

VBX-Recreation and Crafts(50 Minutes)

Purpose Statement

This purpose of this teaching plan is to demonstrate the 2016 recreation and craft options to VBX leaders.

Resources to Collect, Prepare, & Copy

1. Welcome
 - "Recreation and Crafts" Handout (1 Per conferee)
2. Recreation
 - 3-5 party hats or bandannas
 - 2-4 pool noodles
 - Package of bendable drinking straws
 - Mark off the playing area with cones or flags
 - Designate the shoreline and a deep water cave (safe zone)
 - Make a copy of pages: 21, 28, 35, and 42 from the 2016 Leader Guide
3. Crafts:
 - Copies of page 34 from Leader Guide (1 per conferee)
 - "Matchbook Template" (Bible Study CD) –copy the template on to card stock (1 per conferee)
 - Self-adhesive bandages (5-6 per conferee)
 - Staples and staplers (several)
 - Bright-color permanent markers
 - Samples of each day's crafts (pages 13, 20, 27, 34, and 41)
5. Closing
 - No prep necessary

Focal Wall Description

Use the items included in your *VBS 2016 Preteen Bible Study Leader Pack* to create an inviting focal wall.

Room Setup Description

Arrange chairs in a semicircle facing inward. Leave room for activities in the middle. Provide tables to complete crafts.

Decoration Suggestions

Use the items included in your *VBS 2016 Preteen Bible Study Leader Pack* and the suggestions given on page 6 of the *VBX 2016 Preteen Bible Study Leader Guide* to decorate your room.

Audio Visual Needs

- CD Player
- Bible Study CD

Teaching Steps

1. ***Welcome (1 minutes)***: Welcome conferees. Distribute handouts. Explain that during this conference, attendees will learn about the recreation and craft options for VBX.

2. **Recreation (20 minutes):** Tell conferees that one of the benefits of VBX is that there are great age, appropriate recreation options.

Demonstrate how to play Day 1's suggested activity: Sharks and Divers (page 14). Choose one conferee to be a shark, one to be a dolphin and the others conferees will be divers. For groups over 10 players increase the number of sharks and dolphins. Sharks should wear a cone-shaped hat or bandanna. Dolphins should carry a pool noodle. Divers should have a bendable drinking straw. Instruct the divers to stand at the shore to begin the game. Explain that divers must swim out to the safe cave without being tagged by the sharks. If tagged, the diver must sit down on the shoreline. Direct the dolphins to protect divers by swimming around them while waving their pool noodles. Sharks cannot guard the cave or tag the dolphins. They must swim away from a diver if the dolphin protects him. Play until everyone has either arrived safely at the cave or been eaten by the shark. After the game remind the conferees that Jesus protects us from harm.

Next, form four groups of conferees. Give each group one of the games from days 2-5. Tell conferees to take 3 minutes to read over the game and come up with a two-sentence synopsis of the game. Allow groups to present their summaries to the other conferees.

3. **Crafts (22 minutes):** Explain that at the end of Explore each day, there is a craft option that is designed specifically for the preteen age group.

Invite conferees to make the Day 4 craft, "Matchbook Bandage Holder." Provide the supplies and copies of page 34 for the conferees to use. While the conferees are working, share the following thoughts:

- *VBX crafts are more detailed than traditional crafts so preteens generally enjoy doing them better.*
- *Even if you don't have a stand alone VBX, you should provide these craft ideas to your VBS Craft Rotation leader and encourage him to use these ideas for the preteens.*
- *Each day's craft has a connection to the Bible story and the daily point.*

After the conferees have completed their crafts, briefly display the crafts for Days 1, 2, 3, and 5. Provide a short description of how you made each craft.

4. **Closing (2 minutes):** Thank conferees for participating in this conference. Encourage the conferees to consider using the ideas presented in the VBX leader guide for recreation and crafts in their own church's VBX. Pray and dismiss.