

**MAGNIFIED!**

# RAINDROP REC

VBS 2025

3s-KINDERGARTEN

RECREATION ROTATION LEADER CARDS

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BIBLE STORY GAME DAY 1

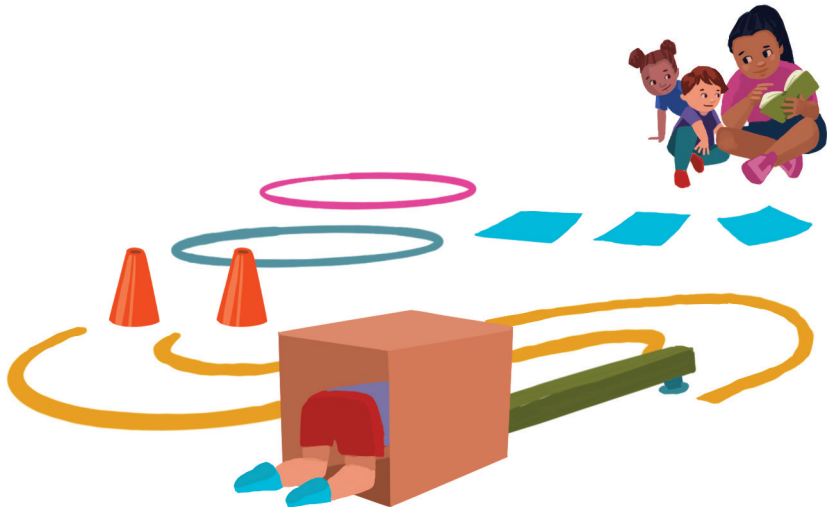
# FINDING JESUS

## TODAY'S BIBLE STORY

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

## TODAY'S POINT

God sees me.



# FINDING JESUS

## GATHER AND PREPARE

- **Gather:** play tunnel, balance beam, rope, sidewalk chalk, child-sized table, chairs, pool noodle
- Use the items listed above to set up an obstacle course.
- Cut open two ends of a large box to make tunnel if one is not available. Lay down a rope, masking tape, or chalk line if no balance beam is available.
- Make a “Start” line near the start of the obstacle course.

## PLAY

- Position one adult leader holding a Bible to sit at the end of the course.
- Gather the children to stand behind the “Start” line.
- Guide kids to take turns moving through the obstacles and sitting near the leader.
- Encourage kids to help others going through the obstacle course as needed.

## TIPS

- If you have a large group of kids, consider setting up two courses.
- Suggest that children can go through the obstacle course again as time allows.

## STORY CONNECTION

Today kids moved through an obstacle course to get to the leader. In the Bible story today, boys and girls wanted to see Jesus, but His helpers thought He was too busy. Jesus said the helpers should let the children come to Him.

Remind kids that Jesus always loves them. Explain that they can read the Bible to find out more about Jesus.

# BIBLE STORY GAME DAY 2

# PEACE, BE STILL

## TODAY'S BIBLE STORY

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

## TODAY'S POINT

God cares about me.



# PEACE, BE STILL

## GATHER AND PREPARE

- **Gather:** *VBS 2025 Music for Preschoolers* (9798384514039), blue and green crepe paper streamers cut in two-foot lengths

## TIPS

- Make sure children have enough space around them so they are not bumping into each other.
- Play music with different tempos and encourage children to move in different ways (a soft breeze, strong wind, rain storm, etc.).

## PLAY

- Gather children in a large, open area and give each child a crepe paper streamer.
- Explain that you will play the music while boys and girls can wave their streamers and pretend they are in a storm with a lot of wind. When the music stops, children should freeze in place.
- Play music. After a few minutes, stop the music and say, “Peace, be still.” Start music again.
- Turn the music off and on many times.

## STORY CONNECTION

- Today’s Bible story was about a time Jesus took care of His friends when they were afraid in the middle of the storm.
- Remind kids that God cares about us and takes care of us all the time. He is with us no matter if we are afraid, sad, or happy.

# BIBLE STORY GAME DAY 3

# WATER IN THE WELL

## TODAY'S BIBLE STORY

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

## TODAY'S POINT

God loves me.



# WATER IN THE WELL

## GATHER AND PREPARE

- **Gather:** 4 small buckets, 4 larger buckets, 4 plastic drinking cups, permanent marker
- Fill each of the 4 small buckets about  $\frac{3}{4}$  full of water.
- Draw a fill line about halfway up on the outside of each cup.
- Place the large buckets about three feet apart on one end of the play area. Place a small bucket opposite each large one about 20 feet away.

## PLAY

- Form four teams. Guide each team to stand in a line behind a small bucket.
- Direct the first child on each team to fill his cup about half full from his team's small bucket of water. He should run across the play area and dump the water in the large bucket and return to hand the cup to the next person in line.
- The first team to empty its small bucket wins.
- If time allows, continue play until all teams have emptied their buckets.

## STORY CONNECTION

In today's Bible story, Jesus met a woman at a well and asked her for a drink of water. He knew all about the woman. Even though she had made some wrong choices, Jesus loved her and wanted to help her.

God knows all about us. He always loves us and wants to help us.



# BIBLE STORY GAME DAY 4

## BEANBAG BALANCE

### TODAY'S BIBLE STORY

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

### TODAY'S POINT

God forgives me.



# BEANBAG BALANCE

## PREPARE

- **Gather:** beanbags; sidewalk chalk or painter's tape
- Use sidewalk chalk or painter's tape to make 3–4 long paths on the ground. Make each path different: straight, curvy, zigzag. Make the paths about four feet apart so children won't bump into each other as they play.

## PLAY

- Group children into pairs and give each pair a beanbag.
- Explain that one child in each pair will put the beanbag on her head and walk along the path. Tell her that to keep the beanbag on her head, she should not look down. Instead, the child's partner should hold her hand and guide her friend along the path.
- When the team reaches the end of the path, the partners should switch places and walk back along the path. Each team can take turns with the different kinds of paths.

## STORY CONNECTION

Kids trusted their partners to help them along the path.

In today's Bible story, Nicodemus came to see Jesus. Jesus told him about God's love and His plan for forgiveness of sins. Jesus is God's Son. We can trust what Jesus says.

# BIBLE STORY GAME DAY 5

# TRUST YOUR LEADER

## TODAY'S BIBLE STORY

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

## TODAY'S POINT

God keeps His promises.



# TRUST YOUR LEADER

## GATHER AND PREPARE

- **Gather:** rope long enough for children to hold onto with two feet between each child, painter's tape, *VBS 2025 Music for Preschoolers* (9798384514039).
- Place tape along the rope at two-foot intervals, starting three feet from the front of the rope. Tie a loop in the front of the rope for the leader to hold.
- If you have a large group, prepare two ropes.

## PLAY

- An adult leader should hold on to the loop at the end of the rope.
- Direct each child to hold on to the rope at a tape mark. Explain that they should hold on to the rope so that you can keep them safe while they play.
- Play VBS music.
- Lead the children around using the rope, moving in different ways, big steps, small steps, hopping, curving back and forth, on tiptoe, and so forth.

## STORY CONNECTION

- Kids had to trust the leader to keep them safe while they held the rope.
- In today's Bible story, Jesus taught people not to worry, but to trust Him to keep His promises. Remind boys and girls that God loves us and always keeps His promises.

# EMPTY THE BOATS



# EMPTY THE BOATS

## GATHER AND PREPARE

- **Gather:** 4 buckets, 1 large bin, 4 large sponges
- Fill 4 buckets about  $\frac{3}{4}$  full of water.
- Place the large bin in the center of the four lines of children.
- Place the buckets in four areas an equal distance from the bin.

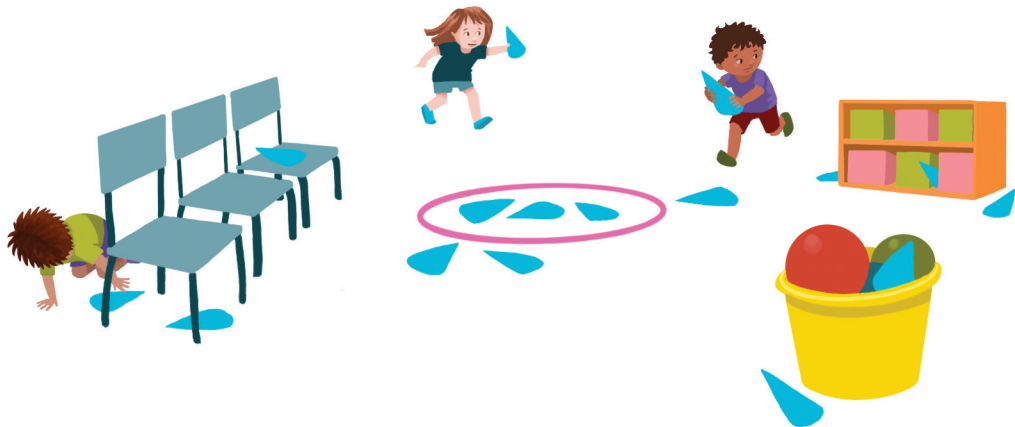
## PLAY

- Form four equal teams of children and instruct each team to form a line behind a separate bucket. Suggest that the buckets are each team's boat. The "boats" are filled with water and the kids need to get the water out!
- Direct a child to dunk the sponge in the bucket to gather some water, run with the sponge across the play area, and then squeeze the water into the large bin.
- After squeezing the water from the sponge, the child should run back to his line and hand the sponge to the next child.
- The team that empties its bucket first wins the game.

## TIPS

- If you have a smaller group, reduce the number of teams.
- For extra fun, if kids want, they can hold the wet sponges over their heads as they run. Have towels on hand to help kids dry off.
- For a "cooperative" game, fill the large bin in the middle with water and challenge the teams to work to use the sponges to empty the bin together.

# HIDDEN RAINDROP SEARCH



# HIDDEN RAINDROP SEARCH

## GATHER AND PREPARE

- **Gather:** blue craft foam sheets, hula hoop
- Cut several large raindrop shapes from the foam sheets. Cut enough drops so there are 2 or 3 for each child.
- Write each word of the Bible verse on a separate raindrop: *God is great. Praise God with me! Psalm 34:3*
- Hide the raindrops around the play area. Make sure the printed side is facedown.
- Place the hula hoop on the ground in the middle of the play area.

## PLAY

- Explain that the group is going to make a big puddle with raindrops. Tell kids you have hidden raindrops around the play area and that when you say, “Go!” they should search for raindrops. Challenge them to find the raindrops and place them in the hula hoop to make the puddle.
- Explain that eight of the raindrops have a special message. When a child finds a raindrop with a verse word, call out, “Freeze!” Guide the child to hold the raindrop up high, and shout the motto, “Made to magnify God!” Ask the child to drop the raindrop just outside the hula hoop. Say, “Go!” and encourage children to continue looking.
- Once all the raindrops have been found, help kids put the words in order. Encourage kids to say the verse with you.

## TIPS

- If a child gathers more than three raindrops, encourage her to hide the extra for another child to find.
- Substitute large blue sponges for the craft foam.



# GET MOVING



# GET MOVING

## GATHER AND PREPARE

- **Gather:** *Giant Inflatable Game Cube* (9781087779812) or square box, 6 pieces of paper, 10 index cards, *VBS 2025 Music for Preschoolers* (9798384514039)
- Write numbers 1–6 on separate sheets of paper and insert them in the game cube pockets.
- Write an action on each index card such as: *Touch your toes; Pat your head; Clap your hands; Flap like a bird; March in place; Hop like a frog; Twirl in a circle; Hop on one foot; Say the verse; Say the motto.*

## PLAY

- Gather children in an area large enough so they don't bump into each other. Play VBS music.
- Explain that boys and girls will follow directions on the cards.
- Choose one child to pick a card and another child to roll the game cube.
- Instruct children to do the action described on the card the number of times shown on the game cube.
- Give other children a chance to pull a new card and roll the game cube.
- Continue as time permits and kids are interested.

# BIG, BIG BASKETBALL



# BIG, BIG BASKETBALL

## GATHER AND PREPARE

- **Gather:** 2 large clean trash bins, 2 giant beach balls, rope, chalk, or painter's tape, timer
- Make a "Start" line using a rope, chalk, or painter's tape at one end of the play area.
- Place a giant trash bin at one end of the play area for each team.
- Make a "Throw" line 3 feet away from the each trash bin.

## PLAY

- Form two teams of players. Explain that this game is a magnified (big) version of basketball. Direct the teams to stand behind the "Start" line across from the trash bins. Determine how much time you want to play the game and set a timer.
- The first player on each team should take a beach ball, run to the "Throw" line, and try to land the beach ball in his team's trash bin.
- If he gets the ball into the bin, his team gets a point. (A leader should stand near each trash bin to count the points and to retrieve the ball.) The leader will hand the ball back to the player, who will run it back to the next child in line.
- If the child does not get the ball in the bin, he should pick it up, run back to his team, and hand it to the next player to try.
- Once time is up, the team with the most points wins the game.

# CATCHING BUTTERFLIES



# CATCHING BUTTERFLIES

## GATHER AND PREPARE

- **Gather:** bubble solution, bubble wand, small nets (such as new fish nets) or children's socks; Optional: bubble machine

## PLAY

- Distribute small nets to every child. Explain that you will be blowing bubbles that kids can pretend are butterflies.
- Direct kids to use the nets to try to catch the "butterflies."
- As time allows, let kids take turns blowing the bubbles for the rest of the group.

## TIPS

- In place of nets, distribute new pairs of child's socks to each child to wear on her hands.
- Challenge kids to gently catch the bubbles with their hands without popping them.

# SPOT THE COLOR



# SPOT THE COLOR

## GATHER AND PREPARE

- **Gather:** Large construction paper sheets (8 sheets each of 2 different colors), marker

## PREP

- Write each word from the Bible verse paraphrase (*God is great. Praise God with me! Psalm 34:3*) separately on the construction paper sheets. Make one set of each color. (For larger groups, make additional sets in different colors.)
- Hide the words around the play area.

## PLAY

- Create two teams of preschoolers. Assign a color to each team.
- Explain that the first child in each team should look around the play area to spot a construction paper sheet of her team's assigned color. When she spots it, she will run to get it and bring it back to her team.
- Preschoolers will take turns spotting the papers until they find all of their team's words.
- Once they have found all the words, they should work together to unscramble the verse.

## TIP

- For pre-readers, number the sheets in verse order to help unscramble the words.
- To add a "theme" aspect, cut the construction paper into flower shapes.



# RAIN, RAIN, GO AWAY



# RAIN, RAIN, GO AWAY

## GATHER AND PREPARE

- **Gather:** beach towels (1 for each pair of children); several craft pom-poms; *VBS 2025 Music for Preschoolers* (9798384514039)

## PLAY

- Encourage kids to pretend the pom-poms are raindrops.
- Separate children into pairs and guide each pair to hold a beach towel at each end. Guide pairs of kids to stand far enough from each other so that they will not bump into each other.
- Place 12 pom-poms in the middle of each towel.
- Explain that when the music starts, each pair of children should shake its towel up and down to try and shake the pom-poms off the towel.
- Play the music and say, “Go!”
- Stop the music when one team gets all its pom-poms off.
- Repeat game directing children to try and keep the pom-poms on the towel.
- Change up the game by challenging kids to kneel, hold the blanket up high, or sit on the floor.

# WORK TOGETHER RELAY



# WORK TOGETHER RELAY

## GATHER AND PREPARE

- **Gather:** hula hoops; rope, sidewalk chalk, or painter's tape
- Make a "Start" line on one side of the play area and a "Turn" line on the other.

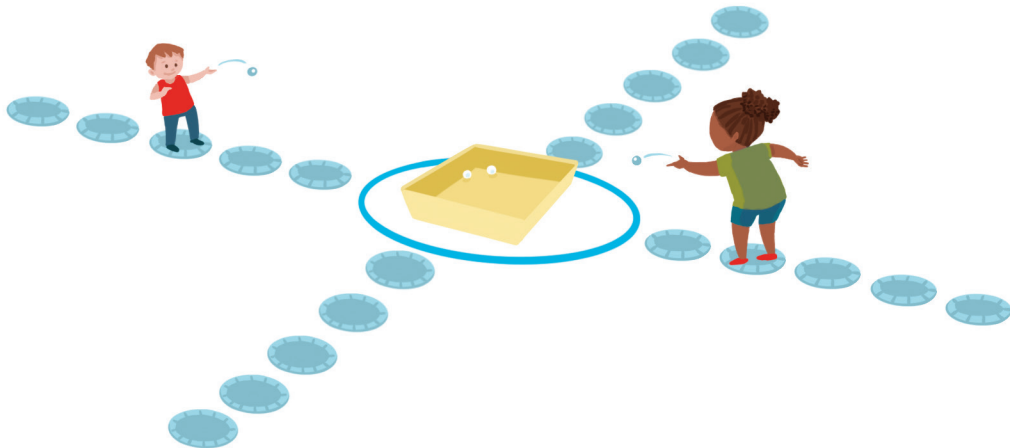
## PLAY

- Assemble kids with no more than four in each group and direct each team to stand behind the "Start" line.
- Instruct two children from each team to hold the hula hoop together, walk quickly across the play area, turn around at the "Turn" line, and return to their group.
- When they get back to their group, a third child holds on to the hoop and together they walk across the play area and back. Continue until all children in the group are holding onto the hula hoop going back and forth.
- The first team to arrive back at the "Start" line with all four team members wins.

## TIPS

- Remind boys and girls, for safety, to walk and not run.
- To extend the game, after all team members are holding the hoop, play in reverse. Start with all team members walking with the hoop. Then each time leave one team member at the "Start" line after going back and forth until two children are left walking back and forth.

# RAINDROP TOSS



# RAINDROP TOSS

## GATHER AND PREPARE

- **Gather:** table tennis balls, plastic tub of water, 5 large paper plates, hula hoop, bucket
- Place the hula hoop on the ground with the tub in the middle of the hoop.
- Place 5 large paper plates in a line outside the hoop about six inches apart.
- Make up to four lines around the hula hoop to give more children a chance to play at the same time.

## PLAY

- Guide a child to stand outside the hula hoop on the first paper plate. Hand the child a table tennis ball “raindrop” and guide her to toss the ball into the tub of water.
- If the child gets the ball in the water, guide her to step back to the next paper plate and toss a second ball. The child’s turn continues until she misses the tub. (Give at least three chances!)

## TIPS

- Place the plates further apart to make the game more challenging or closer together for younger kids.
- For a large group, set up more hula hoops with water tubs.
- For safety, an adult volunteer should monitor the water tub closely.

# ANIMAL CHASE



# ANIMAL CHASE

## GATHER AND PREPARE

- **Gather:** *Giant Inflatable Game Cube* (9781087779812), 4 traffic cones, 6 sheets of paper, marker
- Write the names of 6 animals such as *monkey, kangaroo, parrot*, and so forth on 6 sheets of paper.
- Place the 6 sheets in the pockets of the game cube.
- Set each of the 4 cones in designated corners of the play area.
- If a game cube is not available, put the papers in a bag or basket to pull from.

## PLAY

- Direct kids to stand in a large circle in the center of the play area. Designate one child as a “Rescuer.” Designate another child to be the “Chaser” to stand with you until you call out “Chaser.”
- Explain that you will toss the game cube. When the cube lands on an animal name, kids should make the movement of that animal as they move around the play area.
- When the leader calls out, “Chaser!” kids should quickly move to one of the cones. The chaser will be released and try to tag a child before he gets to one of the cones. If tagged, that child will sit down with his hand up in the air.
- The rescuer can run and tag the hand of any captured “animal” to set him free to run again.
- The leader will toss the game cube again and repeat the game. Occasionally choose other children to be the chaser and rescuer.
- When the leader shouts, “All escape,” all children who have been tagged can immediately get up and run toward the cones to continue the game.
- For younger preschoolers, remove the “tag” aspect. Instead, just roll the cube and announce what animals they should move as.



# CATCH THE ACORN



# CATCH THE ACORN

## GATHER AND PREPARE

- *Gather:* VBS 2025 Inflatable Acorns (9798384518839), tennis balls, or foam balls (1 per every 2 children), timer

## PLAY

- Form two lines of kids about four feet away from each other. Direct kids to turn so that one line of kids is facing the other.
- Explain that each child will toss the ball (acorn) back and forth twice to the child 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 kids on one side should shift to the right or left a person so that everyone has a new partner. (The child on one end will need to move to the other end of his line.)

# HONEYBEE HUDDLE



# HONEYBEE HUDDLE

## GATHER AND PREPARE

- **Gather:** paper plates, large craft sticks, table tennis balls, 8–10 full water bottles, buckets, duct tape
- Duct tape a craft stick to each paper plate to make a handle. Make at least 1 per team. Make extra in case they get broken!
- Place water bottles in a line about four feet apart for at least 20 feet. Make two courses.
- Place a bucket at the end of each water bottle line about six feet past the last water bottle.

## PLAY

- Assign kids to teams of equal numbers. Lead each team to line up at the beginning of a water bottle course. Distribute one table tennis ball to each child. Explain that the table tennis balls are “honeybees” that are trying to get through the maze to the hive.
- Instruct the first child of each team to place his table tennis ball “bee” on the ground near the first bottle of his team’s course. Guide him to use the paper plate paddle to move the bee in and out through the water bottles and drop his bee in the bucket (hive).
- The child should run back and hand the paddle to the next child on his team.
- The first team to have all players complete the course wins the game.
- Continue playing until all children have had a turn to play the game.

## LEADER TIP

- Fill the bottles with water or sand for stability.

# FLYING RING RELAY



# FLYING RING RELAY

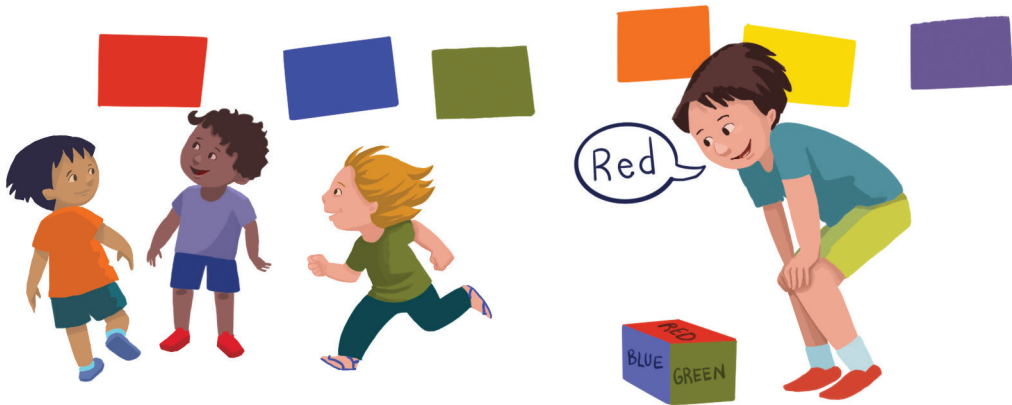
## GATHER AND PREPARE

- **Gather:** plastic flying rings or heavy-duty paper plates with the centers cut out, paint stir sticks, painter's tape or rope, sport cone
- Make two lines about 15 feet apart using painter's tape or rope. Designate one line as the "Start" line.
- Place a flying ring on the ground in front of "Start" line.
- Place a sport cone midway between the two lines.

## PLAY

- Place kids in two equal groups. Ask one group to stand in line at the "Start" line and the other group to stand behind the line across the play area.
- Give the first child in each line a paint stick. Explain that the first child by the "Start" line will use his paint stick to scoop up a ring off the ground. He will then carry it on the stick across to the other side. He should transfer the ring to the stick of the first person in the other line.
- That team member will carry the ring back to the "Start" line and transfer the ring to the next team member. Repeat until each team member has had a turn.
- The last child to carry the ring should run to the cone and drop the ring over the cone.
- Remind kids to use the paint stick to pick up and transfer the ring. Challenge kids not to use their hands.
- For a larger group, split the group into four separate lines (two lines on each side).

# COLOR RUN



# COLOR RUN

## GATHER AND PREPARE

- **Gather:** 2 sheets each of 6 different colors of construction paper, *Giant Inflatable Game Cube* (9781087779812), tape
- Insert one of each colored paper into each pocket of the game cube. If no cube is available, tape the papers to the sides of a square box.
- Tape the second set of papers around the play area, spaced widely apart.

## PLAY

- Lead kids to stand in a group in the middle of the play area. Show kids the papers taped up.
- Toss the game cube. Show kids which color has come up. Direct all children to run to that color. Challenge kids to name three things that God has created that are that color.
- Toss the game cube again and guide kids to run to that color. Again, challenge them to name items of that color.
- Continue as kids are interested.
- To finish the game, direct kids to choose a color and go stand near it. Toss the game cube. Kids who are standing by that color should step out of the game. Repeat the game with remaining kids, instructing them to choose a new color as the leader rolls the cube.
- Continue until only a few kids are left in the game.



# THREAD THE NEEDLE



# THREAD THE NEEDLE

## GATHER AND PREPARE

- 4 different color pool noodles, yarn, craft sticks, laundry basket
- Cut pool noodles in 2-inch slices. Place the slices in the laundry basket and mix them up.
- Cut 4 lengths of yarn about 5 feet long. Tie a craft stick to one end of the yarn and a pool noodle slice to the other end. Each piece of yarn should have a noodle slice of a different color.
- Place the basket full of pool noodle slices in the middle of the playing area.

## PLAY

- Divide the group into four equal teams. (Form two teams if your group is small.) Direct each team to stand in line about 10 feet away from the laundry basket. Place a piece of prepared yarn in front of each team.
- Explain that the first child on each team will run across the play area to the basket, find a noodle slice of her team's color and run back to her team.
- The first kid should use the craft stick to thread the noodle onto the yarn while the second kid will run across to the basket and find another noodle slice.
- Continue the game until one team gets all the noodle pieces of their color threaded onto the string. Note that kids may have more than one turn depending on the number of noodle slices.

# FREE PLAY

## POOL NOODLE TOWERS

- Gather pool noodle slices in a laundry basket.
- Encourage kids to make towers using the pool noodle slices.
- Challenge kids to see how tall they can make a tower or to try different patterns like a pyramid or wall.

## CLOTHESPIN DROP

- Gather clothespins, several containers with different-size openings (like chip can, coffee can, oatmeal container, plastic jar, and so forth), and tongs.
- Challenge kids to stand over the containers and try to drop the clothespins in the opening using the tongs. For an extra challenge, kids could keep one hand behind their backs while playing.

## CRAFT STICK SHAPES

- Gather large craft sticks and sticky Velcro® dots.
- Place a Velcro dot on each end of the craft stick—one dot on one side, a second dot on the other side.
- Challenge kids to make shapes by sticking the dots together. You can suggest specific shapes like squares and triangles or encourage them to make free form shapes.

# FREE PLAY

## MATCH SOUNDS

- Gather 20 plastic eggs, painter's tape, packing tape, two containers, fillers like: rice, macaroni, dry beans, sand, small pieces of broken crayon, coins, popcorn, O-shaped cereal, small dice, and screws.
- Fill two eggs with one of the fillers. Write a number 1 on the side of each egg. Tape the eggs closed with packing tape. Cover the numbers with painter's tape. Make 9 additional matching pairs using a different filler for each pair. Number the pairs and cover the numbers with tape.
- Divide the pairs of eggs in two separate containers.
- Kids should shake an egg from one container and then try to find its match by shaking the eggs in the second container. Peel the painter's tape away and see if the numbers match.

## POM-POM TRANSFER

- Gather pom-poms, 2 small buckets, tongs or tweezers, and a blindfold.
- Place the pom-poms in one bucket. Set the second bucket about 12 inches from the first.
- Challenge kids to put on the blind fold and move the pom-poms from one bowl to the other.
- Time kids for 1 minute. Remove the blindfold. Count how many pom-poms made it into the second bowl.

# 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.
- 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 2025 String Flags* (9798384513513) from the door frame for a fun entry into recreation.
  - Hang a section or two from the *VBS 2025 Supersized Backdrop* (9798384513278) on a focal wall or attach to foam core and display near your recreation area.
  - Place a *Raindrop Rec VBS 2025 Rotation Sign* (9798384513544) near the door.
  - Place a *VBS 2025 Theme Flying Banner with Stand* (9798384513483) 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.