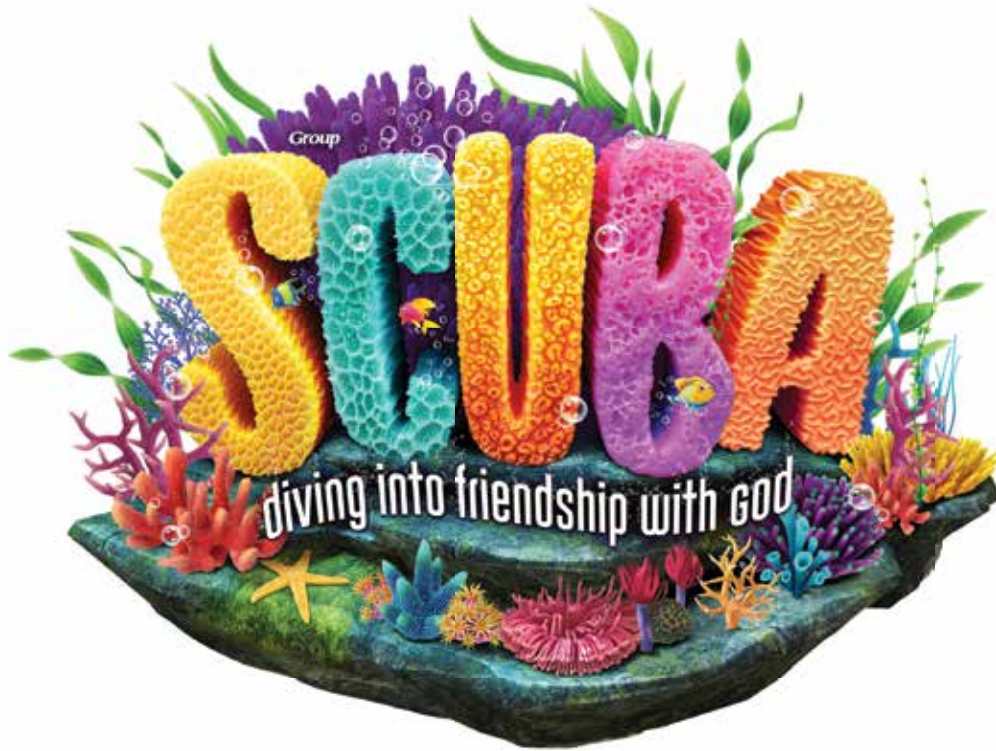




reef rec games

Station Leader Manual





thanks for joining the team!

Scuba divers all follow one unwavering rule: Dive with a buddy. That means never jumping into the water alone. It means discovering the deep blue alongside a friend.

Together, we're going to explore unfathomable faith!

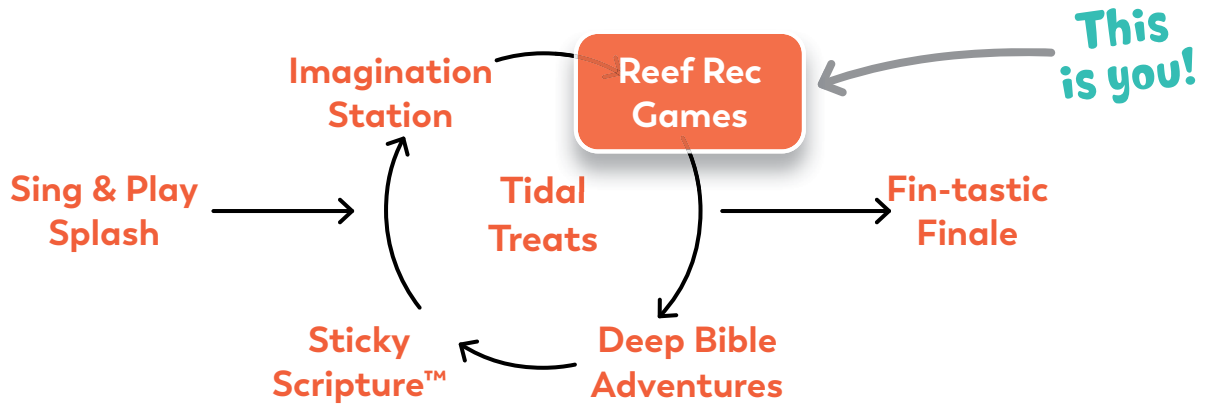
Scuba VBS is going to be full of Bible adventures, games, music, snacks, hugs, high-fives, and sciency-fun "wows." But we're doing more than simply entertaining kids. We have a powerful purpose at the heart of every single activity:

Helping kids dive deeper into a friendship with God.

That's why we're here—dive buddies on a life-changing mission. You're the hands and heart of God, showing kids what a warm friendship with God looks like. And we're right beside you all the way.

What a team!

Thanks for diving in, getting your feet wet, and making a splash that'll have eternal impact with kids.

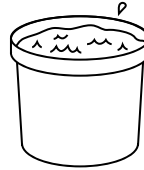


before scuba




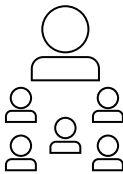
Pray for everyone who will attend Scuba.

Ask God to prepare your heart and the hearts of the kids and leaders who will be part of VBS.



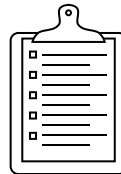
Have access to a water hose or large buckets of water.

Each day includes one water game option to give Crew members a refreshing cooldown. Look for this icon: 



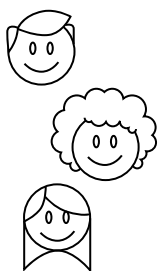
Determine the number of Crews you'll have in each rotation.

Kids join mixed-age Crews—groups of up to five elementary-age kids and one adult or teenage leader. Plan on one-fourth of the total number of Crews in each rotation. If your VBS has 20 Crews, you'll work with five Crews (approximately 25 kids and five leaders) during each session.



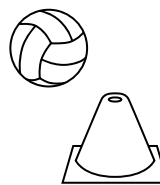
Plan your games.

If you have only a few Crews at each rotation, you may have time for all three game options. Starting on Day 2, one game option ties to the Operation Kid-to-Kid project. Include these games since they'll help Crews connect with this important part of VBS.



Work with the Director to recruit several teenage assistants.

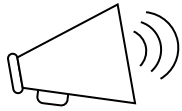
These helpers will be invaluable to your success. Prior to each day, review the games so your volunteers will know how to help you prepare, distribute, and collect the game supplies.



Work with the VBS Director to collect necessary supplies.

Almost all the supplies are easy to find around the church, from church members, or from Group.

during scuba



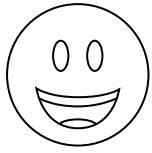
Use an attention-getting signal.

Attention-getting signals let kids know when it's time to stop what they're doing and look at you. Use the Dive Whistle (available from group.com) or another signal of your choice.



Repeat the daily Bible Point often.

Every activity focuses on one memorable Bible truth called the Bible Point. Repeating the Bible Point helps kids remember it and apply it to their lives after VBS. Each time kids hear the day's Bible Point, they clap their hands together and say, "Thanks, God!"



Call on kids' Crew roles.

Every day, kids choose one of five jobs: Guide, Kit Carrier, Prayer Person, Schedule Supervisor, or Thank You-er. Kids love when those jobs get called on!



Get Crew Leaders involved!

Guide Crew Leaders to participate right along with kids. When Crew Leaders listen, get involved, and have fun, kids do too!



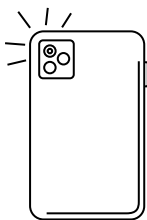
Play the Sing & Play Splash Music while kids play.

Music creates a fun atmosphere and, more important, reinforces faith!



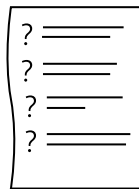
Learn (and use) names.

While you won't have the opportunity to spend one-on-one time with participants, kids and adults will be wearing name badges. Try to call people by name.



Meet with the Spotlight VBS Photographer.

Each day, one group of Crews gets their photos taken at the start of Reef Rec. Later, these pictures create a cool slideshow that retells the Bible story. Work with the photographer to get the kids involved and energized as they have their pictures taken.



Use the game introductions and questions to connect the game with the Bible Point.

For some games, the link to the Bible Point is made in the introduction. Following other games, you'll ask questions of the combined Crews, or each Crew will gather in a knee-to-knee circle to discuss the questions in the Wrap-Up Questions box. Don't rush the life-application discussion or wrap-up time! Copy the Wrap-Up Questions ahead of time and hand them out. (The Wrap-Up Questions are also included in the Crew Leader Guides on the Scuba Clip Art & Resources CD.)

DAY 1:

God is a friend who's real.

Bible Verse: "We believe, and we know you are the Holy One of God." (John 6:69)

Bible Story: God shows himself to Elijah through ups and downs. (1 Kings 18-19)



Sing & Play Splash

- Learn the Day 1 Bible Point and verse, and meet Bible Memory Buddy Tad.
- Sing Scuba songs.
- Meet Sydney Shores, an aspiring treasure hunter.



Deep Bible Adventures

Experience the highs and lows of Elijah's encounters with the real God.



Tidal Treats



Crunchy Coral



Fish Sticks

Sticky Scripture

Play "Believe It or Not" as they dive into John 6:69 and discover what it means to believe.



Imagination Station

Explore unseen things in the ocean to discover that God is a friend who's real!



Fin-tastic Finale

Explore things that are real and imitation, connecting those discoveries to how we experience that God is real.



Reef Rec



TP Tell-All



Off the Hook



Flinchy Fish

At **Scuba VBS**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.

god is a friend who's real.

Bible Story: God shows himself to Elijah through ups and downs. (1 Kings 18–19)

Bible Verse: “We believe, and we know you are the Holy One of God.” (John 6:69)

Diving Into the Bible

A harsh drought plagued Israel for years due to the wicked deeds of idol-worshipping King Ahab. Finally, to show God's existence, God's prophet Elijah summoned 450 prophets of Baal and 400 prophets of Asherah to Mount Carmel. The prophets built an altar, then prayed to their false god, Baal, for fire. For hours the hundreds of prophets prayed, shouted, and even cut themselves. But no one answered. Then Elijah built a simple stone altar and dug a trench around it. Servants poured water on his altar again and again. Elijah prayed, “O Lord, answer me...so these people will know that you, O Lord, are God.” Instantly fire came from heaven and burned up Elijah's sacrifice, the wood, the stones, and the soil! God—the only true God—answered.

Yet Elijah's triumph soon turned to terror as Queen Jezebel swore she'd have Elijah killed. The prophet fled into the wilderness, where hunger and depression wore him down. God appeared, not in a flash of fire but in a gentle whisper. The one true God answered again.

Connecting With Kids

Like Elijah, kids swim in a culture increasingly resistant to any one source of truth. Today's kids doubt the integrity of the Bible. They're dubious about the church. And many view the idea of one *true* God as judgmental and exclusive. The kids at your VBS really *can* understand what Elijah faced—living in a world that embraced countless false gods and warred against God's truth! Fundamentally, when we believe God is *real*, the existence of God gives us hope. Belief in one *true* God grounds us, providing stability and firm footing through life's ups and downs. Today, root kids in the truth that the one amazing, powerful God really and truly desires a friendship with them!



Why It Matters

Elijah experienced the reality of God through fire, and later in a whisper. This passage can help kids who are questioning the truth of a God they can't see or hear.



Introduce Operation Kid-to-Kid™



Supplies:

photocopy of the Operation Kid-to-Kid parent letter on p. 7

Welcome Crews to Day 1 of Reef Rec with a big smile, and introduce yourself.

Have kids sit down.

★ SCUBA CLUE ★

IMPORTANT! No matter what games you choose to play today, begin each rotation time at Reef Rec with this quick introduction to the Operation Kid-to-Kid project. Reef Rec is where kids will hear the most about this awesome service project!

SAY

Before we dive into games, I want to tell you about a cool project we get to be a part of at VBS! It's called Operation Kid-to-Kid, and it'll give us a chance to reach out and help kids in a country called Honduras. A lot of kids there don't have clean water nearby.

ASK

When was the last time you got a drink of water? Let kids call out responses.

How did you know that water was clean?

SAY

Here in [name of your community], we don't really worry about having clean drinking water. You turn on a tap or find a drinking fountain, and clean water comes out! And after you use the bathroom, you can wash up at a sink.

All that clean water—and soap—helps keep our bodies healthy and strong. But kids in places like Honduras might need to drink from a river—the same river where people take baths and animals drink. Germs in that water can make kids super sick.

But we can help!

A group called World Vision is bringing clean water to villages throughout Honduras. They're also teaching kids that it's important to wash their hands. Every \$5 we bring in will help provide clean water for a kid for nearly two years!

Around here, \$5 might buy a fast-food meal or small toy. But in Honduras, \$5 can help keep a kid your age healthy and strong for years!

Tell kids where they can find the Operation Kid-to-Kid donation spot. (Your VBS Director will have set this up ahead of time in a high-traffic area that's visible to everyone.) This is where kids can drop off their donations anytime during VBS.

You'll get a letter today that you can take home to your family (hold up a copy of the Operation Kid-to-Kid parent letter) so everyone at home will know what the project is all about. Starting tomorrow, we'll have a fun game each day that helps us remember our awesome Operation Kid-to-Kid project. Now speaking of games, *let's play!*

Group resources really work!

This Group resource incorporates our R.E.A.L. approach to ministry. It reinforces a growing friendship with Jesus, encourages long-term learning, and results in life transformation, because it's:



Relational

Person-to-person interaction enhances spiritual growth and builds Christian friendships.

Experiential

What we experience through action and discussion sticks with us up to 9 times longer than what we simply hear or read.

Applicable

The aim of ministry is to equip people to be both hearers and doers of God's Word.

Lifelong

Experiences transform the heart, moving faith beyond the walls of church and into everyday life for years to come.

Reef Rec Games Leader Manual

Copyright © 2024 Group Publishing, Inc./0000 0001 0362 4853

All rights reserved. No part of this book may be reproduced in any manner whatsoever without prior written permission from the publisher, except where noted in the text and in the case of brief quotations embodied in critical articles and reviews. For permission information, go to group.com/permissions.

Visit our websites:

group.com

group.com/Scuba

Thanks to our talented team for diving in! Laura Baldwin-Stout, Jody Brolsma, Stephen Caine, Lyndsay Gerwing, Charity Kauffman, Micaiah Lee, Michael Paustian, Mike Porter, Joani Schultz, Elisa Snell, Rodney Stewart, and Ali Thompson

Scripture quotations are taken from the *Holy Bible*, New Living Translation, copyright © 1996, 2004, 2015 by Tyndale House Foundation. Used by permission of Tyndale House Publishers, Inc., Carol Stream, Illinois 60188. All rights reserved.

ISBN 978-1-4707-7432-5

Printed in the United States of America.

10 9 8 7 6 5 4 3 2 1

26 25 24



making a splash in Honduras!

Kids Helping Kids

Most of us take it for granted that we can turn on a tap and get a healthy drink of water. We have access to filtered water and bottled water when clean drinking water isn't available. Usually, after a restroom break or before eating, there's a sink nearby where we can wash up. But that's not the case for many families in Honduras.

- About one in nine people in Honduras don't have access to clean water resources. Most of these people live in rural areas.
- Women and girls spend valuable time walking long distances to wells. That's time they could be spending in school or providing for their families in other ways.
- Too often, rural families are forced to get their drinking water from local rivers—the same rivers where people (and animals) bathe. This leads to disease and malnutrition.

But we can change that!

The international team at World Vision connects one new person with clean water every 10 seconds! Our VBS is excited to partner with such experts, who love God and have a desire to care for God's people.

A \$5 donation can provide clean water for one person for more than a year! Plus, initiatives in rural Honduras promote and provide support for handwashing and sanitation. Wow! That means no more long walks to the well or being forced to drink harmful water. That small donation means your kids will make a huge impact!



OPTION 1: TP Tell-All

Supplies



Dive Whistle*



toilet paper (1 roll per Crew in a rotation)

- trash bags for collecting toilet paper



Sing & Play Splash Music CD or download*

- media player

*available from group.com or your Group VBS supplier

 Low Energy

Pre-Game Setup

- *No setup needed!*



Let's Play!

Gather kids in Crew circles.

Demonstrate the sound of your Dive Whistle (or other noisemaker), and let Crews know you'll start and stop games all week with that sound, so they'll want to listen carefully for it.

SAY We're just starting off our time at Scuba, getting to know our Crew friends.

ASK Think of friends you have at home or school. Call out the name of one of those friends. Pause, calling out the name of your friend, too!

How did you get to know that friend? Call it out. Take several responses.

SAY Let's get to know our new Crew friends a little better.

1. Be sure Crew members are sitting in knee-to-knee circles so they can hear each other well.
2. Pass a roll of toilet paper around each Crew. Direct kids to each take as much as they need. If kids ask what you mean, don't give any more direction than "Take as much as you need."
3. When everyone has a length of toilet paper, collect the rolls and set them aside for the next rotation.
4. Say: **Now figure out who in your circle has the next birthday. That person will raise his or her hand.** Pause while Crew Leaders help kids figure this out and one person in each Crew raises a hand.
5. **The person with his or her hand raised will go first. For each toilet paper square you have, you'll tell your Crew one true thing about yourself. Like this!** Demonstrate with your own length of toilet paper. Tear off a square and tell something about yourself, such as the number of pets or siblings you have. Continue until you've named a fact about yourself for each square.
6. Play the Sing & Play Splash Music while kids share fun facts about themselves. Direct Crews to put their toilet paper squares in the middle of the circle.
7. When everyone has gone, sound the Dive Whistle. (Send a helper around to collect and throw away all the toilet paper squares.)

ASK What did you learn about your Crew friends?

SAY God is a friend who's real. (Thanks, God!) This week you'll be getting to know lots of new things about your friend God!

FIELD TEST FINGING

You may need a megaphone or some other means of amplifying your voice so all the Crews can hear you. This may come in handy for each day at Reef Rec.

FIELD TEST FINGING

This was such a fun game to get everyone started! Kids had fun guessing what they'd need the toilet paper for—and there were lots of laughs from kids who'd taken a lot when they found out what they'd do with it.

OPTION 2: Off the Hook



Supplies

Dive Whistle*

Day 1
Wrap-Up
Questions

photocopies of the Wrap-Up Questions: Off the Hook (p. 11) (1 per Crew)

Sing & Play Splash Music CD or download*

• media player

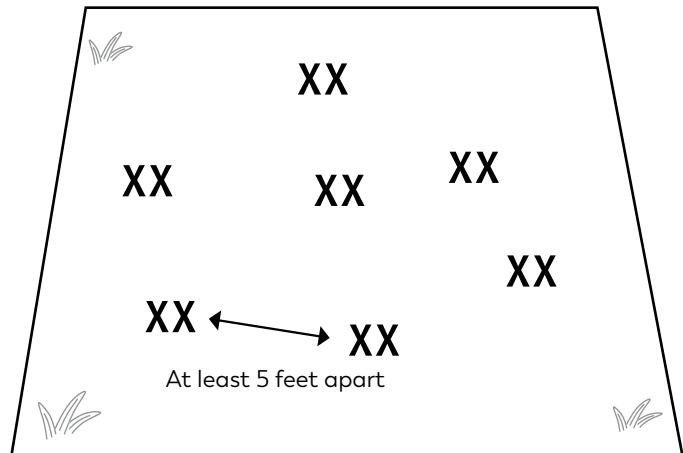


*available from group.com or your Group VBS supplier

 High Energy

Pre-Game Setup

• No setup needed!



XX=pairs of kids

★ SCUBA CLUE ★

To make this extra high-energy, choose a few pairs to “unhook” so you have two or three Big Fish chasing Little Fish.



Let's Play!

Give Crews a big welcome to Day 1 of Reef Rec, and introduce yourself if you haven't already.

SAY Today we're exploring how **God is a friend who's real.** (*Thanks, God!*) **That means even though we don't always feel that our friend God is nearby, he's always by our side. Let's play a game where you'll really want a friend by your side!**

1. Form pairs and have partners link arms and scatter around the playing area.
2. Choose one pair who will unlink—one partner will be the Big Fish, and the other will be the Little Fish.
3. On your signal, the Big Fish will chase the Little Fish, trying to tag him or her. If the Little Fish is tagged, the roles are reversed.
4. Kids who are linked are safe and remain stationary. But the Little Fish can hook on to the arm of any pair.
5. If the Little Fish hooks on to someone, that person's *partner* must unhook and now becomes the new Little Fish—and needs to run away from the Big Fish!
6. Play the Sing & Play Splash Music while Crews play. When time's up, turn off the music and sound the Dive Whistle to mark the end of the game.

Have each Crew sit in a knee-to-knee circle, and give each Crew Leader a copy of the Wrap-Up Questions: Off the Hook to lead a quick discussion.

Wrap-Up Questions: Off the Hook

ASK How did you feel when you had a friend right by your side in the game?

When do you most need your friend God by your side?

Crew Leader, share an example of your own, then let each person share an example.

SAY We may not see or experience God with us the same way we do our Crew friends. But God never leaves us! He's really here, a best friend by your side!

Permission to photocopy this resource from Group's Scuba VBS granted for local church use. Copyright © 2024 Group Publishing, Inc., Loveland, CO. group.com/vbs

OPTION 3: Flinchy Fish

Supplies



Dive Whistle*



soft foam ball



Sing & Play Splash Music CD or download*

• media player

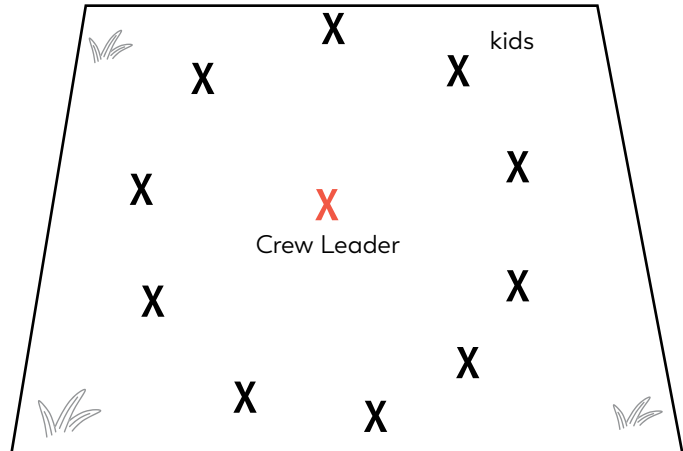
* available from group.com or your Group VBS supplier



Medium Energy

Pre-Game Setup

• No setup needed!



This is a perfect indoor game!



Let's Play!

Give Crews a big welcome to Day 1 of Reef Rec, and introduce yourself if you haven't already.

SAY In the ocean, fish need to be fast so they don't get caught. If you've ever tried to reach out and catch a fish, you know they scare—and move—pretty quickly! We call that flinching—when you move or jump. In this game, you'll try *not* to be a flinchy fish!

1. Make one giant circle with kids facing in. (Even if you have only a few kids, make the circle pretty large so the person in the center is at least 10 feet from kids in the circle.)
2. Direct kids to stand with their arms crossed over their chests, hands touching opposite shoulders.
3. Have a Crew Leader stand in the center of the circle, holding the foam ball.
4. Turn on the Sing & Play Splash Music, and have the Crew Leader pretend to throw the ball to a few kids. The goal for kids is to *not* move their arms as if they're going to catch the ball. If kids flinch, they sit down.
5. After a few "fake outs," the Crew Leader *really* can toss the ball to someone who's standing. If that person catches the ball, he or she trades places with the Crew Leader. At that point, kids who are sitting can stand back up.
6. Play several rounds so lots of kids get to try to make the "fish" flinch!

ASK How did it feel to get faked out sometimes in the game?
How would you feel about a friend who was fake or tricked you?

SAY God is a friend who's real! (*Thanks, God!*) God is the real deal—he won't ever try to trick you or be fake. He's really and truly the best friend around!

FIELD TEST FINGING

Once kids understood what "flinching" meant, they had fun trying *hard* not to flinch! We found it worked best to demonstrate this with a Crew Leader, and point out when that person had flinched or moved.

God is a friend who loves.

Bible Verse: **“Just as I have loved you, you should love each other.”** (John 13:34)

Bible Story: **God shows compassion to the people of Nineveh.** (Jonah 1–3)



Sing & Play Splash

- Learn the Day 2 Bible Point and verse, and meet Bible Memory Buddy Finnley.
- Share God Sightings and add fish to the God Sightings Celebration Spot.
- Sing Scuba songs.
- Keep Sydney from scuba diving before being prepared.



Deep Bible Adventures

Journey with Jonah to discover God’s love.



Tidal Treats



Ocean in Motion



Fruity Fins

Sticky Scripture

Find John 13:34, play “Submariner See, Submariner Do,” and investigate what it means to follow Jesus’ example.



Imagination Station

Experiment with different modes of transportation and discover how God’s love empowers us.



Fin-tastic Finale

Participate in a game show about Jonah’s choices, then compare Jesus’ actions with Jonah’s.



Reef Rec



A Clean Getaway



Pass the Pearl



Catch of the Day

At **Scuba VBS**, the daily Bible Point is carefully integrated into each station’s activities for unforgettable Bible learning. See how your station reinforces today’s Bible Point.

god is a friend who loves.

Bible Story: God shows compassion to the people of Nineveh. (Jonah 1-3)

Bible Verse: “Just as I have loved you, you should love each other.” (John 13:34)

Diving Into the Bible

When God told Jonah to go preach to the people of Nineveh, Jonah jumped on the first ship...headed in the *opposite* direction! He'd likely heard of the Ninevites' reputation for cruelty. In Jonah's estimation, these people didn't deserve to hear about—or experience—God's love. But God had other plans. He sent a big fish to swallow the reluctant prophet. Deep inside the fish's belly, Jonah finally submitted to God's will. God forgave Jonah, then used him to deliver a warning to the people of Nineveh. As soon as the people heard Jonah's message, they stopped their evil deeds and asked for God's forgiveness. God lovingly forgave an undeserving people, demonstrating his heart of mercy for *all*.

Connecting With Kids

Jonah seems to have viewed the Ninevites as unredeemable—so sinful that they were unworthy of God's salvation. When do you first remember a feeling of shame or unworthiness? For many of us, the sense of being unlovable came as a child when we'd disobeyed, been caught in a lie, or disappointed an adult. Perhaps caring friends or family members demonstrated Christ-like forgiveness, modeling unconditional love! Unfortunately, plenty of kids who come to your VBS won't have experienced genuine love and forgiveness. Today is a great day to immerse kids in God's overwhelming love for *all* people. Joyfully share the truth that a friendship with God means we are loved—and so are those we don't think are lovable.



Why It Matters

Jonah didn't think the people of Nineveh deserved God's mercy. Jonah's attitude can challenge kids to think about who they may doubt God could love.



OPTION 1: A Clean Getaway



Supplies

— cones or other boundary markers



— Sing & Play Splash Music CD or download*

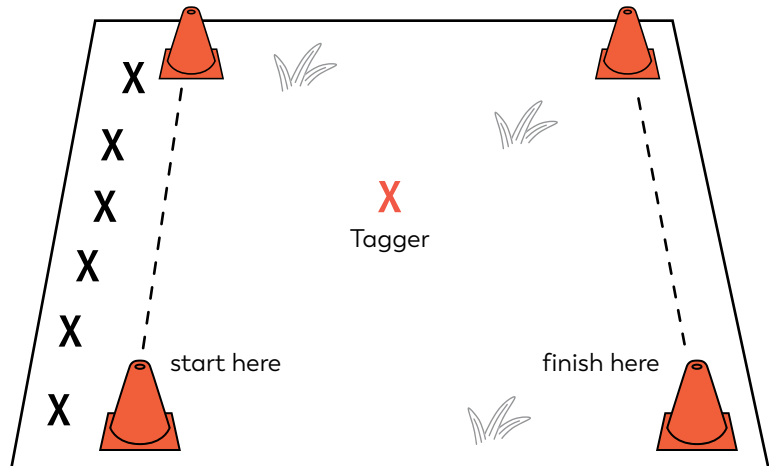
• media player

* available from group.com or your Group VBS supplier



Pre-Game Setup

• Use cones at both ends of a rectangular playing area to create safe zones.



★ SCUBA CLUE ★

When you see a supply quantity listed as “per Crew in a rotation,” that means you need only the amount required for your largest rotation of Crews. You’ll reuse supplies from rotation to rotation. Anytime supplies *aren’t* reusable (such as paper goods), you’ll see the supply listed as “per Crew.” Then you’ll need the quantity of that supply for each Crew that visits Reef Rec throughout the day.

★ SCUBA CLUE ★

Use the Dive Whistle to start and stop games or get kids’ attention. You can also use the Sing & Play Splash Music during your games.



Let's Play!

Give Crews a big welcome to Day 2 of Reef Rec. Introduce yourself, in case there are any new kids.

SAY

This week we're diving into friendship with God—and learning how to be a good friend like God, too! One way we'll do that is through Operation Kid-to-Kid. We're raising money that will help kids in the country of Honduras have clean water. We all need clean water to keep us healthy and strong. When you drink dirty water, the germs in the water can make you sick, so you can't run and play. Let's play a game to remind us of the important job we're doing to keep kids strong and healthy!

1. Have kids line up in a "safe zone" behind the cones at one end of the playing area.
2. Choose one Crew Leader to be the tagger...or the Germ!
3. Explain that the Crew Leader is a germ in some water. That germ wants to tag kids and keep them from playing in the game.
4. On your signal, have all kids run from one safe zone to the other, running straight across the playing area. The Germ will try to tag as many kids as possible. Kids who are tagged must join the Germ and become Germs, too!
5. Play the Sing & Play Splash Music while kids play.
6. When there's only one person left, he or she will become the Germ for the next round (if time allows for more than one round).

After the last round, gather Crews around you.

ASK

When has a germ or sickness caught you in real life?

What's the worst thing about being sick?

SAY

We all get sick, but most of us don't get sick just from getting a drink! When you bring in money for Operation Kid-to-Kid, you can help kids keep away from so many sicknesses! They'll have clean water to drink and wash in. What a cool way to show God's love! God is a friend who loves (Thanks, God!), and we can be loving friends, too!



OPTION 2: Pass the Pearl

Supplies



small water balloons (1 per Crew in a rotation, plus lots of extras)



sturdy plastic spoons (1 per Crew in a rotation, plus a few extras)



buckets or bowls for holding water balloons (1 per Crew in a rotation)



Sing & Play Splash Music CD or download*

• media player

Day 2
Wrap-Up
Questions

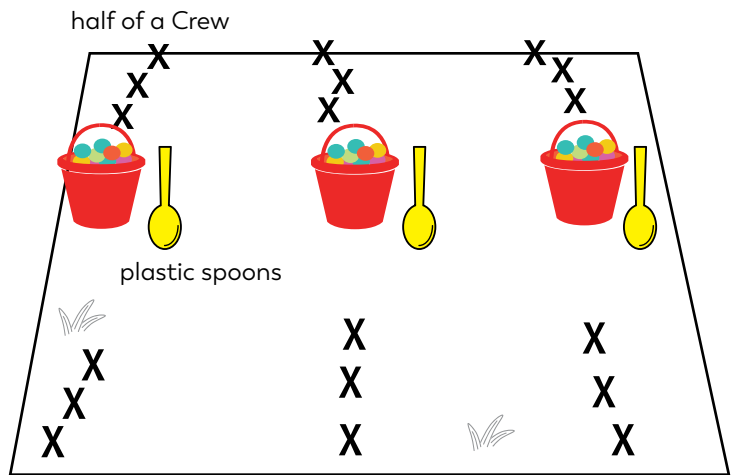
photocopies of the Wrap-Up Questions: Pass the Pearl (p. 19) (1 per Crew)

* available from group.com or your Group VBS supplier

 **Low Energy**

Pre-Game Setup

- Fill water balloons, keeping them as small as possible. If you make water balloons too large, kids won't be able to balance them in the spoons.
- At one end of the playing area, set out a bucket of water balloons for each Crew in a rotation.
- Set a few spoons next to each bucket.



half of a Crew

★ SCUBA CLUE ★

If you don't want a water game, just have kids use ping-pong balls. Or for a fun challenge, they can use beach balls! Balancing the huge beach ball on a tiny spoon will ensure that kids move slowly and carefully.



Let's Play!

Give Crews a big welcome to Day 2 of Reef Rec. Introduce yourself, in case there are any new kids.

SAY

In the ocean, pearl divers find clams that hold valuable pearls. In this game imagine you've pulled a giant pearl from the ocean! Hold up a water balloon. You'll need to transport that precious pearl to each person in your Crew, using this specialized pearl transportation device. Hold up a spoon. Be careful! These pearls are valuable treasures!

1. Have each Crew line up behind a bucket.
2. Send half of the Crew members to stand on the other side of the playing area. (If you have only two Crews, you could simply have one Crew stand on one side and send the other Crew to the other side.)
3. On your signal, the first person in each line by the bucket will balance a water balloon "pearl" on a spoon.
4. Pearl carriers will carry their pearls across the playing area, to the next person in line at the other side. If the pearl drops and breaks, the player will get a new one from the bucket and start that leg of the relay again. If the pearl doesn't break, kids can pick it up, replace it, and continue.
5. Once the carrier successfully hands off the pearl to the next player, he or she will sit down.
6. Crews continue passing the spoons and pearls until everyone is seated. Kids can return the pearls to the buckets.

Have each Crew sit in a knee-to-knee circle, and give each Crew Leader a copy of the Wrap-Up Questions: Pass the Pearl to lead a quick discussion.

FIELD TEST FINDING

We used large plastic serving spoons, rather than smaller ones. Kids had an easy time carrying the water balloons on these larger utensils.

Wrap-Up Questions: Pass the Pearl

ASK

What words describe how you had to move as you carried the pearl?

Let each Crew member say one word.

ASK

How do you feel when someone treats you [say some of the words kids shared, such as gently or slowly or takes their time]?

Invite several responses.

SAY

Today we're exploring that God is a friend who loves. (Thanks, God!) Loving people means we treat them gently—with kindness and care. Jesus said it this way in the book of John, chapter 13, verse 34: "Just as I have loved you, you should love each other." We can treat each other with the same loving kindness that God shows us!

Permission to photocopy this resource from Group's Scuba VBS granted for local church use. Copyright © 2024 Group Publishing, Inc., Loveland, CO. group.com/vbs

OPTION 3: Catch of the Day



Supplies

— large beach towels (2 per Crew in a rotation)



— beach balls (1 per Crew in a rotation)

— Sing & Play Splash Music CD or download*

• media player

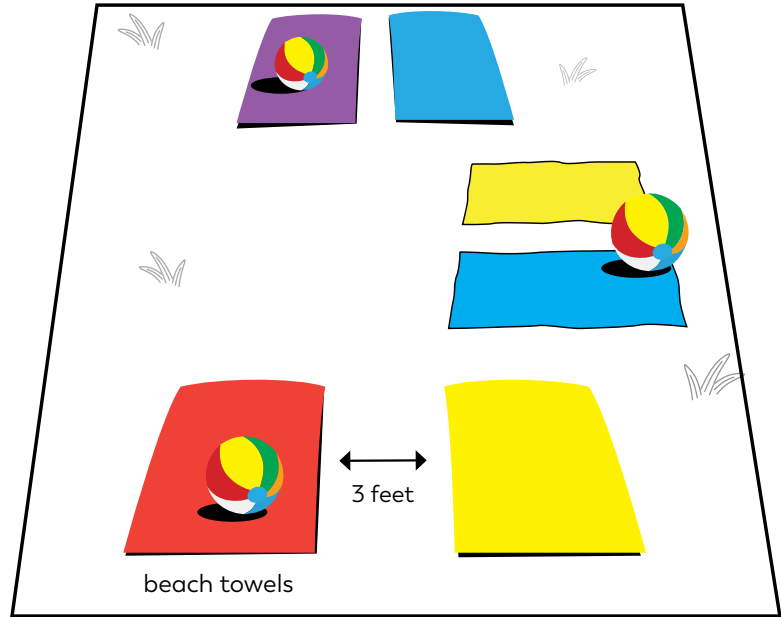


* available from group.com or your Group VBS supplier

 **Medium Energy**

Pre-Game Setup

• Lay out two beach towels, about 3 feet apart, for each Crew. Set a beach ball on one of the towels.



★ SCUBA CLUE ★

Turn this into a water game by having kids launch sponge balls soaked in water.



Let's Play!

Give Crews a big welcome to Day 2 of Reef Rec. Introduce yourself, in case there are any new kids.

SAY

Undersea, you'll see fish peacefully swimming around. But there are some fish that want to jump over the water and see what's happening up on the surface. Hold up a beach ball. Let's see how high you can launch these flying fish. More important, let's see how well you can catch them.

1. Each Crew forms two groups, with each group at one of the large beach towels.
2. On your signal, groups will pull up on the ends of the towel, gently launching the beach ball "fish" to their other Crew mates.
3. The other group should try to catch the fish in their towel, then launch it back.
4. Challenge Crews to start close together, launching the fish only a few feet in the air. As Crews get used to launching and catching, they can move farther apart and launch the fish higher!
5. Play the Sing & Play Splash Music while the fish fly!
6. After a few minutes, turn off the music and have kids set down the towels and fish.

Gather everyone together.

ASK

How would you finish this sentence? My Crew caught the fish best when we... Let kids call out answers.

SAY

You had to work with your Crew friends so they could catch the fish. That reminds me of Jesus' words about how to treat each other. He told his friends, "Just as I have loved you, you should love each other."

God is a friend who loves. (Thanks, God!) And God shows us how to be loving friends, too! Give your fishy friends a high-five—just the way you'd want to get one!

Lead everyone in giving high-fives.

FIELD TEST FINGING

We had a few Crew Leaders demonstrate this so kids had a clear idea of how to gently launch the beach balls so others could catch them. It also helped to pair younger kids with older kids who could guide them.

DAY 3:

God is a friend we can trust.

Bible Verse: "I am leaving you with a gift—peace of mind and heart." (John 14:27)

Bible Story: Jesus calms a storm. (Mark 4:35-41)



Sing & Play Splash

- Learn the Day 3 Bible Point and verse, and meet Bible Memory Buddy Fisher.
- Share God Sightings and add fish to the God Sightings Celebration Spot.
- Sing Scuba songs.
- Help Sydney discover that trustworthy friends are a treasure.



Deep Bible Adventures

Trust God in a scary storm—and with their own fears.



Tidal Treats



Seal Snacks



Sweet Sand Dollars

Sticky Scripture

Cheer on their favorite seahorse in the Seahorse 500. It's a race to the finish as kids learn John 14:27 and find out why we need peace from Jesus.



Imagination Station

Discover how ocean currents and pressure create constant movement in the ocean—and learn to trust God as our lives keep moving and changing.



Fin-tastic Finale

Do some surprising science experiments with things that sink, float, and fall!



Reef Rec



Fill 'er Up!



Bubble Trouble



Kelp Catchers

At **Scuba VBS**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.

God is a friend we can trust.

Bible Story: Jesus calms a storm. (Mark 4:35-41)

Bible Verse: “I am leaving you with a gift—peace of mind and heart.” (John 14:27)

Diving Into the Bible

After a long day of teaching along the Sea of Galilee, Jesus gave his followers instructions to cross to the other side of the water. The disciples put their backs into rowing, while Jesus, weary from the long day, quickly fell asleep. Before long, a sudden storm blew in. Gale-force winds stirred up powerful waves that broke over the side of the boat. Jesus’ friends panicked! What if the wind tipped the boat over? What if the boat filled up with water and sank? How could Jesus sleep through all this? In terror, the disciples woke Jesus up. Jesus commanded the wind and waves to be silent and still...and they obeyed! An immediate calm settled over the waters.

Connecting With Kids

What storms are kids at your VBS facing? Divorcing parents? Loneliness? Bullying? Food insecurity? A child may even be trying to navigate relationships with *others* who are facing challenges. At times, kids may feel like Jesus’ disciples, asking where Jesus is when hardships swell into a tidal wave of fear, uncertainty, and doubt. What a comfort to know we have a trustworthy friend nearby! God is a friend we can trust to comfort, guide, listen, and love us. Today, bring peace (just like Jesus did!) as you explore with kids what it means to have a trustworthy friend in God.



Why It Matters

Jesus commanded wild wind *and* waves to be still, showing his power and his ability to bring peace. This passage shows kids they can trust God when life’s troubles crash around them.



OPTION 1: Fill 'er Up! 💧

Supplies



plastic cups
(1 per person in a rotation,
plus extras)



thumbtacks (just for your use
ahead of time)



large plastic bowls (at least 1
per Crew in a rotation)



ping-pong balls (at least 1 per
Crew in a rotation)



large buckets of water (1 per
Crew in a rotation)



Sing & Play Splash Music CD
or download*

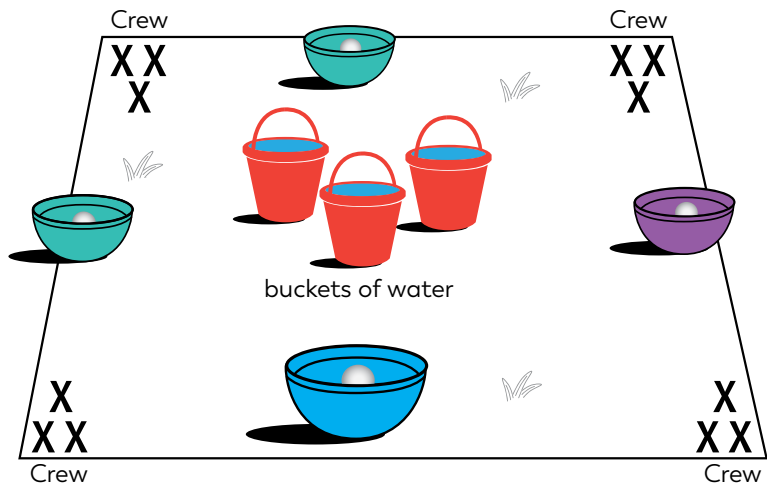
• media player

* available from group.com or your
Group VBS supplier

High Energy

Pre-Game Setup

- Use thumbtacks to poke about four (or more!) holes in the bottom or sides of each cup. (The more holes you make, the wetter kids will get.)
- Fill buckets with water and set them in the middle of your playing area.
- Set the large plastic bowls 20-30 feet from the buckets of water. (The farther the bowls are, the more kids need to run—and the more water they'll lose.)
- Put a ping-pong ball in each large bowl.



★ SCUBA CLUE ★

Although kids can deliver water to any bowl, be sure to have *at least* one bowl per Crew. You can make the game more challenging by having more bowls set out!



Let's Play!

Welcome Crews back to Reef Rec.

ASK Call out activities that make you hot and thirsty. Take several responses.

SAY When you're [repeat some of the activities kids shared], it feels so good to take a nice, long, cool drink of fresh water. Aah! But some kids in places like Honduras can't do that. Their villages don't have clean water, so when they play soccer or run and play, they can't take a long, cool drink. Point to the bowls.

For this game, we'll imagine those bowls are the remote villages in Honduras. Point to the buckets of water. They need water! You'll take them fresh water, (hold up a leaky cup) but it looks like the sharks may have used these cups for chew toys. Let's see how that goes!

1. Hand each Crew Leader enough cups for each person in the Crew.
2. When the music starts, kids will fill their cups, then run to any "village" (bowl) and deliver water.
3. Tell kids that their goal is to make the ping-pong ball rise so high, floating on the water, that it spills out of the bowl.
4. Explain that kids can deliver water to any village and will all work at the same time.
5. Turn on the music to begin the game!

When all the ping-pong balls have spilled out, turn off the music and lead kids in cheering for their accomplishment. Then gather everyone together. (This is a great time for your helpers to pour the water from the bowls to the buckets and add more water to the buckets.)

ASK What was it like to deliver water to all the villages?

Imagine you lived in a village without clean water. What do you imagine would be the hardest part of your daily life?

SAY This week, Operation Kid-to-Kid will give you the chance to really make a difference in kids' lives! Every donation is like a drop in those bowls—helping kids in remote villages have clean water every day. When we all work together, everyone giving a little bit, we can make a huge difference for kids in Honduras!

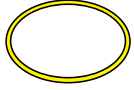
★ SCUBA CLUE ★

Remember that it's simplest to quickly demonstrate how a game is played. Ask your assistants or Crew Leaders to help you briefly show kids what to do.

FIELD TEST FINGING

We discovered that you can set up this game relay style, with kids at one end of the playing area and the bowls at the other end. Or scatter the bowls around a larger area so kids have to run farther (and get wetter)! Either way, kids loved this one!

OPTION 2: Bubble Trouble



Supplies

— hula hoops (3 per Crew in a rotation)



— colored paper (5 sheets in a different color for each Crew in a rotation)



— Sing & Play Splash Music CD or download*

• media player



Day 3
Wrap-Up
Questions

— photocopies of the Wrap-Up Questions: Bubble Trouble (p. 27) (1 per Crew)

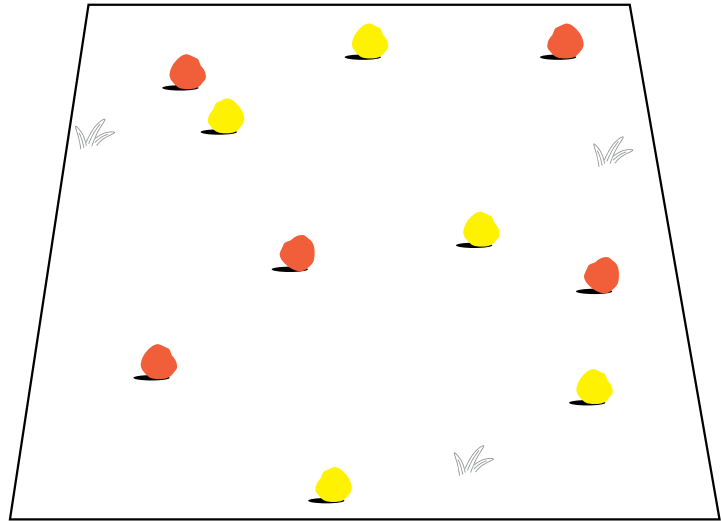
* available from group.com or your Group VBS supplier



Medium Energy

Pre-Game Setup

- Crumple the paper into wads. Scatter the paper wads around the playing area.



Let's Play!

Gather everyone at one end of the playing area.

Welcome kids back to Reef Rec.

ASK Quick vote! Would it be fun to be a fish or not? Thumbs-up if you think it would be, thumbs-down if not. Pause.

Tell why you voted that way. Take a few quick responses.

SAY Maybe it would be fun to be able to breathe underwater. But we humans need oxygen! In this game, you'll be A-OK as long as your Crew stays inside one of these bubbles. Hold up a hula hoop.

1. Give each Crew three hula hoop "bubbles."
2. Assign each Crew one of the paper colors. Tell Crews they'll be cleaning up trash from the reef, each Crew collecting its own color.
3. Demonstrate how Crews move by laying the bubbles on the ground and standing inside them, then moving from one to the next. Be sure to stay inside a bubble at all times!
4. Start the music and let Crews work together to move across the playing area to gather all their "trash."
5. When a Crew has gathered all their colored paper, they should move back to where they started (then they can step outside the bubbles).

As Crews finish, let them sit in knee-to-knee circles. Hand each Crew Leader a copy of the Wrap-Up Questions: Bubble Trouble to lead a quick discussion.

FIELD TEST FINGING

This game really got kids thinking and working as a team. It was fun to see them figure out how to methodically and strategically move while all staying inside their hoops.

Wrap-Up Questions: Bubble Trouble

SAY We had to work together to move inside the bubbles.

ASK How did we show we trusted each other as we worked together?

SAY Trust is important in our friendships. It helps us get along and work together. God is a friend we can trust. (Thanks, God!) Think of a hard task you have to do. Crew Leader, share your own example. You might think of telling someone about Jesus or taking care of a small child at home. (Kids won't share, but your example shows them that even grown-ups have to trust God through challenges.)

ASK What would it feel like to trust God with that hard thing in your life?

SAY God is a friend we can trust. (Thanks, God!) You can trust God's guidance and help, no matter what.

Permission to photocopy this resource from Group's Scuba VBS granted for local church use. Copyright © 2024 Group Publishing, Inc., Loveland, CO. group.com/vbs

OPTION 3: Kelp Catchers



Supplies

— pool noodles (1 per person in a rotation)



— Sing & Play Splash Music CD or download*

• media player

* available from group.com or your Group VBS supplier

 Low Energy

Pre-Game Setup

• *No setup required!*



Let's Play!

Welcome kids back to Reef Rec. Hold up a pool noodle with one end on the ground and the other in the air.

SAY This wavy, wobbly sea kelp keeps wanting to droop and fall. Let go of the pool noodle. **Let's see if your Crew can work together to keep it standing tall in the tide!**

1. Hand each person a pool noodle.
2. Have Crews form tight, shoulder-to-shoulder circles. Kids will hold their "sea kelp" pool noodles straight up with one end touching the ground.
3. On your signal, each person lets go of his or her sea kelp, then quickly moves one position to the right and takes hold of the sea kelp in front of them—so it stays upright. Repeat about three times so kids get the idea of moving and taking responsibility for the next piece of sea kelp each time.
4. Then have everyone hold their kelp and take two large steps backward, making the circle bigger—and kids (and kelp) more spread apart!
5. Have kids move in unison, one step to the right. They'll have to let go of their kelp, move quickly, and grab the next one before it falls!
6. After a few tries, challenge Crews to take two more steps backward. Now the distance between kids (and kelp) is even greater! Can they still release and catch the kelp?

After a few rounds, let everyone set down the pool noodles.

Gather Crews together, each Crew forming a knee-to-knee circle.

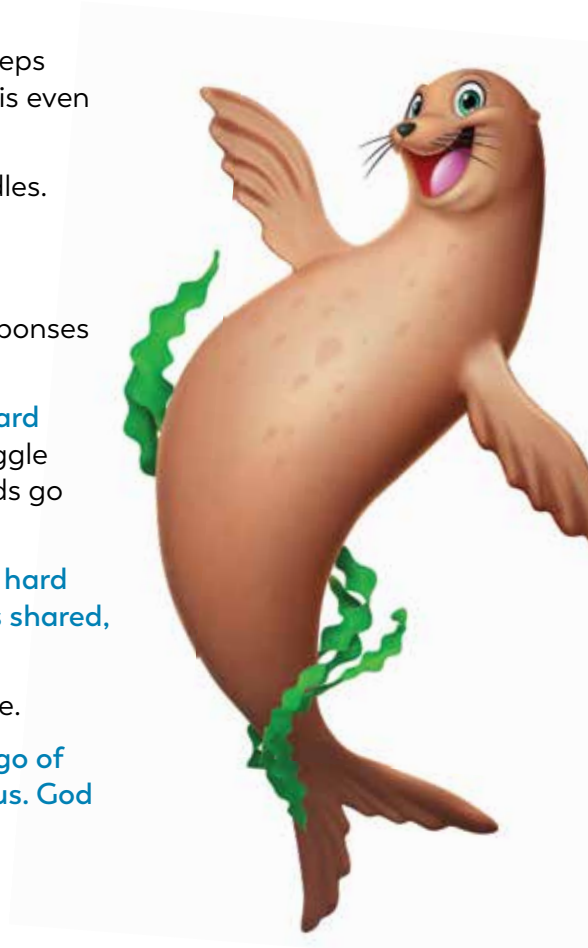
ASK How did you feel as you let go of the sea kelp? Take responses from the whole group.

SAY You know, sometimes in life there are things that are hard for us to let go of. Briefly tell about something you struggle to let go of, such as negative words or watching your kids go to college.

In your Crew, let each person tell one thing that can be hard for them to let go of. Crew Leaders, when everyone has shared, raise your hand.

When all Crew Leaders have their hands raised, continue.

God is a friend we can trust. (Thanks, God!) We can let go of those things, knowing that God is in control and loves us. God doesn't let us down!



DAY 4:

God is a friend forever.

Bible Verse: "I am the resurrection and the life. Anyone who believes in me will live, even after dying." (John 11:25)

Bible Story: Jesus dies and comes back to life. (John 18-20)



Sing & Play Splash

- Learn the Day 4 Bible Point and verse, and meet Bible Memory Buddy Waylon.
- Share God Sightings and add fish to the God Sightings Celebration Spot.
- Sing Scuba songs.
- Comfort a discouraged Sydney with the truth that God is a friend forever.



Deep Bible Adventures

Meet one of the witnesses to Jesus' death...and miraculous, life-giving resurrection!



Tidal Treats



Bubble Bites



Treasure Treats

Sticky Scripture

Play "Freeze Dance" and discover how Jesus is the resurrection and the life. Read John 11:25 and hear how Jesus made a way to be God's friend forever!



Imagination Station

Experiment with flotation to see how God is a friend forever.



Fin-tastic Finale

See how Jesus makes a way for a forever friendship with God, and experience how heaven will be a place without sadness or pain.



Reef Rec



Aqueduct



Receding Reefs



Whale of a Tail

At **Scuba VBS**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.

god is a friend forever.

Bible Story: Jesus dies and comes back to life. (John 18–20)

Bible Verse: “I am the resurrection and the life. Anyone who believes in me will live, even after dying.” (John 11:25)

Diving Into the Bible

Betrayed by a friend, accused by religious leaders, and arrested by the Temple guards, Jesus’ future seemed grim. The religious leaders saw Jesus as a threat, a liar, and a blasphemer...and apparently the crowds demanding his crucifixion agreed. His hurried trial ended in a death sentence—one usually reserved for criminals. Jesus died on a cross, under a sign mocking him as King of the Jews. His fearful friends scattered, leaving two men who’d followed Jesus from afar to prepare his body for burial. Jesus’ lifeless body lay in a borrowed tomb, sealed behind a heavy gravestone. It seemed like the end...but was it?

Three days later, Jesus’ friends discovered the stone had been moved and the tomb was empty! Jesus’ body hadn’t been stolen or moved—Jesus appeared repeatedly to his followers! They saw him, felt his breath, and touched the wounds on his hands! Jesus turned the *end* into *eternity*!

Connecting With Kids

Jesus’ followers felt they’d lost their closest friend forever. Kids have felt that, too. Friends come and go. They move away, discover new interests, make new friends, or sometimes just abandon us. The idea of “forever” seems impossible. Yet God had something surprising in store! Jesus’ death wasn’t the end—it was just the beginning of a friendship that will last into eternity! God always has been and always will be—he is forever! And even better, his love for us is forever, too! Things like sadness, loneliness, and worry won’t last forever. Today, share the exciting news that a friendship with God is one that will never ever end!



Why It Matters

Jesus died on a cross, paying the price for the sins of the world once and for all. Because of Jesus’ sacrifice, kids can have a forever friendship with God.



OPTION 1: Aqueduct

Supplies



water balloons (5 per Crew in a rotation, plus extras)



laundry baskets (1 per Crew in a rotation)

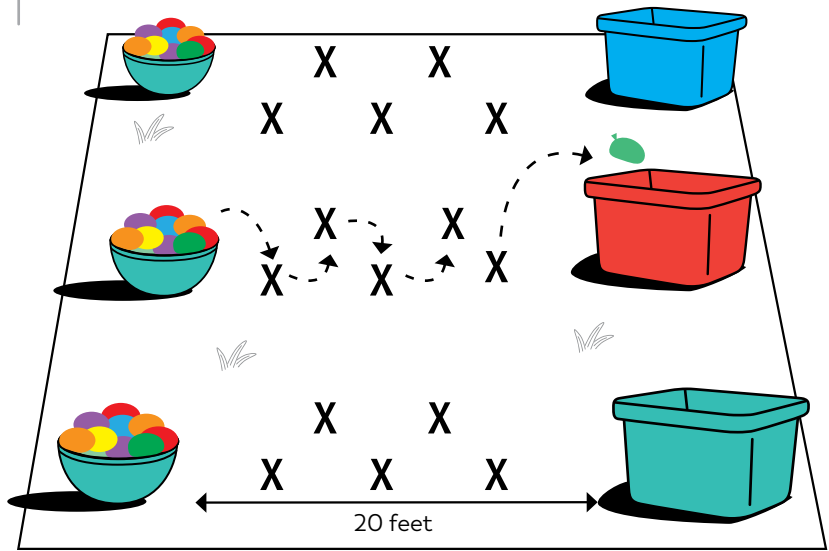


bowls for holding balloons (1 per Crew in a rotation)

 Low Energy

Pre-Game Setup

- Fill five water balloons for each Crew in a rotation, plus extras.
- Set out a bowl of water balloons for each Crew.
- About 20 feet away, set an empty laundry basket for each Crew.



Let's Play!

SAY This week you're bringing in money to help kids in Honduras have good, clean drinking water. That money pays for workers to put in water filters or maybe even pipes that bring fresh water to villages that are far from the big cities. Let's try a game where you get to be the water pipeline!

1. Direct kids to take off their shoes and set them aside. (This is so kids' shoes won't get wet if any balloons pop.)
2. Have each Crew sit on the ground, with Crew members side by side, between a bowl of balloons and a laundry basket. Kids should sit so every other person is facing the same direction. (This way, kids are facing their teammates and can more easily pass the balloon.)
3. Have players lean back slightly and lift their feet off the ground.
4. When you start the music, the person closest to the bowl will take a water balloon and put it between his or her feet. Then kids will carefully pass the balloons down the Crew, using only their feet!
5. The last person in line will put the "water droplet" balloon into the laundry basket.
6. When all five balloons are in the laundry basket, kids can stand up and cheer!

When everyone has stood up, gather kids around you.

ASK How did you feel when you successfully passed a balloon? Why?

How do you think kids feel when they get a new water pump in their home or school or village?

SAY There was a lot of cheering when you got the water to the end! I imagine there's a lot of celebration when a home, school, or village gets clean water. They don't have to use their feet to walk far to get water or boil water to make it clean. And fewer kids will get sick! Those are big reasons for celebrating. Thanks for all you're doing to bring so much joy to kids in Honduras!

★ SCUBA CLUE ★

Be sure to demonstrate this game with your assistants and a few Crew Leaders. Kids will laugh at your attempts and get a few insights on how to work together to pass the balloons.

FIELD TEST FINDING

This game showed how well the mixed-age Crews work! By letting younger kids work with older kids, Crews were super successful in passing along the water balloons.

OPTION 2: Receding Reefs

Supplies

- 4 large bedsheets



Sing & Play Splash Music CD or download*

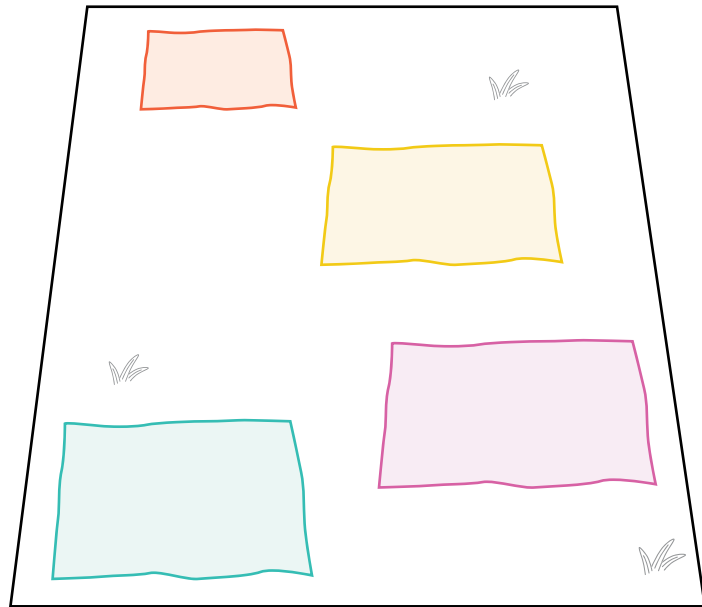
- media player

* available from group.com or your Group VBS supplier

 High Energy

Pre-Game Setup

- Lay out the bedsheets in the playing area, spread apart.



Let's Play!

Welcome everyone back to another day of Reef Rec.

SAY In the ocean, the coral reefs are important, protected areas. Scientists don't want them to get dirty or damaged, since they're a special home to so much of God's incredible creation. Let's play a game where your coral reefs (motion to the bedsheets) are shrinking!

1. Have everyone scatter around the playing area.
2. Call out a way to "swim" around the reef. You might say backstroke, doggy paddle, dance, hop, take giant steps, or swim like a shark is chasing you.
3. Turn on the music and let kids move in the way you called out.
4. After several seconds, turn off the music. Players will race to the nearest "coral reef" bedsheet and stand on it. Everyone must have at least one foot on the sheet.
5. Any player who can't get on a coral reef will be out and will sit with you.
6. Have Crew Leaders (or your assistants) fold each sheet in half, then lay it back down.
7. Repeat the game, folding the sheets to make them smaller between rounds.

When only one or two players remain, end the game and gather everyone around you.

ASK How did it feel when there wasn't enough room for you?

SAY Today we're learning that God is a friend forever. (Thanks, God!) God wants to be our friend forever in an amazing place called heaven. Jesus even promised that there's plenty of room in heaven—for all of God's friends. We can be so thankful that our friend God has made a place with plenty of room for all of us!

FIELD TEST FINGING

Kids quickly discovered the importance of staying close to the reefs. We stationed Crew Leaders around the edge of the playing area and told kids they needed to "slap fins with" or "make a fish face to" each Crew Leader as they moved, so they had to move away from the reefs.

OPTION 3: Whale of a Tail

Supplies

- pillowcases (1 per Crew in a rotation)



cones or jump-ropes to use as start and finish lines



timer (such as the one on your phone)

photocopies of the Wrap-Up Questions: Whale of a Tail (p. 37) (1 per Crew)

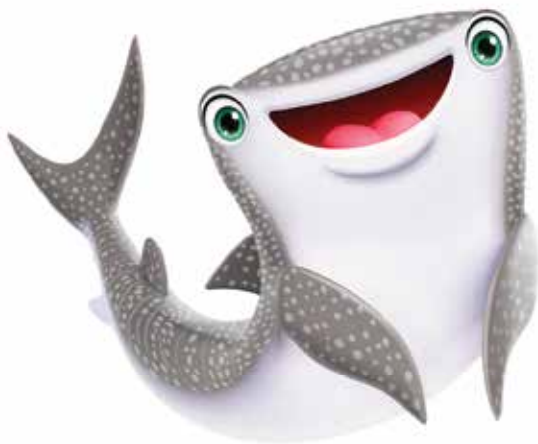
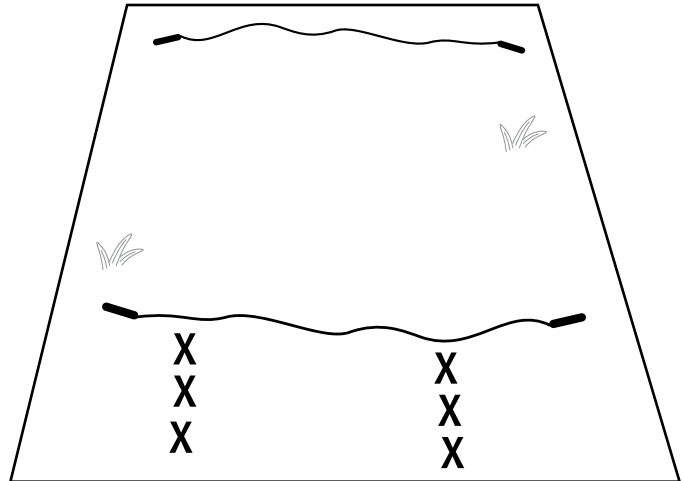
Day 4
Wrap-Up
Questions



Medium Energy

Pre-Game Setup

- Mark a start and finish line with ropes or cones at opposite ends of your playing area.



Here's another great game to play indoors!



FIELD TEST FINDING

It's a good idea to have Crew Leaders go last in the relays. That way kids won't feel like they were last or slowest.

Let's Play!

Welcome kids back to Reef Rec.

ASK Do you think you can run faster or swim faster? Why?

Let kids call out their answers.

SAY Well, let's find out in this game!

1. Have each Crew line up at one end of the playing area, behind the rope or cones.
2. On your signal, start your timer. The first person in line will run to the finish line, touch it, then run back and tag the next person in line.
3. Crews continue the relay as you time the entire group.
4. Stop the timer when the last person in the entire group finishes the relay. Lead kids in cheering for their speedy time! (The group is competing against the clock all together—not Crews against one another.)
5. Now bring out the pillowcases.
6. Repeat the relay, but have players put both feet in a pillowcase and pull up the open end, holding it in their hands. Players will hop, rather than run.
7. Time the entire group, and announce the time.

Have each Crew sit in a knee-to-knee circle. Hand each Crew Leader a copy of the Wrap-Up Questions: Whale of a Tail to lead a quick discussion.

Wrap-Up Questions: Whale of a Tail

ASK Let's finish this sentence: *Racing with the pillowcase made me...* (Kids might say things like slower, clumsy, tired, tangled up.) Let each person answer.

SAY The pillowcase made it hard to be our best—to move the way we're meant to!

ASK Now think about a time you did something you knew you weren't supposed to. Crew Leader, share your own example, such as taking something that wasn't yours or calling someone a mean name.

SAY Things like that are called sin—and we all sin! The Bible tells us that sin tangles us up. Sin is a little like that fish tail—it keeps us from joyfully doing all the things God made us to do.

Today we're learning that God is a friend forever. (Thanks, God!) That means God forgives those sins, freeing us to have friendship with him forever!

Lead kids in cheering "Thank you, God!"

Permission to photocopy this resource from Group's Scuba VBS granted for local church use.
Copyright © 2024 Group Publishing, Inc., Loveland, CO. group.com/vbs

DAY 5:

God is a friend for everyone.

Bible Verse: "For this is how God loved the world: He gave his one and only Son, so that everyone who believes in him will not perish but have eternal life." (John 3:16)

Bible Story: **Lydia believes in Jesus.** (Acts 16:11-15)

Sing & Play Splash

- Learn the Day 5 Bible Point and verse, and meet Bible Memory Buddy Octavia.
- Share God Sightings and add fish to the God Sightings Celebration Spot.
- Sing Scuba songs.
- Celebrate with Sydney, who's decided to dive for fun instead of treasure!



Deep Bible Adventures

Meet Lydia and discover how she began a friendship with Jesus.



Tidal Treats



Sticky Sand



Sea Food

Sticky Scripture

Explore John 3:16, play "Spot the Octopus," and find out who is "the world" that God loves.



Imagination Station

Discover just how vast the oceans are...and how big God's love is for everyone.



Fin-tastic Finale

Play a game to act out *all* the people God loves, then celebrate and remember to reach out with God's loving friendship.



Reef Rec



All In!



Feeding Frenzy



Wet Ones



At **Scuba VBS**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.

god is a friend for everyone.

Bible Story: Lydia believes in Jesus.
(Acts 16:11-15)

Bible Verse: “For this is how God loved the world: He gave his one and only Son, so that everyone who believes in him will not perish but have eternal life.” (John 3:16)

Diving Into the Bible

After Jesus returned to heaven, his followers knew they couldn't keep the amazing news of God's Son to themselves! A man named Paul devoted himself to traveling throughout the Mediterranean and Asia to let everyone know about Jesus. Paul wanted the world to know that Jesus—God's Son—had died, risen, and would give eternal life to all who believed. This good news meant life for Jews, non-Jews, people who believed in false gods—everyone! During his first missionary journey, Paul met a group of women gathered near a river for prayer. These women believed in the one true God, but they hadn't heard about Jesus. Paul's words had a profound impact on one woman in particular—Lydia. This businesswoman insisted that she *and* her entire household get baptized! Because of Paul's message, she became the first Christian in Europe, and her home became one of the first churches.

Connecting With Kids

So much seems set out to divide us today. Kids hear adults compartmentalize people by race, political party, church denomination, “pro” or “anti” this-and-that—the list is endless. As a result, kids may view people in groups—groups they are (or aren't) part of. And too often, people view Christians as exclusive, seeking to keep people out. Yet God loves everyone! Jesus died for everyone! A friendship with God is a possibility for everyone! No one is left out or excluded from a friendship with God! How freeing...and unifying! Wrap up your week at Scuba VBS by challenging kids to view people in their world as those God dearly and desperately loves.



Why It Matters

Paul sailed to new lands to be sure everyone—including a businesswoman named Lydia—knew the good news of Jesus! This story can help kids understand that no one should be left out of God's loving friendship.



OPTION 1: All In!



Supplies

pool noodles, cones, or jump-ropes to mark boundaries



Sing & Play Splash Music CD or download*

• media player

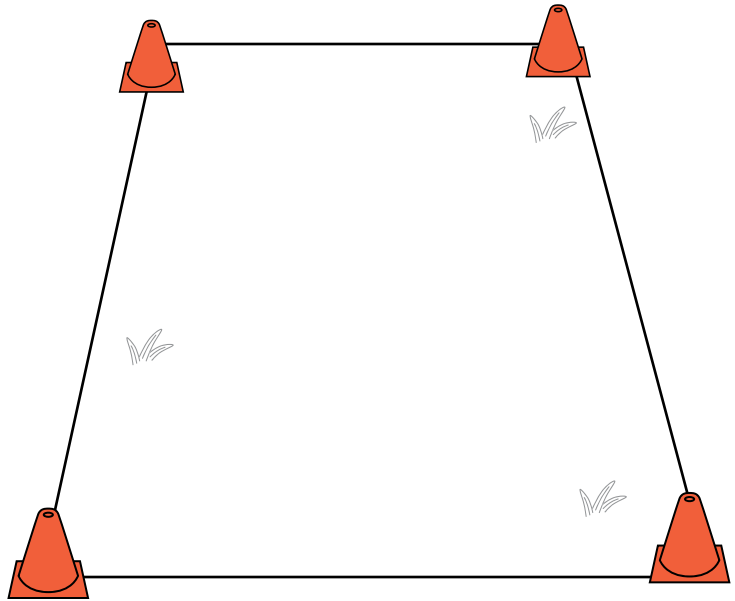
* available from group.com or your Group VBS supplier



High Energy

Pre-Game Setup

- Use pool noodles, cones, or jump-ropes to define a playing area.



Let's Play!

SAY

This week we've been raising money so kids in Honduras will have clean drinking water and places to wash their hands. But one of the coolest things about Operation Kid-to-Kid is that kids *all over our country*—and even in other countries—will be doing the same project. When we put our money with all that *they're raising*, we can do something huge! This game will give us a taste of what that's like.

1. Have everyone scatter around the playing area and sit down.
2. Choose one person to be the Shark (the tagger) and one to be the Minnow (running away from the tagger). It's a good idea to choose kids from opposite sides of the playing area for these roles.
3. Turn on the music to begin the game.
4. As the Minnow runs from the Shark, he or she can tag other kids who are sitting. They can jump up and play, too, becoming more Minnows.
5. If the Shark tags *any* Minnow, they'll switch roles. Play for a few minutes, then reset and have everyone sit down. Choose a new Shark and Minnow for one more round.

Then gather everyone together.

ASK

What would the game have been like if everyone just stayed seated and only two people got to play?

How does this remind you of everyone joining in for Operation Kid-to-Kid?

SAY

When our church and churches all over the world jump in and get involved with Operation Kid-to-Kid, we can make sure hundreds of thousands of kids have the clean water they need to grow strong and healthy. **God is a friend for everyone.** (*Thanks, God!*) You're showing God's love and friendship by helping kids in Honduras! Thank you!

OPTION 2: Feeding Frenzy

Supplies

small foam ball

Sing & Play Splash Music CD or download*

• media player

photocopies of the Wrap-Up Questions: Feeding Frenzy (p. 43) (1 per Crew)

* available from group.com or your Group VBS supplier

Pre-Game Setup

• No setup needed!

**Day 5
Wrap-Up
Questions**

 **Medium Energy**

★ SCUBA CLUE ★

You can make this a water game by putting the foam ball in a small bucket of water. Kids can grab it out of the water and get splashed as they run!



Let's Play!

Welcome kids to the last day of Reef Rec.

SAY During Scuba, I hope you learned so much about your friend God. But you've probably learned about some of the amazing animals God put in the ocean, too! Let's see who's the fastest fish around when it comes to getting food. Hold up the foam ball, indicating that it represents the "fish food."

1. Form two groups and have them stand at least 30 feet apart, in two lines, facing each other.
2. Set "fish food" (a small foam ball) in the middle of the circle for this variation of "Steal the Bacon."
3. In each line, have kids "count off" by these sea creatures: frogfish, seal, dolphin, whale shark, octopus. It's okay if there is more than one of each animal in each line. Tell kids this will be their creature for the game.
4. Turn on the Sing & Play Splash Music, then call out one of the sea creatures. Anyone who is that sea creature will run forward, grab the ball, and run with it across their "home" line before the same sea creature from the other line tags them.
5. You can keep score, assigning a point each time the ball crosses a team's line. But kids will have fun just trying to outrun—and tag—each other!
6. You can call out more than one sea creature, making it more interesting. Every so often, call out "Feeding frenzy!" That means everyone runs at the same time!

After playing for several minutes, have each Crew sit in a knee-to-knee circle. Give each Crew Leader a copy of the Wrap-Up Questions: Feeding Frenzy to lead a quick discussion.

Wrap-Up Questions: Feeding Frenzy

ASK Did you like it better when there was a feeding frenzy or when it was just a few people? Tell why.

In real life, what things are more fun when lots of people do them?

Crew Leaders, share your own example, such as playing a board game or singing. Then let each person in the Crew share.

SAY Today we're exploring that **God is a friend for everyone!** (*Thanks, God!*) **No one has to sit on the sidelines or be "out" of God's family. God's love is big enough for everyone!**

Permission to photocopy this resource from Group's Scuba VBS granted for local church use.
Copyright © 2024 Group Publishing, Inc., Loveland, CO. group.com/vbs

OPTION 3: Wet Ones

Supplies



— dice (1 per Crew in a rotation)

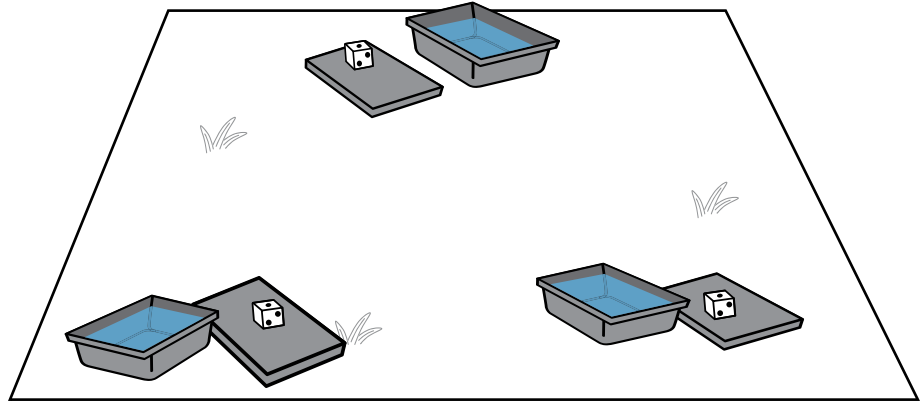
— shallow plastic bins with lids (1 per Crew in a rotation)

• water

 Low Energy

Pre-Game Setup

- Fill a shallow bin with 1-2 inches of water, making one for each Crew.
- Set the plastic bins out in your playing area so Crews can each circle around them.
- Set a die on the plastic lid of each bin, then set it next to the bin.



Let's Play!

Welcome kids back to Reef Rec.

ASK Would you rather swim in the ocean or a pool? Why?

What are other fun ways to get wet?

Let kids call out ideas.

SAY This game will give everyone a chance to cool off!

1. Have each Crew sit in a circle around a shallow bin of water.
2. Let kids take turns rolling the die. If someone rolls a 1, he or she can reach forward and slap the water hard (straight down), splashing everyone!
3. Pass the die around, each person rolling it only one time before passing it along.

After several rounds, gather everyone together.

ASK How did you feel when someone rolled a one? Why?

Did anyone in your Crew not get wet? What happened?

SAY Those water droplets went everywhere! You'd have to run or move away from them not to get wet. Today we're learning that **God is a friend for everyone.** (*Thanks, God!*) God's love and friendship go everywhere, landing on every person! Some people move away or even run from God's friendship. But he's always there for each and every person on the planet. God wants to shower everyone with his friendship!

FIELD TEST FINGING

Kids loved this game! You may need to remind some kids to smack the water with their flat palm, not splash it out toward another player. Kids will get plenty wet!



Reef Rec Games

Day 1



- TP Tell-All
- Off the Hook
- Flinchy Fish

Day 2



- A Clean Getaway
- Pass the Pearl
- Catch of the Day

Day 3



- Fill 'er Up!
- Bubble Trouble
- Kelp Catchers

Day 4



- Aqueduct
- Receding Reefs
- Whale of a Tail

Day 5




- All In!
- Feeding Frenzy
- Wet Ones



questions:

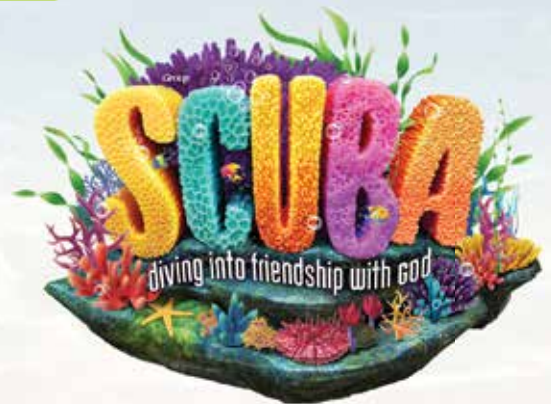
 group.com/Scuba

 800-447-1070

Follow Group VBS on:



VBS Programming



group.com/vbs

ISBN 978-1-4707-7432-5



9 781470 774325

Printed in the U.S.A.

