



Elementary Crew Leader Guide



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Group
Real. Bold. Love.

What's a Crew Leader?

If you've been asked to be a Crew Leader, you've met two important qualifications: You love the Lord, and you love children. During Roar, you'll visit different activities with a group of three to five children. *You're not in charge of preparing or teaching activities; you just get to be there and help kids enjoy them as you shepherd the members of your Crew.* Because your Crew is small, you'll get to know and affirm each member by asking questions, really listening, and being encouraging.



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This isn't from our field test but from a VBS director who frequents our online community. She reminds the Crew Leaders that some of the kids at VBS might not ever hear a kind or affirming word. She encourages her Crew Leaders to speak God's love to *each child*. This director says it makes a huge difference in the way Crew Leaders treat and speak to the kids. Wonderful idea!



Make It Memorable

Bible Memory Buddies®

At the end of each day during Safari Celebration, you'll give each kid in your Crew a Roar Bible Memory Buddy and help kids slide the Buddies onto a carabiner that will easily attach to kids' clothing or personal items to go with them wherever they go. Each Buddy has the day's Bible verse written on the back, too!

At the end of each day, kids will leave their Roar Carabiners and Bible Memory Buddies in the Crew bag. This will ensure kids aren't without their carabiners and collection of Buddy cards each day at VBS.



Roar Some More Bible Books

Kids and families love these fun, interactive student books that continue the VBS week's learning at home! They'll spark meaningful conversations with family members about how God is good through life's sometimes wild circumstances. The Roar Some More Bible Books are an integral part of Roar's faith discoveries!



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It can be a challenge to get take-homes to actually make it home throughout the week, so with that in mind, we've suggested the Roar Some More Bible Books go home on the last day of VBS. Your Director may choose to distribute them differently, but no matter the approach, excitedly encourage kids to take the books home and use them! Your enthusiasm will help kids know these books designed especially for them have value and are a way to keep the VBS fun going at home.

Who's Who in the Crew

During their first Sing & Play Roar session, kids will choose Crew jobs. Each child will have one of the jobs listed in the chart. If children can't agree on who should perform each of the jobs, assign jobs to kids for Day 1; then rotate jobs each day so that by the end of the week, all children in the Crew have had an opportunity to do each job. The name badges also list these Crew roles on the back. If your Crew has fewer than five kids, some kids may have more than one job. Kids are excited about having special jobs. Encourage them to fulfill their roles, and provide lots of opportunities for them to do so.

Jobs	Duties
Guide	chooses action ideas for traveling through Roar (such as prowling like lions or galloping like gazelles)
Kit Carrier	distributes and collects supplies and helps carry the Crew's bag
Prayer Person	leads or opens prayer times
Schedule Supervisor	helps monitor the daily schedule to let the Crew know what's coming next
Thank You-er	leads the Crew in thanking Station Leaders each day

The Crew Family

Every member of your mixed-age Crew adds something to every activity!

I've just completed third grade.

I'm a unique and important part of my Crew because I like to be challenged. I can help younger members of my Crew with challenging projects.

I've just completed fifth grade.

I'm a unique and important part of my Crew because I like to make choices. I can help younger Crew members with tasks and help the Crew Leader guide everyone in showing God's love.

I've just completed fourth grade.

I'm a unique and important part of my Crew because I like to ask questions. I can help my Crew ask questions to make sure we understand what we're learning.

I've just completed kindergarten.

I'm a unique and important part of my Crew because I have a great imagination. I can help my Crew dive into each wild Bible adventure!

I've just completed first grade.

I'm a unique and important part of my Crew because I like to be the best. I can help encourage my Crew to be the best it can be.

I've just completed second grade.

I'm a unique and important part of my Crew because I want everything to be fair. I can help make sure we all take turns and treat one another fairly.



Top 4 Crew Leader Tips

Participate!

- Sing the songs and do the motions.
- Play the games.
- Be curious in Imagination Station.
- Use your imagination in Wild Bible Adventures to interact with each day's story.
- Share your own God Sightings®.
- Give your own insights during KidVid™ Cinema.

Support the Station Leaders.

- Quickly sit in knee-to-knee circles for Crew discussions.
- Listen to each Station Leader, and encourage kids to listen too.
- Put the Crew bag out of the way during activities.
- Be enthusiastic.

Lavish your attention on the kids.

- Turn off your cellphone—you can contact your friends *after* VBS!
- Use kids' names in kind and loving ways.
- Use eye-to-eye contact.
- Be a tuned-in, affirming listener during discussions. Paraphrase kids' answers in a response back to them to show that you've heard and understood what they've said.
- Give hugs or high-fives throughout the day.
- Be there for the kids as they arrive. Get there early. Check with your VBS Director to see when he or she would like you to arrive each day.

Be positive.

- Model the behavior that you want kids to have.
- Positively acknowledge kids' answers to questions. Rather than saying "No, that's the wrong answer," say "Thanks for sharing. Anyone else have thoughts?"
- Smile! Have fun!



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Use Positive Words

Like These:

- Let's keep moving so we can do as many fun activities as possible.
- Listen carefully so you'll know what to do next.
- Stay with the Crew; we need your help in this activity!
- That's a unique way of doing things! How did you think of that? Let's try it this way.
- It's important that we all follow the instructions and work together as a team.
- Please move over here so you can see better.
- Let's all sit in a circle so we can see and hear one another better.
- Those Buddies sure are cool! Let's keep them put away so we can hear about this next activity.

What to Do If...

Most of the time, things will go smoothly for your Crew, but every once in a while, you may run into a dilemma. Here's some advice on how to handle different challenges.



If my Crew won't stay together...

Encourage your Guide to come up with creative ways to travel. Or work with your Thank You-er to come up with cheers to say as you travel. Use fun language such as "Stay with the herd!"

If I have a clique in my Crew...

Cliques can make the Crew experience unhappy for the outsiders. Encourage friendships among all Crew members by pairing kids with partners they don't know very well during games and other activities. Offer reminders when needed that Crews "survive the savanna by caring for each other."



If older kids are unhappy being grouped with mixed ages...

Highlight their helping role. Encourage them to help younger kids with snack preparation and other activities. Acknowledge them by telling younger kids, "[Name of older child] is really good at that. Why don't you ask him [or her] to help?"

If a Crew member won't participate...

Help shy children feel welcome by calling them by name and asking them questions directly. Respond to their questions with a smile and a statement such as "That's really interesting!" Also try giving children special jobs. For example, assign them the task of finding a place for your Crew to sit at each station.

If someone *really* doesn't want to participate in Stampede Sports, that's okay. Roar can be tiring! Let children rest until they're ready to participate.

If people in my Crew don't get along...



Quietly take the children aside. Tell them you've noticed that they're not getting along. Let them know that although they don't have to be best friends, they do have to be together all week, so things will be a lot more fun if they can at least be kind to one another. (Use the daily Bible Points for these teachable moments!)

If I have an overly active child...

Pair this child with yourself for partner activities, and suggest that he or she sit with you during quiet times. Or give him or her a focused role of helping you keep the Crew on task and setting an example for everyone else.

If those suggestions don't work well enough, ask your Director if you could have an assistant Crew Leader to help the child focus and participate.

If my Crew is out of control and unruly...

You can be direct in calling out behavior, but maintain the fun in your voice and language. It'll help you avoid setting a pace for a battle of wills between you and the kids in your Crew. Use these fun Roar puns to call attention to behaviors that need to stop:

- Cheating in games or other activities: "Don't be a cheetah!"
- Not paying attention to Station Leaders: "Is our herd hearing what we need to know?"
- Distracted by side conversations or horse play: "Keep your head in the herd."
- Complaining about activities at stations: "Let's roar respectfully. You may not love everything we do, but if you don't participate, you might miss out on something you didn't expect to be *amazing*."

If by midweek there are two or more kids in your Crew who just won't listen no matter what you try, it might be necessary to move a child or two to a different Crew. Talk to your Director about making a few Crew roster adjustments to help make sure each child gets the most out of the time at Roar VBS.

If my Crew gets too big...

Roar is a blast, so it's likely that kids will want to bring friends. However, the activities at Roar are designed to work with a mixed-age Crew of no more than five kids. If you have a small Crew, you'll welcome a few additional friends into your Crew family. But if your Crew grows past five children, talk with your Roar Director as soon as possible. He or she will need to form a new Crew so kids can have the best experience possible.



What Do I Do at Each Station?



Sing & Play Roar is where kids worship by singing upbeat action songs. Your job at Sing & Play Roar is to

- greet your Crew members in your designated seating area.
- follow the motions and sing out loud.



Imagination Station is where kids can experiment, play, and discover as they use amazing Sciency-Fun Gizmos™! Your job at Imagination Station is to

- listen carefully to the instructions because you'll most likely need to repeat them for some members of your Crew!
- use your imagination and share your curiosity as kids explore their gizmos. It's time to play!
- help kids complete their activities (*only* when they need help).
- help clean up your area before leaving.



KidVid™ Cinema is where kids watch a daily video of real kids living in the African country of Zambia who have seen God's goodness in their lives. Your job at KidVid Cinema is to

- encourage kids to tune in and watch the video.
- lead your Crew in participating in the activities before and after the video.
- lead kids in discussion when it's called for. (Expect surprising insights and answers from kids. And don't be afraid of deep, personal conversations—those are where impact and transformation happen.)

In KidVid Cinema, kids will discuss real-life examples of when life changes or is unfair, scary, sad, and good. Don't worry! Each of these is handled in a kid-appropriate way. The kids in your Crew may share very real experiences with you. Don't feel like you have to have all the answers! Use the Bible Points to reassure kids that even through the hardest times in life...God is good.

If a child brings up a serious issue, such as indicators of neglect, abuse, or violence they've experienced, say "Thank you for telling me about that. It's very important, and we need to talk about it with our VBS Director [or Children's Minister if he or she isn't the VBS Director] to give you a chance to say everything you need to say—and help you with your feelings." Involve the appropriate person at your church who can follow through with necessary steps after the conversation, as there is not only a moral but a legal obligation to report circumstances where a child might be in danger.



Hungry Herd Café is where Crews come for a tasty snack. Your job at Hungry Herd Café is to

- gather your Crew in a designated area.
- help your Crew focus on the Hungry Herd Café Leader as he or she explains the snack.
- lead kids in discussing how the snack connects to the day's Bible verse by following a helpful handout.
- help kids clean up your area before leaving.



Stampede Sports is where kids play team-building games. (On one day of VBS, your Crew will skip games to help make treats for the entire VBS!) Kids also learn about Operation Kid-to-Kid in this station. Your job at Stampede Sports is to

- listen carefully to the instructions so you can help your Crew members follow them.
- participate in each activity, and cheer on your Crew members as they participate.
- participate during one day's game time in a "photo shoot" for the day's Spotlight VBS slideshow (a customized slideshow featuring the kids and leaders at Roar!)



Wild Bible Adventures is where kids experience the Bible story. Your job at Wild Bible Adventures is to

- line up with your Crew outside the door.
- listen carefully to hear how Crew Leaders should help out that day.
- encourage Crew members to participate.
- share your own discoveries during discussion times and your excitement during each wild Bible adventure.



Safari Celebration is where kids experience an exciting review of the day's lesson. Your role at Safari Celebration is to

- lead kids to your assigned seating area.
- participate in singing and other activities.
- remind your Crew to participate without being rowdy or disruptive.
- give kids the special Bible Memory Buddies each day.
- make sure each child leaves with his or her Sciency-Fun Gizmo from Imagination Station.
- collect Crew members' name badges and Bible Memory Buddies and store them in your Crew bag until the last day of VBS.

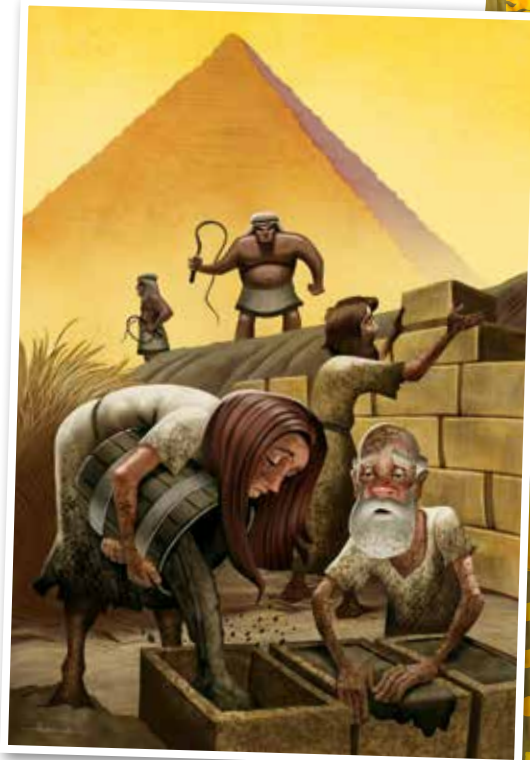
Day 1

Bible Story: The Israelites are slaves for the Egyptians. (Exodus 1; 5; 6)

Key Verse: “The Lord is good, a strong refuge when trouble comes.” (Nahum 1:7)

Consider This...

- The Israelites had identified themselves as God’s people since God initiated his covenant with Abram—centuries before! Yet this story finds God’s chosen people surviving as subjugated slaves.
- More than 400 years *before* this story, Joseph’s family moved to Egypt and stayed there for three generations. During Joseph’s life, Pharaoh looked favorably on Joseph and his family.
- Moses’ mother placed her baby in a basket, or *tebah* in Hebrew. This word is used only in reference to Moses’ basket and the ark built by Noah!
- Raised in Pharaoh’s courts, Moses had the advantage of a higher education. Acts 7 tells us that Moses “was powerful in both speech and action.” In spite of this, he still hesitated when God commanded him to lead the Israelites and speak to Pharaoh.
- Brick makers had a dirty, demanding job. Builders required *millions* of bricks, so brick makers had daily quotas to meet. Each brick measured approximately 13 inches long, 6 inches wide, and 6 inches thick. Chopped straw acted as an acid and held the bricks together.



Why It Matters...

The Israelites understood injustice, as they struggled to endure backbreaking labor and suppression at the hands of the Egyptians. After all, weren’t *they* God’s chosen people? Hadn’t God made a covenant with *their* ancestors? The Israelites definitely had reason to cry out “Hey, this isn’t fair!” Today, how many times do kids proclaim *their* protest at life’s injustices?

When someone gets away with rule-breaking...it’s not fair.

When someone has less homework...it’s not fair.

When hard times come to one child and not another...it’s not fair.

Through Moses, God reassured his people that he hadn’t forgotten them. His mighty plans were still at work! At VBS today, you can be “Moses,” sharing the hopeful news that God is still good, even in the midst of circumstances that don’t seem just.

Bible Point:

When life is unfair...God is good!



Day 1

Bible Point: **When life is unfair...God is good!**

God Sightings®

Every day at Roar, kids and leaders will share evidence they've seen of God. We call these *God Sightings*, and they're an easy, practical, and powerful way to help kids realize that God is still active in our everyday lives. The more you incorporate God Sightings into your conversations with kids, the more they'll "get it."

Today help kids talk about situations in their lives they feel are unfair (most kids will have *many* examples) and how God is good through what we can learn when things are unfair. Here are a few examples:

- Talk about times they've felt like someone else had an unfair advantage. Highlight how everyone has different strengths and God is good in the strengths he's given us—even when our strengths aren't just like someone else's.
- Suggest Bible verses and songs that offer examples of how life is very often unfair but God can bring good things out of unfair circumstances.
- Point out ways you see your Crew members including, helping, and caring for each other to keep things fair and fun.



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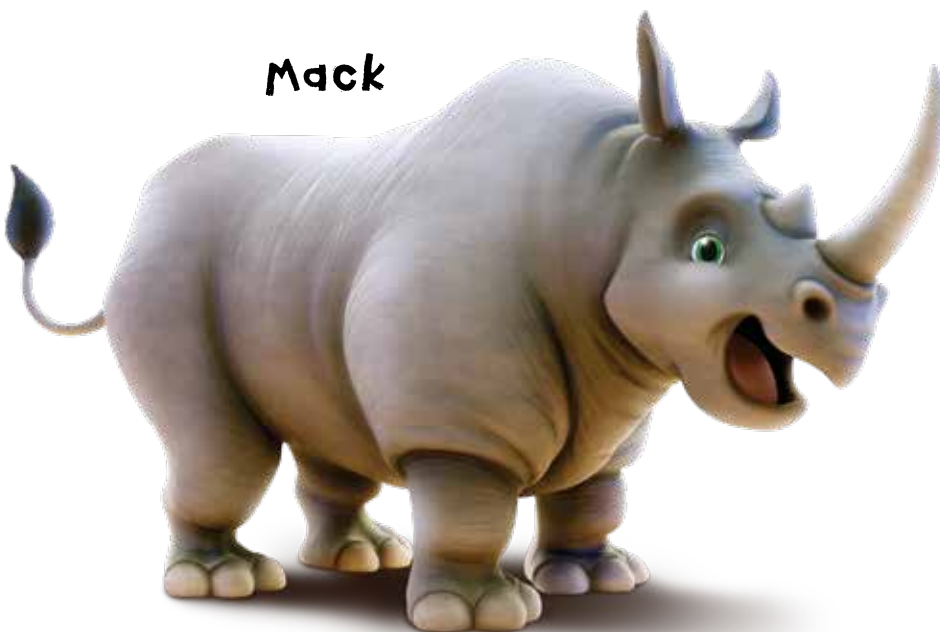
Sit in knee-to-knee circles for discussions. Call on kids by their Crew role. For example, say, "I'd like to hear our Guide's and our Prayer Person's answers."



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A God Sighting is not "I see God in that tree." A God Sighting is "I see God's creativity and power because only God can make a tree." God Sightings are seeing things that God has created, allowed, provided, done, or revealed to us.

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Wrap-Up Questions: Water You Focused On?

Ask:

? Which team do you think had the better chance to win, and why?

Say: Both teams had advantages and disadvantages—one had more people, while the other had bigger water movers. Sometimes when unfair things happen in our lives, we look so much at what the other person has that we forget about the good things we have. Even if you don't always win or get your way, don't have all the cool things you want, or don't feel cool at all...

Ask:

? What are good things you *do* have? Share a few examples of your own such as a best friend, a loving family, a loyal pet, and a God who loves you.

When life's unfair, we can get stuck wishing we had what other people have and miss the good stuff that's all around us. Instead of focusing on what we can't do or what we don't have, let's focus on what we *can* do or what we *do* have. God has placed a lot of good things in your life that are there through the unfair, and that's why **when life is unfair...God is good!**



Savanna Survival Tips From Your Director

Day 2

Bible Story: God sends plagues on Egypt. (Exodus 7:14–12:32)

Key Verse: “Even when I walk through the darkest valley, I will not be afraid, for you are close beside me.” (Psalm 23:4)

Consider This...

- God’s displays of power—plagues and miraculous signs—didn’t just make life miserable for the Egyptians. These demonstrations also countered symbols of power in Egyptian culture. Some scholars suggest that God targeted things such as frogs, cows, and the sun to display God’s power over Egyptian gods that often had similar physical manifestations.
- Scripture is unclear whether the Israelites suffered the plagues along with the Egyptians. Exodus specifically states that God spared his people from the plagues of livestock, hail, and darkness, and he gave the Israelites instructions for how to prepare themselves and their homes for Passover. It is evident that the Israelites saw firsthand the frightening and awesome power of God’s signs against Egypt.
- A plague of locusts would devastate an agricultural community, when you consider that a locust can eat its weight each day! Locust swarms are formidable, and even one square mile of a swarm can contain more than 100 *million* hungry insects!
- In a bit of prophetic foreshadowing, the spotless lamb (or kid) took the place of the firstborn son, protecting him from the plague of death. Similarly, Jesus became *our* spotless lamb, sacrificing his life and allowing his blood to be shed for *our* protection and life.



Why It Matters...

The children at your VBS may not face plagues of hail, darkness, or frogs, but they *do* live in a world of scary news headlines, hopeless environmental predictions, and even frightening nightmares. These fears can seem like plagues that overwhelm kids, blocking out the truth that God is *still* good. Some kids may wonder if God is even present when life gets scary. Today you’ll explore what kids are really afraid of and have the opportunity to reassure them that when we’re plagued by fear, our good God is still present and in control.

Bible Point:
When life is scary...God is good!



Day 2

Bible Point: *When life is scary...God is good!*

God Sightings®

God Sightings are a great way to help kids see that God is active all around us. Remember, the more you incorporate God Sightings into your conversations with kids, the more they'll "get it."

Today help Crew members identify things in their lives that scare them and how God is bigger than anything we fear. Here are a couple of examples:

- Praise kids when you see them try something they're clearly nervous or worried about.
- Keep watch for unique moments during the day to lead your Crew in encouraging other Crew members who are afraid or are sharing about their fears. Lead the way by saying "That scares me, too!" when someone shares a fear so kids know they're not alone in their fears.



PAWS HERE!

As a Crew Leader, you are the chief God Sightings encourager! Have fun with your Crew members as you look for God in action each day.



Wrap-Up Questions: Stampede!

Ask:

- ? What about the game was fun and exciting?
- ? What about the game made you nervous or confused?

Say: If you weren't paying close attention, you could've gotten lost in the stampede and not known what to do. It can be scary to not know what to do—in a game or in real life.

Ask:

- ? **Tell about a time you were afraid because you weren't sure what to do.** Share an example of your own first, such as losing a family member in a crowd and not knowing if you should stay in the same spot for the family member to find you or go looking for your family member.

No matter how smart, strong, or grown up we are, we *all* have times we don't know what to do and it's scary. Whenever we're unsure and afraid, we can turn to God because God always knows what to do.

When life is scary...God is good!

We get to be a reminder that God is good through scary times for moms and babies in Zambia. When moms are scared and not sure how they'll be able to take good care of themselves and their babies, our Operation Kid-to-Kid project can help them have food that's good for their bodies and the health checkups they need. Any money we bring in for our project this week will help!



Savanna Survival Tips From Your Director

Day 3

Bible Story: The Israelites enter the wilderness. (Exodus 14–17)

Key Verse: “Give thanks to the Lord, for he is good! His faithful love endures forever.” (Psalm 106:1)

Consider This...

- The Israelites had barely stepped one toe out of Egypt before they began worrying and wishing to return to the way things were...even when those ways included brutal slavery. In Exodus 14:11-12, God’s people make it sound as if Moses forced them out of Egypt: “What have you done to us? Why did you make us leave Egypt?”
- Prior to leaving Egypt, the Israelites would likely have not “seen” God’s presence. Once they began their exodus, God appeared as a visible pillar of cloud. The Israelites saw this as a pillar of light, and the Egyptians saw it as a pillar of darkness.
- Scientists estimate that a person can go about a week without water, although that depends on the surrounding temperature and the age and health of the person. The Israelites walked for three days without water, only to arrive at an unusable water source.
- Nothing on earth exactly replicates all the descriptions of manna. The Bible describes it as “grain of heaven” or “corn of heaven,” and some scholars think it sounds similar to liquid found on tamarisk trees or hammada plants. However, neither of these plants is available year-round.



Why It Matters...

There’s no doubt about it—change is hard. When kids have to change schools, they likely long for the familiarity and routine of their old school. Sometimes friendships change and kids miss the easy laughter with a longtime buddy. And sometimes divorce causes home life to change, making kids wish they could return to life the way it was. How wonderful, then, that God’s Word is filled with promises and examples of God’s everlasting, enduring faithfulness. Today encourage kids that God’s goodness *never* changes! God is faithfully beside us, pouring out his love and strength every day.

Bible Point:

When life changes...God is good!



Day 3

Bible Point: **When life changes...God is good!**

God Sightings®

Keep looking for evidence of God all around you. Throughout the day, point out the things that remind you of God's consistent presence. Life may change, but God doesn't. Here are a few examples:

- Thank God for the Bible and the love God communicates to us in its pages! God's love for us is constant and unchanging even when life changes.
- Bring up the Operation Kid-to-Kid project and how amazing it is that everyone at Roar VBS can be part of a good change for families in need in Zambia!
- Point out songs from Sing & Play Roar, such as "Leaning on the Everlasting Arms," that offer reminders that God is forever...and he's forever good.



Wrap-Up Questions: Stick Jump

Ask:

- ?** What did or didn't you like about how the gap between the sticks changed each round?
- ?** What do you do when changes in life make things easier on you? harder on you?

Say: Changes can be great and make us celebrate, and changes can be hard and make us wish things could stay the same. Many moms in Zambia know what that's like as they try to feed and care for their babies. In some areas of Zambia, the food a mom can provide for herself and her baby changes from day to day—some days there might be enough, and some days there might not be any. We can be part of a *great* change for many moms and babies in Zambia through our Operation Kid-to-Kid project! The money we raise will help those moms have food and health checkups to take care of themselves and their babies.

Close with a quick prayer for the moms and babies whose lives will be changed by Operation Kid-to-Kid.



Savanna Survival Tips From Your Director

Day 4

Bible Story: Jesus dies and comes back to life. (John 16–21)

Key Verse: “The Lord is close to the brokenhearted.” (Psalm 34:18)

Consider This...

- There’s interesting symbolism to Jesus carrying his own cross outside the city. In Genesis 22, Isaac carried the wood that Abraham would use to sacrifice Isaac...until God provided the ram as a sacrifice. And Leviticus 16 commands the priests to take the sin offering outside the camp or city. Jesus—the Lamb of God—became *our* sin offering!
- Roman soldiers usually crucified only non-citizens, lower-class citizens, or those accused of high treason or desertion (in wartime). The accused died a shameful, disgraceful, and agonizing death.
- Continuing the shame and disgrace of crucifixion, soldiers usually tossed the body of the crucified person into a pit. And Jesus, being penniless, didn’t have the money to pay for a formal burial. Yet Joseph of Arimathea and Nicodemus—both members of the Sanhedrin—stepped in. They took Jesus’ body and prepared it for burial themselves.
- Scholars estimate that a typical stone that was rolled over the opening of a tomb cave weighed anywhere from 1 to 3 tons!
- Although we usually think of angels with halos and wings, most times angels appear in the Bible, people describe them as looking like men. When Mary saw two angels near the tomb, she didn’t even realize they were angels!



Why It Matters...

On the surface, it may seem odd that we call Good Friday “good.” Yet without Jesus’ death, there would be no payment for sin. And there wouldn’t have been the triumphant, joyful resurrection!

Kids—and adults—find it hard to imagine *anything* good in the midst of sad times. What good can come from a loved one dying? How can a child find any good in a bully? And what’s so good about being left out or alone? God never promises that this life will be pain-free. But he *does* promise to be near when we’re hurting. And, more important, he showed that there’s always hope—always joy—to come. Use today’s experiences to give kids the strength to rely on God’s power in sadness and to look forward to the time “He will wipe every tear from their eyes” (Revelation 21:4).

Bible Point:

When life is sad...God is good!



Day 4

Bible Point: **When life is sad...God is good!**

Helping Children Follow Jesus

During the week, if you sense that a child might like to know more about what it means to believe in Jesus, give this simple explanation:

God loves us so much that he sent his Son, Jesus, to die on the cross for us. Jesus died and took the punishment for all the wrong things we do. But Jesus is stronger than death, and he came back to life! Jesus wants to be our friend forever. If we ask him to, he'll take away the wrong things we've done and fill our lives with his love. Jesus will always be with us and will help us make the right choices. If we believe in Jesus and ask him to forgive us, someday we'll live with him forever in heaven.

Be sure to share the news of the child's spiritual development with his or her parent(s).



God Sightings®

Today help your Crew members think of God Sightings that are reminders of how God is good through sad times:

- God gave us the ultimate gift and display of his goodness through his Son, Jesus, even when it meant that something very sad would happen to Jesus. The sad day at the cross brought about the greatest good the world has ever known. You'll have many opportunities to help this truth sink in during Wild Bible Adventures and in the closing at Safari Celebration.
- As kids share about sad times they've experienced, ask about how it made them stronger or made them appreciate people or things they have more. Shed light on the good God brought through the sad times.



Zion

Wrap-Up Questions: Blinding Bluff

Ask:

? Why would you be sad if you couldn't see?

Say: Sadness is kind of blinding because it makes us focus on the bad. Sadness tells us lies like “you’re all alone,” “nobody likes you,” or “things will never get better.” None of that is true!

Ask:

? What do you focus on when you're sad? Share an example of your own, such as thinking you aren't as talented as someone else or thinking you can't change what's making you sad.

When you're sad, focus on God to see the truth that God surrounds you with his love—like the Blind Person was surrounded in the game! You're not alone, and even *when life is sad...God is good!*

This week, we get to be awesome reminders of how God is good for people in sad times in Zambia. Our Operation Kid-to-Kid project will help give moms and babies things they need for a healthy life. That can turn sadness into joy!



Savanna Survival Tips From Your Director

Day 5

Bible Story: The Israelites build a memorial to remember God's goodness.
(Joshua 3-4)

Key Verse: "Remember the Lord, who is great and glorious." (Nehemiah 4:14)

Consider This...

- God tasked Joshua with finishing the job Moses had started—leading the Israelites into the land God had promised. While many battles still lay ahead, the Israelites could celebrate after such a long time wandering without a homeland.
- Immediately following the spies' return from Jericho, Joshua and his leaders prepared for a procession that would be holy and sacred while also awe-inspiring and unforgettable.
- The Ark of the Covenant contained reminders of God's provision, promise, and power: the stone tablets inscribed with God's law, a jar of manna, and Aaron's staff. The Ark acted as something like a portable sanctuary and was a representation of God's presence.
- The Bible shows that Jacob (Genesis 28:18-22; 31:45-46), Joshua (Joshua 24:26-27), and Samuel (1 Samuel 7:12) all used stones as symbols that memorialized God's hand in their lives.



Why It Matters...

Like the Israelites, the kids at your VBS probably have reasons to celebrate. After all, God has poured out blessings such as health, friendships, food, safety, and loving families. Yet all too often we forget that these good things come from God, who gives them out of his goodness and love. Today will be an excellent opportunity to show kids what praise looks like, what it means to remember God's blessings, and how to pour out our thanks to our good, good God.

Bible Point:

When life is good...God is good!



Day 5

Bible Point: **When life is good...God is good!**

God Sightings®

Today help your Crew members celebrate the good times in life with God. Here are a few examples:

- Talk about how we can acknowledge God's goodness in good times and invite God to celebrate with us.
- Share an example or two of good times in your life you thanked God for and attributed to him and his blessings.
- Tell each child why he or she is a God Sighting and reminds you that God is good.

Thank You to You!

Thanks for all you've done to help children discover that God is very active in their lives and is good through life's wild ups and downs!



PAWS HERE!

- Find out if the kids in your Crew have age-appropriate Bibles or Christian music at home. Talk with your VBS Director about providing these basic resources for kids.
- Continue building friendships long after VBS is over. Fill out the "All About My Crew" information on each Crew member. After VBS, you'll be able to send postcards and birthday cards and greet kids who attend your church.
- Give each child his or her Bible Memory Buddies and other fun goodies from Roar.
- Thank your VBS Director for all he or she has done to bring Roar to your community to remember in a fresh way that God is good!

Wrap-Up Questions: Pin the Tail on the Giraffe

Say: This game has been played at birthday parties for years, but most of the time it's played with a picture of a donkey and is called Pin the Tail on the Donkey.

Ask:

- ?** What are other fun things you've done to celebrate birthdays or special days?
- ?** What do you like about celebrating with friends and family?

Life is good when we're celebrating. We're usually happy and having a lot of fun! Sometimes we don't think about inviting God into those times in our lives, but just like we invited God to share the fun with us before our game, we can invite God to enjoy good times in our lives with us. *When life is good...God is good!*



Savanna Survival Tips From Your Director

All About My Crew

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____

Name: _____

Address: _____

Birthday: _____

Family members: _____

Favorite things: _____