

## VBS 2018 CHILDREN'S RECREATION ROTATION CONFERENCE PLAN (2 HOURS)

### Purpose Statement

This one-hour plan is designed to prepare, train, and equip VBS recreation leaders to conduct LifeWay's Game On!<sup>™</sup> recreation rotation.

### Needed Resources

- *VBS 2018 Recreation Cards* (2 sets) — Punch a hole in the top left corner of each card of one set and attach to a metal book ring. Organize the other set by day. Place only the day-specific cards into 5 ziplock bags (one each for Days 1-5).
- *VBS 2018 Music for Kids CD*
- *VBS 2018 Theme Stickers or Logo Stickers* (approximately 10 stickers per player)
- *VBS 2018 String Flags*
- *VBS 2018 Rally Horn* (optional)
- *VBS 2018 Boom Sticks* (optional)
- *VBS 2018 Megaphones* (optional) — Write each of the following terms on a megaphone: *Tailgate Night; Brackets; Pep Rally; Glow Night; Parents vs. Kid Ball*. (If megaphones are not available, cut construction paper into the shape of a megaphone.) Place prepared megaphones on the focal table.
- *VBS 2018 Eye Black Decals* (optional) — Cut decals into pairs so that each conferee will receive one pair of eye blacks (1 set yields 60 pairs).
- Handout (at end of document) — Make a copy for each conferee.
- Recreation domes, cones, or megaphones and rope — Use to create playing areas as needed throughout the conference.
- Whistle
- 4 pieces of poster board — Tent-fold each poster board in half. Print one of the following on each poster front: *Cotton Candy, Popcorn, Nachos, Hot Dogs*. Print one of the following categories on the back of each sign: *Specific; Messy; Water; Kickoff or Celebration*.
- 5 paper grocery bags — Label each bag Day 1, Day 2, and so forth. Place the day-specific recreation card sets (in bags) in each bag. (For example, the Day 1 paper grocery bag will have Day 1 recreation cards in it.)
- Index cards — Print each of the following items on a separate index card (1 item per card). Print the Day (1–5) each item is used on the opposite side of the cards. Use a different colored marker for each day's supplies. (For example: Print *Day 1* in blue on 5 index cards and on the opposite side of each card, print one of the Day 1 supplies listed below, also in blue.)
  - Day 1: *2 pieces of paper, marker, red and yellow bandanas, sports equipment for different sports, buckets*
  - Day 2: *pool noodles, 2 large pieces of rope, tennis ball, small hand or sports towel*
  - Day 3: *food tents, pool noodles, bell or cowbell*
  - Day 4: *packing peanuts, chairs or floor dots, flying disc (Frisbee<sup>®</sup>)*
  - Day 5: *flashlight, stuffed animal, parachute or sheet, playground balls*
- White paper — Write each of the words of 2 Peter 1:3 on a separate piece of paper. Crumple up the papers to look like un-popped popcorn kernels.
- Pool noodle
- 6 small, lightweight playground balls or inflated blue balloons

- 8 pieces of blue construction paper — Cut each piece of construction paper into a large raindrop shape. Print the following information on the raindrops (1 phrase per raindrop):
- *Be prepared.*
- *Keep rules short and simple.*
- *Be informed.*
- *Designate a cool down area.*
- *Communicate consequences.*
- *Use positive reinforcement.*
- *Direct attention away from distractions.*
- *Pray.*
- Scissors
- Markers (washable and permanent)
- Sponges — Cut sponges into smaller pieces (1 piece per conferee playing the game).  
NOTE: For large groups, enlist volunteers to play the game while others observe.
- CD Player

## Room Setup

Place chairs around the perimeter of the room to provide as much open space as possible to play games. Cover a table with a *VBS 2018 Tablecloth* and display prepared conference items alongside tabletop decorations such as pom-poms, megaphones, and small sports balls. Place the *VBS 2018 Rally Horn*, *VBS 2018 Boom Sticks*, and whistle on the table. Drape *VBS 2018 String Flags* from the ceiling and across the doorway.

## Teaching Steps

### 1. Welcome (5 minutes)

- Greet conferees as they enter and give each a *VBS 2018 Theme Sticker* or *Logo Sticker* to put somewhere on his or her clothing. Choose a volunteer to distribute stickers to late arrivers as you lead the first game.
- Blow the *VBS 2018 Rally Horn* (or a whistle) to start the conference. Mention that this item is a great way to get the attention of players who come to Team Rec each day.
- Explain that conferees will receive a handout during the conference, and since the conference is interactive, all needed information will be covered on the handout.
- Introduce yourself and your favorite game to play (whether it be a sport, party game, or even a board game).
- Mention that each activity or game played today is an adaptation of a recreation game found in the *VBS 2018 Recreation Cards*.
- Announce that the first game is called "Sticker Tag" (Rec Card 16). Point out the boundary created by the chairs around the perimeter of the room and the sticker each conferee is wearing.
  - Call attention to the boom sticks on the display table. Suggest these may be used to get attention and to signal the start or end of games. (Use the boom sticks throughout the conference to begin and end games.)
  - Read aloud the directions found on Rec Card 16. (Instructions include: Every player is always in. The goal is for each player to attempt to tag someone by putting his or her sticker on another player. Whenever a player tags another player, he or she will go to the leader and get another sticker.") Ask if anyone has questions before beginning the game. Explain that the game will be played until time is called.

- Play a song from the *VBS 2018 Music for Kids CD* and end the game when the song ends. Congratulate any players who have no or very few stickers.
- Debrief the game and explain this game falls into the Messy Games category because kids may be covered in stickers before the game ends. Note that this messy game is the least messy of the games this year.
- Encourage conferees to sit down as you set up for the next game.

## 2. Discuss the Different Categories of Games (10 minutes)

- Pull one chair to each corner of the room or playing area. Place each prepared food sign (tent-folded poster board) on a chair, with the food words facing the inside of the playing area.
- Announce the next game is called "Food Stands" (Rec Card 7) and read aloud the directions found on the card. (Directions include: Choose one player to stand in the middle of the room with his or her eyes closed. This player is "It" while the remaining players have 10 seconds to choose one of the 4 food stands by moving to the corresponding corner. After 10 seconds and before opening his or her eyes, *It* chooses one of the four stands at which he or she would like to eat. All the players who chose the same food stand as *It* must sit out until the game is over. The game finishes at the end of five rounds or if *It* eliminates all players but one. The last player standing becomes the new *It*.)
- Play one round of the game, then invite volunteers to flip over the signs to display the four categories of games.
- Review each of the categories using the following information:
  - **Day Designed Games:** Each day of VBS has 3 games designed to be used specifically on that day. These games directly relate to the day's Bible story and content. For example, the games for Day 1 are named "Sheep and Shepherds," "Mustard Ketchup Tag," and "Groundskeeper." The Bible story for Day 1 is "The Lost Sheep" and the point is "Jesus cares about you." In the left column on each recreation card, there is a section called "Make the Point." This provides the connection between the game and the Bible content.
    - Invite a volunteer to read aloud the "Make the Point" for one of the Day 1 recreation cards to help conferees see how each of the games ties in and reinforces the Bible story and point.
    - Emphasize the importance of making the connection between the game experience and gearing up for life's big game. Stress the importance of applying what the kids have learned during Bible study in Team Rec.
    - Remind conferees that kids will have an amazing time at VBS and it will be energetic, creative, and fun. But the goal of VBS is first and foremost sharing the gospel and helping kids to walk away equipped to live a life that is pleasing to God.
  - **Messy Games:** Three games that might get messy include: "Sticker Tag," "Snack Attack," and "Celebration Relay." These games can be played on any day. Note that these games are fun and theme-related but they do not include a "Make the Point" application. "Sticker Tag" may be played inside but both "Snack Attack" and "Celebration Relay" are designed to be played outside.
  - **Water Games:** Four water-related games are included: "Power Pull," "Cool Down Tag," "Sliding Home," and "Soap Regatta." These games are theme-related, designed to be played outside, and can be played on any day. Note that these games are fun but do not include a "Make the Point" application. Suggest having a

water-themed day during Team Rec and encouraging kids ahead of time to bring towels to dry off after the games.

- **Kickoff or Celebration Games:** These games and activities are designed to be used at the beginning or end of VBS. More details about these ideas will be provided later in the conference.
- Answer any questions about the different categories of games. Mention that additional games designed specifically for preteens are available in the *VBS 2018 VBX Preteen Leader Guide*.
- Ask: "Who is good at keeping score during a game? Does anyone know how many game ideas I mentioned during this explanation?" (Answer: 32 game possibilities plus the promise to cover Kickoff or Celebration Games later.)
- Remove the tent-folded signs before for the next game.

### 3. Review Needed Equipment (10 minutes)

- Announce the next game is called "The Groundskeeper."
- Lead conferees to count off 1–5 and form groups according to their numbers. Set up the game while conferees count off and form teams.
  - Scatter the prepared index cards in the playing area. Give each group a paper grocery bag (the group of 1s get the Day 1 bag, 2s get Day 2, etc.)
  - Explain that the index cards scattered in the room include equipment and supplies needed for games on Days 1–5. Each group must look in its bag, retrieve the Rec Cards, and review the supplies needed for the games on their specific day. Then they must locate their needed supplies on the index cards scattered around the room and place them inside their bags.
- Play a song from the *VBS 2018 Music for Kids CD* while conferees work to gather the supplies needed for their assigned days.
- Ask conferees to share some of the supplies they collected. Distribute the handout and point out that the supplies and equipment needed for each game are listed on the handout. Mention that the information is also included in the Prep section of each Rec Card.
- Suggest that recreation leaders gather all needed equipment at the beginning of the week of VBS. Note that items can move around from day to day and it is important to have all the supplies needed and organized ahead of time for each day.
- Answer any questions about equipment and supplies needed for the games.
- Point out the game they just played was an adaptation of the Day 1 game, "The Groundskeeper." Invite someone from the Day 1 group to read aloud the directions for the actual game.
- Offer this tip: recreation leaders may want to punch a hole in the Rec Cards and bind them together with a metal ring. This keeps the cards together and easily accessible during Team Rec. Display the prepared cards as an example.

### 4. Focus on the Bible (10 minutes)

- Say: "It's important to use every moment as a teaching opportunity. In order to do this, it is important that you know the Bible stories from each day and can incorporate the information into the games kids are playing."
- Challenge leaders to review the "Make the Point" on each Rec Card (that is designated for a specific day) so that they are familiar with the connection each game makes to the Bible content. Point out that each of these cards also includes The Point for the day, the Bible story, and the Bible verse.

- Announce that next conferees will play a version of the game “Popcorn Tag” (Day 2 Rec Card) to help them become more familiar with the verse for the week, 2 Peter 1:3.
  - Open the Bible and read the verse aloud.
  - Invite volunteers to the center of the playing area. Designate one tagger and distribute paper ball “popcorn kernels” to all remaining players. Each player should hold one kernel at a time. Place extra kernels in a pile in the center of the playing area.
  - Define the playing area with chairs or dome cones and make sure all players understand the boundaries of the playing area.
  - Explain that the tagger is the “heat” who will attempt to tag all the kernels and make them pop. Once a kernel has been tagged, he or she will open the piece of paper. If more unpopped kernels remain, he or she may pick up another kernel. Play continues until all kernels have been popped.
  - Lead players to work together to put the words of 2 Peter 1:3 in order after all of the kernels have been popped. Invite the entire group to read the verse out loud. Comment that knowing and reviewing the Bible verse will be important during Team Rec.
- Choose a volunteer to read aloud the directions found on the “Popcorn Tag” Rec Card so conferees are familiar with how the game is designed to be played.
- Give leaders permission to adapt the games to incorporate a review of Bible stories or the verse for the week.
- Call attention to the “Sharing the Gospel with Kids” and “ABCs of Becoming a Christian” cards included in the Rec Cards. Mention that these are available for quick reference when needed. Emphasize the importance of listening to kids and using each opportunity to talk about the importance of having a relationship with Jesus. Note that it is appropriate to stop and follow the leading of the Holy Spirit at any time—even in the middle of a game.

### 5. Deal with the Distractions (10 minutes)

- Say: “Team Rec is designed to be a fun, high-energy experience for kids. In order for this rotation to be successful and enjoyable for everyone, it is important to be prepared for distractions that may occur.”
- Explain that when kids misbehave or do not follow the rules, it can cause a delay in a game. Lead conferees to play a version of the Day 5 game, “Rain Delay,” to discuss ways to keep games moving along as scheduled.
  - Form two teams and establish a rectangular playing area for each team using domes or rope.
  - Explain that there is a possibility of a rain delay, and each team is trying to keep the rain away.
  - Provide a ball or balloon (raindrop) for each team. Explain that teams should try to throw the “rain” from their field into the other team’s field, while the other team tries to catch the “rain” and not let it hit the ground and cause a rain delay. Keep the rain moving from field to field.
  - Begin with one “raindrop” for each team. Increase the difficulty by adding more balls or balloons in play. Each time “rain” touches the ground, pause and invite a volunteer to read aloud one way to deal with distractions found on the prepared paper rain drops. Use the following discussion guides as each tip is read:
    - ~ **Be prepared.** Gather all supplies before beginning each day and become familiar with each game and how to play it. The more prepared you are, the less time kids will have to get distracted. Maximize time and

fun by being ready to go as soon as kids enter Team Rec. When a game finishes early, takes longer than expected, or doesn't work well with your kids at all, be ready to regroup and try a different approach.

- ~ **Keep rules short and simple.** Each game is designed to have simple rules to follow. Make sure kids are familiar with the rules of the game. If rules are long and complicated, kids will become easily distracted or forget one of the rules.
- ~ **Communicate consequences.** Be prepared for kids who do not follow the rules and have a plan you can enforce. If kids do not see consequences for breaking rules, they will quickly lose interest in following any rules at all. Clearly communicate the consequences to each group of kids and be prepared to follow through.
- ~ **Be informed.** Speak with the VBS Director or Children's Minister ahead of time about the appropriate ways to handle difficult situations, should they arise. Dealing with difficult situations can be delicate. We never want a child to be treated in a way that will discourage her from returning to church. Know your church's policies and procedures for situations where a child may need extra attention.
- ~ **Designate a cool-down area.** You know it will happen. A super competitive kid will have an outburst or a child will feel he was treated unfairly. Designate a cool-down area and assign a leader to monitor the area as needed. This protects all children from behavior that is unacceptable, reckless, or unkind and allows an opportunity for one-on-one conversation with a leader.
- ~ **Use positive reinforcement.** Focus on what kids are doing well. Encourage kids and be sure to notice any positive behaviors such as great team spirit and positive attitudes toward others.
- ~ **Direct attention away from distractions.** Deal with issues quickly and as discreetly as possible. Turn the group's attention away from distraction as soon as possible. *Be sure that recreation leaders are not causing distraction!* The less attention given to the distraction, the more the focus is on gearing up to play the next game. Be careful to not allow distractions to detract from the message.
- ~ **Pray.** Ask God to prepare you for what is ahead and wisdom to lead in a way that honors God no matter what happens. Ask God for guidance to deal with any difficult situation that may arise as well as opportunities to share Jesus with others.

## 6. Promote and Follow Up (5 minutes)

- Call attention to the prepared megaphones. Remind conferees of the final category of games, which are Kickoff and VBS Celebration (Family Night) games.
- Comment that each of the ideas is a great way to kick-off or conclude VBS. They give families an opportunity to either learn more about VBS or to celebrate a great week of VBS.
- Distribute megaphones to volunteers and invite them to take turns reading the different suggestions out loud. Use the following notes to explain each of the Kickoff or Celebration Night games:
  - **Tailgate Night:** Invite everyone to bring lawn chairs and have a tailgate party. Supply tailgate games and food.

- **Brackets:** Provide a variety of games for families to play to create fun competition. Ideas include basketball tournament, kickball tournament, or musical tournament.
- **Pep Rally:** This is a great way to get people excited about VBS. Include fun games such as a pie-in-the-face gag, funny skits, face paint, or cheer competitions.
- **Glow Night:** Glow sticks and other glow-in-the-dark items make this a fun experience for families. Play different games with glow sticks, such as capture the flag and ring toss.
- **Parents vs. Kids Ball:** Allow kids to compete against their parents in any game, including some of the Rec Card games. Keep score on a large scoreboard.

## 7. Closing (10 minutes)

- Explain that this final game ("Cool Down Tag") is included in the water games category of Rec Cards, but it has been adapted to be played indoors without water. Remind conferees that adjustments can always be made to best fit the needs of each group of kids. Weather can be a major factor for recreation, so it is important to be flexible and adaptable.
  - Provide each conferee with a sponge and clearly define the playing area and boundaries for the game.
  - Read aloud the following steps for playing the game (found on the Rec Card): "A good workout always includes a cool down. With all the hard work we've done today, each player needs a cool down. In this game everyone has a sponge and everyone is *It*. Whenever a player tags another player, he must tag using the sponge. When a player is tagged, she must take a seat. The last player standing is the winner."
  - Play the game until one player remains. Explain if this game were played as it was designed, each sponge would have water so kids would enjoy "tagging" each other with a water-soaked sponge.
- Say: "Leading recreation is exciting and might be a little exhausting! Kids will need a moment to cool down and transition to the next rotation site. Utilize the cool down period each day to make connections between the games and each day's Bible content."
- Pray. Ask God to honor the preparation and enthusiasm of Team Rec leaders as they plan to lead each game and help kids understand each day's point.
- Distribute *VBS 2018 Eye Black Decals* and encourage each conferee to put on a pair.
- Congratulate conferees on successfully completing their training. Say: "You are officially geared up and ready to get your game on!"

# VBS 2018 CHILDREN'S RECREATION CONFERENCE

<b>CATEGORY:</b>	<b>GAME:</b>	<b>SUPPLIES:</b>	<b>CONES OR ROPE NEEDED?</b>
Day 1	Sheep and Shepherds	Paper, marker, tape	Yes
Day 1	Mustard & Ketchup Tag	Red and yellow material or bandanas	Yes
Day 1	Groundskeeper	Playground equipment and buckets	Yes
Day 2	Formation	None	No
Day 2	Popcorn Tag	Pool noodle, bandana or ball	Yes
Day 2	Shotput Launch	Towel and tennis ball (per team)	Yes
Day 3	Foodstands	Poster boards (4), marker	Yes
Day 3	Run Through the Queue	Pool noodles or cones, bell or cowbell	Yes
Day 3	Triathlon	Domes only	Yes
Day 4	Teammate Shuffle	Chairs or floor dots	No
Day 4	In a Pickle	None	No
Day 4	Peanuts and Crackerjacks	Packing peanuts, bags, discs	Yes
Day 5	Save the Mascot	Flashlight, silly object or stuffed animals	No
Day 5	Leg Cramp	Parachute, tarp, or sheet	No
Day 5	Rain Delay	Playground balls	Yes
Messy	Sticker Tag	Stickers	Yes
Messy	Snack Attack	Shower cap, shaving cream, Cheetos®	No
Messy	Celebration Relay	2 buckets per team, cup, cone	Yes
Water	Cool Down Tag	Sponge per player, buckets	Yes
Water	Power Pull	Tarp, Jell-O®, corn syrup, rope	No
Water	Sliding Home	Tarp, water hose, baby shampoo	Yes
Water	Soap Regatta	Bar of soap, tarp, water hose, pool noodles	No
Kickoff/Celebration	Tailgate Night		
	Brackets		
	Pep Rally		
	Water Park		
	Glow Night		
	Parents vs. Kids Ball		

Handout