cones to create a rectangular playing field, along with a center line.

## PLAY

- Welcome kids to Raindrop Rec and form two teams, one on each side of the playing field. Explain that the object of the game is to have the least amount of “raindrops” (paper wads) on your team’s side of the field when time is called.
- Make it rain by pouring out the bucket of raindrops over the playing area. When you say, “Rain, rain, go away!” players will begin throwing raindrops from their side of the field to the other team’s side. Continue until time is called.
- For an extra challenge for older kids, play again using a different variation. Play until one team is completely rid of all the raindrops on its side.



BIBLE STORY GAME DAY 4  
**WHAT'S THE ANSWER?**

**MAGNIFY GOD'S  
FORGIVENESS**

**BIBLE STORY**

Jesus and Nicodemus  
(John 3:1-21; 18-20;  
1 Corinthians 15:6)

**THEME VERSE**

*Psalms 34:3*

**THE BIG TRUTH**

Jesus came to save the world,  
and that includes me.

**ZOOM IN**

I can trust Jesus as my Savior.

**TODAY'S POINT**

God forgives me.

**BONUS VERSE**

*John 3:16*



# WHAT'S THE ANSWER?

## SUPPLIES

- Note cards
- Marker

## PREP

- Write words related to the Magnified! theme on note cards (for example: *tree, honeycomb, bird, butterfly, raindrop, Jesus, magnify, forgive, Nicodemus, world, little, big*).

## PLAY

- Form two teams. Choose one player from each team and explain that you are going to show her an “answer card” with a theme-related word on it. Show the two players the answer card.
- Taking turns, each player will give a one-word clue that he associates with the word on the answer card. After the first player says his word, someone on his team can guess what the answer is. If his teammate guesses correctly, that team gets a point. If his teammate is incorrect, the other team’s player will say a different word.
- Continue this pattern until the answer is guessed. Then choose two new volunteers to see the next answer card. Continue playing as time allows.

## SUGGESTION

- For a simpler version, allow teams to say multiple words for their clues.

## BIBLE/LIFE APPLICATION DEBRIEF

- Nicodemus asked Jesus questions about the kingdom of God. He could tell Jesus had the answer even if he didn’t fully understand it. Jesus came to save the world, and that includes me and you! That is the best answer we could be given!

# CATCH THE ACORN

## MAGNIFY GOD'S FORGIVENESS

### BIBLE STORY

Jesus and Nicodemus  
(John 3:1-21; 18–20;  
1 Corinthians 15:6)

### THEME VERSE

*Psalms 34:3*

### THE BIG TRUTH

Jesus came to save the world,  
and that includes me.

### ZOOM IN

I can trust Jesus as my Savior.

### TODAY'S POINT

God forgives me.

### BONUS VERSE

*John 3:16*



# CATCH THE ACORN

## SUPPLIES

- *VBS 2025 Inflatable Acorns* (9798384518839) or foam balls (1 per every 2 children)
- Timer

## PLAY

- Form two lines of players about five feet away from each other. Direct players to turn so they are facing each other.
- Explain that each player will toss the acorn (or ball) back and forth twice to the player directly across from her. Then she will take a step backward and toss the ball again.
- Announce that you are setting a timer for one minute.
- Say, “Go!” and start the timer.
- When the timer goes off, the line of players on one side should shift to the right one person so that everyone has a new partner. (The player on one end will need to move to the other end of his line.)
- Inform players that you will randomly shout, “Acorns up!” throughout the game. At that point, players with acorns must hold them in the air and say the Motto together: Made to magnify God! Then play resumes.

# HONEYCOMB HOOPS

## MAGNIFY GOD'S FORGIVENESS

### BIBLE STORY

Jesus and Nicodemus  
(*John 3:1-21; 18-20;*  
*1 Corinthians 15:6*)

### THEME VERSE

*Psalms 34:3*

### THE BIG TRUTH

Jesus came to save the world,  
and that includes me.

### ZOOM IN

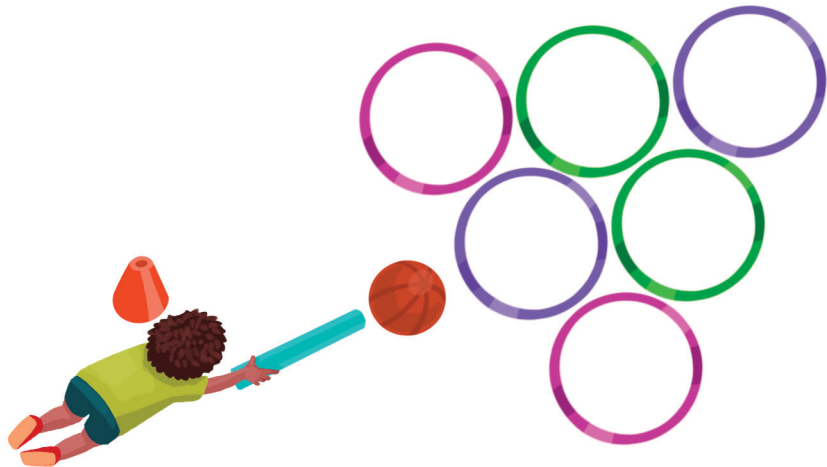
I can trust Jesus as my Savior.

### TODAY'S POINT

God forgives me.

### BONUS VERSE

*John 3:16*



# HONEYCOMB HOOPS

## SUPPLIES

- Gator balls (1 per team)
- Half pool noodles (1 per team)
- Hula hoops (20–30)
- Cones (1 per team)

## PREP

- Spread out hula hoops on the floor in a honeycomb shape.
- Place cones around the perimeter an equal distance away from the honeycomb grid.
- Set a pool noodle and gator ball next to each cone.

## PLAY

- Form teams of 2–5 players and point out the “honeycomb” of hoops.
- The first player on each team will kneel on the ground by her team’s cone and strike the ball with her pool noodle (as if playing pool), attempting to hit the ball into a honeycomb hoop.
- If the ball lands in a hoop, she will grab the ball and the hoop it landed in, run back to her team, place the hoop around the cone, and pass the ball and noodle to the next player in line.
- The round ends when all of the honeycomb hoops have been retrieved. The team with the most honeycomb hoops wins!

## ALL NEEDS ADAPTATION

- Designate runners on each team to retrieve the balls and hula hoops while the other players stay at their cones.

## SUGGESTION

- For older kids, assign each team a certain color hula hoop or assign different point values to different colors.

## BIBLE STORY GAME DAY 5

# WIN OR WORRY?

### MAGNIFY GOD'S FAITHFULNESS

#### BIBLE STORY

Jesus Taught about Worry  
(Matthew 6:25-34)

#### THEME VERSE

*Psalm 34:3*

#### THE BIG TRUTH

God is faithful with the big things in my life, and He will be faithful with the small things too.

#### ZOOM IN

I don't have to worry because God keeps His promises.

#### TODAY'S POINT

God keeps His promises.

#### BONUS VERSE

*Psalm 100:5*





# WIN OR WORRY?

## SUPPLIES

- 60-second sand timer
- 6 hula hoops
- 3 beanbags

## PREP

- Make a list of challenges (both active tasks and Bible review questions).
- Set out all equipment needed.
- Let the sand in the timer fall until half is in the top and half is in the bottom. Set it on its side until the game starts.

## PLAY

- Form two teams. Read a challenge for the first team and flip the timer over. The team must complete its challenge before time runs out. If they succeed, flip the timer to the other side while reading a challenge for the next team. They must complete their challenge before time runs out in order to earn a point. See suggested challenges below.
  - Say the VBS Motto.
  - Do 10 jumping jacks.
  - Say the Theme Verse.
  - Name 3 U.S. states that start with the letter *M*.
  - Choose 1 player to jump through 6 hoops on 1 foot.
  - Name the first 5 books of the Old Testament.
  - Tell us what the Bible Story is about today.
  - Throw a beanbag to each person on your team.
  - Choose 1 player on your team to juggle 3 beanbags.
  - Name the first 5 books of the New Testament.
  - Name 2 of Jesus' disciples.
  - Who did Jesus talk to at night about being born again?
  - Choose 1 player to leapfrog over 3 teammates.

## BIBLE/LIFE APPLICATION DEBRIEF

- Say: "Did you feel worried or stressed while playing? Jesus taught about worry. It's easy to let our what-ifs and worries take over our minds, but Jesus reminded us God is faithful with both the big and small things in our lives. We don't have to worry because God keeps His promises!"

# SUPER SMALL SEARCH

## MAGNIFY GOD'S FAITHFULNESS

### BIBLE STORY

Jesus Taught about Worry  
(*Matthew 6:25-34*)

### THEME VERSE

*Psalms 34:3*

### THE BIG TRUTH

God is faithful with the big things  
in my life, and He will be faithful  
with the small things too.

### ZOOM IN

I don't have to worry because  
God keeps His promises.

### TODAY'S POINT

God keeps His promises.

### BONUS VERSE

*Psalms 100:5*



# SUPER SMALL SEARCH

## SUPPLIES

- Kiddie pools (1 per team)
- Ball pit balls
- Table tennis balls
- Water beads or small marbles (20 per team)
- Cones
- Buckets (1 per team)

## PREP

- Fill up kiddie pools with different sizes of balls.
- Hide small water beads or marbles in the kiddie pools.
- Place a bucket by each relay line.

## PLAY

- Form relay teams of 5–10 players.
- On “Go,” one player from each team will run to her team’s kiddie pool and search for one water bead or marble. She will then run it back to her team’s bucket and the next player in line will go.
- A team wins when it has found all 20 items.

## TIPS

- For an extra challenge, add a certain color water bead or marble that takes points away from their buckets. For example, if red marbles are the “forbidden” color and a team gets two red marbles in its bucket, it will only get credit for 18 marbles.

# SEE IT OR NOT - SCOOP IT UP!

## MAGNIFY GOD'S FAITHFULNESS

### BIBLE STORY

Jesus Taught about Worry  
(*Matthew 6:25-34*)

### THEME VERSE

*Psalm 34:3*

### THE BIG TRUTH

God is faithful with the big things  
in my life, and He will be faithful  
with the small things too.

### ZOOM IN

I don't have to worry because  
God keeps His promises.

### TODAY'S POINT

God keeps His promises.

### BONUS VERSE

*Psalm 100:5*



# SEE IT OR NOT - SCOOP IT UP!

## SUPPLIES

- Tables (1 per team)
- Big spoon (1 per team)
- Cotton balls (about 50 per station)
- Large bowls (1 per team)
- Blindfolds (1 per team)
- Timer

## PREP

- Spread out cotton balls at each station.
- Place a large bowl, blindfold, and big spoon at each station.

## PLAY

- Form teams and direct each team to a table.
- Decide who is the oldest player on the team and have that player put her blindfold on. On “Go,” she must try to scoop the cotton balls up with her spoon and place them in the bowl.
- After one minute, the player will take her blindfold off to count how many cotton balls she placed in the bowl.
- Play until everyone has a turn. The player with the most cotton balls in her bowl wins!

## TIPS

- Consider not wearing blindfolds to see how quickly kids can scoop up the cotton balls.

WATER GAMES  
**SLIMY WORM SEARCH**



# SLIMY WORM SEARCH

## SUPPLIES

- Monkey noodles (12–13 per team depending on Bible translation used, 1 color per team), kiddie pool(s), permanent marker, cones

## PREP

- Fill up a kiddie pool (or several if you have a large group) with water.
- Write one word of the Theme Verse on each monkey noodle of the same color. Make enough sets for each team.
- Set up cones 15–20 feet away from the pool to create a “Start” line for each team.

## HOW TO PLAY

- Form teams of 5–10 players. Designate a color for each team.

- The first kid in each line will run to the kiddie pool, grab a monkey noodle of his team’s color, and run back to his line, high-fiving the next kid. The next kid will continue the pattern.
- Once all of a team’s monkey noodles have been retrieved, kids will work together to put the Theme Verse in order. The first team to successfully do this wins!

## TIPS

- For a stationary option, allow teams to sit around their own plastic bins of water and monkey noodles, blindfolding players as they search for the noodles. For more fun, fill the bins with water beads and hide the monkey noodles throughout the bin.
- Noodles may need to be replaced between groups if words begin to fade from the water.



WATER GAMES  
**ONE DROP AT A TIME**





# ONE DROP AT A TIME

## SUPPLIES

- Color-changing cups (1 per team), eyedropper (1 per team), buckets

## PREP

- Fill up buckets of water at the “Start” line of each team.
- Place each team’s color-changing cups 15–20 feet away.

## PLAY

- Form teams of 5 players.
- Instruct each team to line up at the start line next to its bucket.
- On “Go,” the first player on each team should fill up his eyedropper from the water, run to the cup, drop

the water into the cup, run back to his team, and high-five the next kid.

- Teams should continue this pattern until one team’s cup has completely changed colors.

## TIP

- Verify if your color-changing cups need a specific temperature of water to activate.
- To adjust the level of difficulty, consider using different methods to carry the water such as a small cup, a sponge, or a plastic spoon.

# WATER GAMES

## WILDFLOWER WIPEOUT



# WILDFLOWER WIPEOUT

## SUPPLIES

- Water blasters (1 per team), colorful table tennis balls (6 per team), golf tees (6 per team), floral foam blocks (1 per team), buckets (1 per team), cones

## PREP

- Set up tables for the foam blocks to sit on.
- Place the golf tees in the foam blocks. Then put the table tennis balls on top of the golf tees.
- Create a line 5–8 feet away using cones.
- Fill the buckets with water and place one water blaster with each bucket at the “Start” line across from the foam blocks.

## PLAY

- Form teams of 6 players. Instruct them to line up at their “Start” lines.

- Explain that kids are looking at beautiful wildflower fields (table tennis balls), but a rainstorm is coming that might just wipe out the flowers!
- On “Go,” the first kid on each team will fill up his water blaster, take aim at the wildflowers, and try to knock them off.
- The player should continue using the water blaster until all of his team’s flowers have been knocked off. Then he should run to reset the wildflowers before passing the water blaster to the next player.
- The first team to have all players complete the task is the winner.

## TIPS

- Adjust the distance from the wildflowers accordingly to make it easier or more challenging, depending on the needs of your kids.

# WATER GAMES

## RAINDROP RACES



# RAINDROP RACES

**ALLERGY  
ALERT**  
latex

## SUPPLIES

- Water balloons, new plungers (1 per team), buckets (2 per team)

## PREP

- Fill up water balloons and evenly disperse them into buckets of water for each team.
- About 20 feet across from each bucket of water balloons, place a bucket about half full of water. Set a plunger beside each water balloon bucket.

## PLAY

- Form teams of about 10 kids, instructing each team to line up between their 2 buckets.
- On “Go,” the first player on each team will pick up a water balloon “raindrop,” hold the plunger rubber side up, set the raindrop in the rubber bowl, and pass the plunger over his head to the next kid.

- Teams will continue passing the plunger down the line until it gets to the end. The last kid will softly place the raindrop in the empty bucket, run to the start of the line, pick up a new raindrop, and begin to pass the plunger again.
- If a raindrop falls off the plunger, the team must start back at the beginning.
- Teams will continue until time is up.
- The team with the most raindrops in its bucket wins.

## TIPS

- If water balloons are popping in the final bucket, consider creating a point system where filled water balloons count as three points, but popped water balloons count as one.

# TABLETOP GAME

## HONEYCOMB HUSTLE

### SUPPLIES

- Toilet paper (12 rolls per team), table tennis balls (5 per team), table (1 per team)

### PREP

- Set up the rolls of toilet paper at each table in a grid to resemble a honeycomb. Place table tennis balls at each table.

### PLAY

- The first player will bounce the table tennis balls one at a time, trying to get the ball to land in the center of a toilet paper roll.
- Players will keep track of how many balls they land on the grid.
- Once all players have had a chance to go, allow the best score from each group to come together for a “championship” round.
- Continue playing as time allows.

### SUGGESTIONS

- Place the honeycomb grids closer or further away based on the skill level and age of the players in your group.



# TABLETOP GAME

## FROM ANOTHER POINT OF VIEW



### SUPPLIES

- 2 sets of 5 different-colored cups, cardboard box, towel

### PREP

- Fold in the flaps of the box and set the box up where the open side is facing the players.
- Place five of the cups (one of each color) in a random order inside of the box.
- Cover up the box with a towel until you're ready to play.

### PLAY

- Choose five players to stand behind the box where they cannot see the cups.

- The first player to go will randomly place the other five cups (one of each color) on top of the box, trying to line up the colors with the cups inside the box that he cannot see.
- Once the cups are all placed on top of the box, the players who can see the cups will shout out the number of color matches that the first player got.
- The next player will rearrange the cups, trying to get more matches.
- The group that can see will continue updating the number of matches.
- The player who correctly matches all of the cups wins.



# TABLETOP GAME

## MAGNIFY IT!

### SUPPLIES

- Bowls (1 per group), dry rice, permanent marker, plastic tweezers (1 per group), *VBS 2025 Magnifier Bookmark* (9798384518808) or magnifying glass (1 per group)

### PREP

- Fill bowls with dry rice. Choose five grains of rice from each bowl and color them with the permanent marker. Hide them back in the bowls.

### PLAY

- Form groups of five players and guide each group to a table.
- Explain that players will take turns searching for a grain of colored rice by using the

magnifier and picking up the rice with the tweezers.

- Once a player finds a colored grain of rice, she must pass the tweezers and magnifying glass to the next player in her group. Each player must find and remove one grain of rice.
- The first group to find all five pieces of colored rice wins!

### TIPS

- Play another variation: players in each group hide the rice in the bowls and compete against their teammates to find the colored grains the fastest.
- To make the game more challenging, only put a small dot of marker on the rice.



# TABLETOP GAME

## DANDELIONS CAUGHT IN THE WIND



### SUPPLIES

- Pom-poms (5 per group), painter's tape, straws (1 per player)

### PREP

- Create a game station for each group of five players by taping two feet of tape onto a table three feet away from where players will stand. Place the strip of painter's tape sticky side up and secure it with a small strip of tape on each end.

### PLAY

- Form groups of five players and assign each group to a station.
- Players should each get one straw. The first player in each group will stand at the table and use the straw to blow the pom-pom "dandelion" down the table toward the sticky tape.
- The player will attempt to blow the pom-pom onto the sticky tape. The next player will then go. Teams will compete until all five players have had a turn.
- The team with the most pom-poms stuck to the tape wins!

# TABLETOP GAME

## FLIP SIDE TIC-TAC-TOE

### SUPPLIES

- Mini water bottles (2 per tic-tac-toe grid), painter's tape, beanbags (2 different-colored sets of 4 per grid)

### PREP

- Create tic-tac-toe grids on tables using painter's tape.
- Set out two sets of beanbags and two mini water bottles (partially full) at each tic-tac-toe grid.

### PLAY

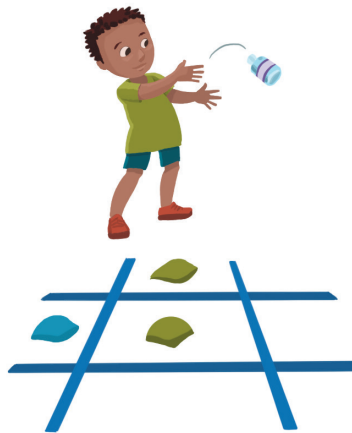
- Form teams of three players and assign two teams to each grid.
- Explain that the first player on each team will attempt to flip his water bottle so it lands upright. If

successful, he can place a beanbag in a square on the tic-tac-toe grid.

- Then the next player will flip the water bottle until she is successful.
- Teams will continue playing until a team gets three in a row on the grid.
- If a team uses all four beanbags without a three in the row, it can move one of its placed beanbags to a different square the next time a player successfully flips the bottle.

### TIPS

- Play this game tournament-style with winning teams competing against other winning teams. To make it extra fun, create a bracket and play until there is only one winner!



# TABLETOP GAME

## PLANT THE SEEDS

### SUPPLIES

- Marshmallows (mix of all sizes), plastic cups (2 per player), paper plates (2 per player)

### PREP

- Set up as many stations as you have table space for by pouring several marshmallows on one plate at each station.
- Set the other empty plate about two feet away from the full plate.
- Place two cups at each station.

### PLAY

- Send an equal amount of players to each station.

- Instruct the first player at each station to put his hands inside the plastic cups.
- On “Go,” players will start to move the marshmallows from the full plate to the empty plate.
- The kid who has moved the most marshmallows at the end of one minute wins.
- Play until everyone has had a turn.

### TIP

- For an added challenge, guide players to compete blindfolded on their second turns.



# REC FAQs ...

## WHAT IF I HAVE A SMALL GROUP OF KIDS?

- If your group of kids is small, no problem! Play the games as one team. Race against the clock instead of another team. As you repeat the game, try to complete it faster and faster.

## WHAT IF I HAVE A LOT OF KIDS IN MY REC TIME?

- If you have a lot of kids in rec at one time, group the kids into more teams. This way, there is a smaller number on each team. Play elimination rounds and let the top two teams compete against each other while the other kids are cheering them on.

## WHAT IF MY GROUP IS ALL YOUNGER KIDS?

- If you have a group of all younger kids, do not time games. Give them plenty of time to complete the activities. If the game includes obstacle courses, simplify the course. Give kids a second chance without penalizing them in the game. Also look at the games in the preschool recreation cards in the *VBS 2025 3s-Kindergarten Rotation Pack* (9798384513704).

# REC FAQs ...

## WHAT IF MY KIDS ARE ALL OLDER?

- If you have older kids, you might want to check out the games in the *VBX® 2025 Preteen Bible Study Leader Guide* (9798384513247) or the student leader guide in the *VBS 2025 Student Starter Kit* (9798384510383). Another option is to increase the difficulty of the games for older kids. Make obstacle courses longer, give them time limits to complete the games, and have more than one game ready in case older kids finish more quickly.

## WHAT IF I HAVE KIDS WITH LIMITED MOBILITY?

- Move ground activities to a tabletop so kids with mobility issues or in wheelchairs can more easily participate.
- Provide pool noodles to extend reach for kids with limited mobility to use in simple tag games like “Duck, Duck, Goose.”
- Offer options that would include the child such as being the timekeeper or scorekeeper.

## WHERE ELSE CAN I USE THESE GAMES?

- Recreation games can be added to many aspects of VBS. Use them as part of your Family Night celebration or Kickoff night. The *VBS 2025 Worship Rally Guide* (9798384514077) uses some of these games as stage games; if you have extra time, feel free to add more games.

# REC TIME CAN BE TEACHING TIME ...

Use every moment as teaching time. Here are some tips to help rec be teaching time:

- When kids are lining up to play a game or leave the area, ask review questions about the day's Bible story.
- Play songs from the *VBS 2025 Music for Kids CD* (9798384514022) during rec games to reinforce what kids are learning.
- Review all of the Bible content. Be prepared to use facts from the Bible stories during games and activities you will play in rec. The more you know about the Bible stories, the easier it will be to find ways to incorporate the information into games kids are playing. Ask a lot of questions and use Today's Point after each game.
- Recite Psalm 34:3 often. Using the verse to complete a game, or while players are waiting for their turns to play, will help kids learn the verse. Consider having a smart phone or device nearby to read daily Bible verses or keep the day's Bible Story Rec Card in your pocket for a quick reference.
- Tell your personal story about how you learned more about Jesus and how you are growing with Him.
- Pray. Be sure to include information kids learned during the day's Bible study in the prayer.

# REC TIME CAN BE TEACHING TIME ...

- Build relationships with kids during rec. Talk to them about their favorite things about VBS, things they like to do, what they will do or have done during the summer, and so forth.
- Remember that kids think in concrete terms and probably do not understand church jargon. Use simple language and define any word that they may not understand.
- Answer questions that a child has about becoming a Christian, no matter how unexpected the timing. Be ready to suspend or interrupt your plans to talk to a child if needed. Refer to the “Sharing the Gospel with Kids” card in this pack to help prepare for your conversation.
- There’s much to learn, so let’s head to Raindrop Rec!



# REC TIPS ...

Kids are competitive and like to win. Even games in VBS can cause kids to get angry, argumentative, or frustrated with themselves. As a leader, you need to be a friend, encourager, leader, participant in the games, and possibly even a referee. Keep some of these tips in mind as you help everyone enjoy a fun, successful recreation time:

- Be prepared. Gather all supplies and be ready to play before kids arrive. Minimize downtime to prevent problems from occurring.
- Keep rules simple and short. Repeat the rules as necessary. Be sure some general rules are in place such as: Respect others. Respect the church. Respect your leaders.
- Interact with the kids. Participate in every game.
- Enforce the rules of the game. Kids want games to be fair.
- Remind kids that being disappointed about losing a game is an opportunity to show good sportsmanship.
- Address any issues quickly and discreetly.

# REC TIPS ...

- Designate a “cooldown” area for kids who get too competitive or are easily angered. They can rest before returning to the activity.
- Encourage kids to play their best. Lead kids to encourage each other as well.
- Remove sunglasses, kneel with kids, and direct their attention away from distractions when making Today’s Point of the game.
- Use consequences when needed. Be sure kids realize that playing the games is a privilege, so following the rules allows everyone the opportunity to play. Focus on positive reinforcement as much as possible.
- Change the game or activity before kids lose interest in it.
- Ask your VBS director, pastor, or children’s minister for help if difficult situations arise.
- Pray. Ask God for patience and guidance to deal with difficult situations.