

Aussie Assembly



Limited license to copy issued to Trinity Anglican Church Samia, Sarnia, ON

• • • • •
LEADER GUIDE

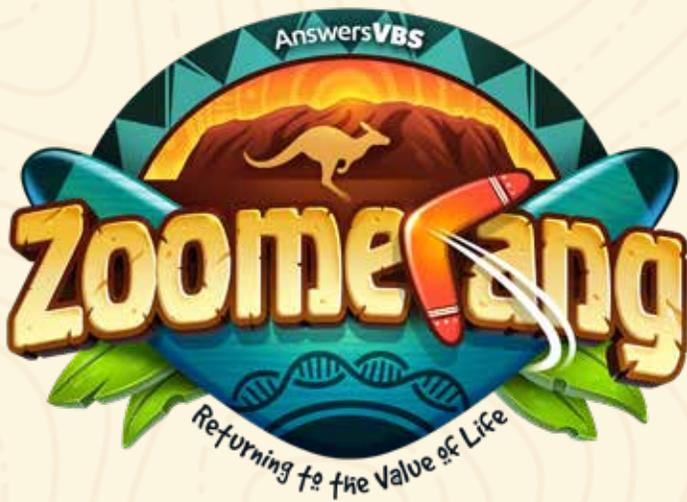
**Find the Digital Resources mentioned
in this book on the Resource USB that
comes with your starter kit. Check
with your director for the USB.**

**Or download the Digital Resources from
AnswersUBS.com/ZoomResources.**

ASSEMBLY GUIDE

Course Overview

	Day 1	Day 2	Day 3	Day 4	Day 5
Title	The Beginning of Life: Made in God's Image	The Wonder of Life: Made with Amazing Design	The Value of Life: Made with Worth	Eternal Life: Made for Relationship	Using Your Life: Made for a Reason
Area of Australia	Outback Life at Uluru	Great Barrier Reef Life	Coastal Life	Forest Life	Outback Life at Coober Pedy
Land Down Under Lesson Focus	The Creator of the universe created <i>you!</i> You didn't evolve from an apelike creature.	<i>You</i> are fearfully and wonderfully made, with a body full of awe-inspiring design features.	God values <i>you</i> greatly! Each and every person—young, old, healthy, sick—is a priceless treasure.	God loves <i>you!</i> He loves you so much he sent his only Son to die for you.	<i>You</i> are created on purpose for a purpose.
Bible Passages	Genesis 1:26–28, 2:7–23	Psalms 139:13–16	Matthew 1–2 Luke 2	Select Scriptures	Acts 1:6–11 1 Corinthians 12:12–26
Fair Dinkum Verses	So God created man in his own image, in the image of God he created him; male and female he created them. Genesis 1:27	I praise you, for I am fearfully and wonderfully made. Wonderful are your works; my soul knows it very well. Psalm 139:14	And as you wish that others would do to you, do so to them. Luke 6:31	Jesus said to her, "I am the resurrection and the life. Whoever believes in me, though he die, yet shall he live." John 11:25	For we are his workmanship, created in Christ Jesus for good works, which God prepared beforehand, that we should walk in them. Ephesians 2:10
Apologetics Focus	They can't make a monkey out of me! (Ape-men Frauds)	God thought of everything! (Design Features of Our Bodies)	Be a defender of the defenseless! (Protecting and Respecting Life)	SMYLE! God loves you! (Only One Way to Eternal Life)	All I want to do is live each day for you! (Life Has Meaning and Purpose)
Animal Pals	Jumpin' Jack the Kangaroo	Shimmer the Coral	Bill the Platypus	Paula the Koala	Ringo the Dingo
Turtle-y Terrific Science	Bonzer Boomerang Fossil Handprint	Pick Your Brain Making Sense of Senses	Stellar Stethoscope Toothpick Heartbeat	Let's Get "A-Lung" Blood Sample	Mining Cereal Fabulous Fingerprints
Turtle-y Terrific Crafts	Rockin' Dot Art Hop-a-Shot	Crocs and Kangaroos Fitness Game Manta Ray Bookmark	Life Is Precious Photo Frame Playful Platypus	Southern Cross Ornament Koala Pen	Straya Sun Pillow Clay Echidna
Hoppin' Good Games	Jumpin' for Jesus Aussie Rules	PS139 Obstacle Course Reef Thief	King of the Court Let Me Help You	SMYLE! Kickball Animal Pal Dash	Teamwork Towers Dingo Fence
Top Koala-ty Treats	Outback Hat Funky Monkey	Coral Cup Thumbprint Cookie	Celebration Cake Baby in a Blanket	SMYLE! Pizza Koala-fied Cookie	Dingo Puppy Chow Boomerang Bread
Cool Contests	"Lollies" Guessing Game	Team Cheers	Dress-Up Day	"Beaut" of a Bible Challenge	Mission Money Mania



Limited license to copy:

A limited license is available to make copies of this book. You may make copies of portions of the book if 1) you are the purchaser; 2) the copies are used exclusively for non-commercial purposes within your church or organization (an entire denomination is not considered a “church” or “organization” under this license); and 3) you follow the instructions provided in the book.

Assembly Guide

Copyright © 2021 Answers in Genesis. All rights reserved.
Limited license to copy.

Project Coordinator: Stacia McKeever
Writers: Randy and Barb Witt
Interior Layout: Diane King
Editor: Beth Prassel
Cover Design: Jon Seest
Illustrations : Paul Agner

Scripture quotations are from the ESV® Bible (The Holy Bible, English Standard Version®), copyright © 2001 by Crossway, a publishing ministry of Good News Publishers. Used by permission. All rights reserved.

For more information, write:
Answers in Genesis, PO Box 510, Hebron, KY 41048

Printed in China.

Contents

- Handy Helps3**
 - Welcome to “Aus-some” Australia! 3
 - Your Role 4
 - Frequently Asked Questions 4
 - Terms to Know 5
- Assemblies6**
 - Daily Assemblies 6
 - Aus-some Songs 8
 - Cool Contests 9
 - Creature Features 11
 - Mission Moment 12
 - Daily Assembly Scripts. 14
- Closing Program27**
- Drama Production29**
 - Drama Overview 29
 - Production Notes. 30
 - Rehearsal & Production Schedule 30
 - A Word About Drama for Children. 31
 - Support Crew 32
 - Costume Suggestions 32
 - Daily Props List 33
 - Music, Media & Sound Effects List. 34
- Set Design & Construction35**
 - Main Stage Set 35
 - Set Components 36
 - Painting Tips. 37
 - Installation Tips. 37
 - Scene Setters 38
- Drama Scripts39**
 - DAY 1 DRAMA 39
 - DAY 2 DRAMA 45
 - DAY 3 DRAMA 49
 - DAY 4 DRAMA 53
 - DAY 5 DRAMA 57



Answers
IN GENESIS®

Handy Helps

Welcome to “Aus-some” Australia!

G'day, mate! Are you ready for the trip of a lifetime as we zoom off to the Land Down Under? Be prepared to experience the jaw-dropping beauty of the Great Barrier Reef, the arid temperature of outback afternoons, the architectural marvels of Australia's modern cities, and the fascinating eucalypt forest, home of the koalas.

At *Zoomerang*, the newest Answers VBS, you'll marvel at the unforgettable wildlife, culture, and beauty of Australia while exploring the wonder and value of life, from the lives of preborn babies to eternal life in the kingdom of God.

Day 1: The Beginning of Life—As we explore the Genesis account that describes the creation of man and woman, we will find that people didn't evolve from ape-men. Instead, we'll discover that Jesus is the author of life.

Day 2: The Wonder of Life—We'll check out the words of King David, who expressed the wonder of being formed by God even before he was born. As we look at the special design features of our bodies, we'll learn that we're fearfully and wonderfully made in God's image.

Day 3: The Value of Life—The book of Matthew tells the account of Jesus' birth and the subsequent killing of Bethlehem's baby boys. As we look at this passage, we'll discover that God wants us to protect and respect all life—no matter how old, young, smart, or physically fit someone is. Every life is precious to God!

Day 4: Eternal Life—As we explore the life, death, and resurrection of Jesus, we will see there is only one way to have eternal life with God—through repenting of sin and believing in his Son.

Day 5: Using Your Life—When Jesus ascended into heaven, he left his followers with an important mission. We will take a closer look at the truth that we are created for a reason—to glorify God through the good works he has prepared for us to do. Our main mission is to tell others about our Creator and Savior, Jesus Christ!

From the minute our mates step off the plane onto Australian soil, they will find themselves on a trip they'll never forget! The day begins at the **Aussie Assembly**, the thrilling opening complete with entertaining welcomes, “aus-some” songs, a mission moment, and prayer. Then we're off to four fun rotation sites:

Land Down Under Lessons—the teaching time. Here, our mates will unearth the value and wonder of all life created by God and for God.

Top Koala-ty Treats—the snack spot. Mates will enjoy delicious tucker (food) at this much-anticipated stop.

Hoppin' Good Games—the recreation location. At this location, mates “av a go” (put in a good effort) at working together as teams and trying out various physical challenges.

Turtle-y Terrific Science and Crafts—the science, craft, music, mission, and memory verse spot. This location features a wide array of activities to choose from: engaging science experiments to explore, appealing crafts to invent, rockin' songs to sing, fun memory verse games to play, or mission time to explore (for those who want to spend more time than is given during the assembly).

After finishing the day's rotations, everyone heads back to the **Aussie Assembly** for the closing that includes more singing, a creature feature, contest results, and the greatly anticipated daily drama, which is a highlight of the kids' day. The drama features an Aussie game show called *Zoomerang*. Before the game show goes on the air each day, the kids will witness some drama between the staff members who work on the show. Then, when the announcer gives the countdown, the show begins, complete with kids being called from the audience to be contestants.

So grab your Aussie hat and “sunnies,” and let's begin our fun-filled adventure at *Zoomerang*!

Our Goal

We are so thankful for how God has chosen to use the Answers VBS programs over the past years! But why did we decide to embark on such an undertaking in the first place, and why are we still at it, by God's grace?

Our primary goal has always been to bring God glory by boldly and unashamedly proclaiming him to a strategic group—young people! From both a biblical and statistical point of view, young people are a big deal. They're not only awesome—we love 'em!—but they're also dearly cherished by our Lord and tend to be soft-hearted toward spiritual things. Researchers generally agree most people become Christians when they're children, so it's apparent this age group is a huge mission field!

Children are loved by their Creator. Jesus said to let them come to him (Luke 18:16). We want children to come to Christ and not be hindered in any way from doing so. To that end, we combine a biblically rich VBS with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, it's critically important to us not to sacrifice

rich teaching. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun.

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a

great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

We pray you will find that every prayer prayed, every minute invested, every dollar spent, and every word spoken will bring God glory as you reach kids for Christ. Just remember—VBS is worth it. May God richly bless your VBS. We're praying for you!

Your Role

Your role as music coordinator, mission coordinator, and/or drama director is outlined in the following pages. This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind. Then get ready! God is about to use you and your church to impact lives!

Music Coordinator

- Learn all music and motions for the songs (see the *Aussie Songs* DVD for help).
- Help plan and run the daily assemblies, including standing up front and enthusiastically leading the music.
- Train others to learn songs and motions so they can also help lead music.
- Help plan and run the Aussie Ending closing program.

Mission Coordinator

- Choose a mission project or projects for all ages.

- Arrange all details related to presenting the mission project during VBS week.
- Act as the presenter of the mission information the week of VBS.
- Deliver the mission collection to the appropriate parties after VBS is over.

Drama Director

- Choose actors for the drama and prepare folders for each with copies of the scripts.
- Organize a rehearsal schedule.
- Run the drama practices and oversee all aspects of the production (lighting, sound, costumes, props, etc.).
- Provide direction for the design of the set.
- Oversee the production of the dramas during the week of VBS.
- Help plan and run the closing program.

Frequently Asked Questions

The content of *Zoomerang* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit AnswersVBS.com/zrfaq.

Terms to Know

Throughout the VBS curriculum, various terms will be used. Here's a list of some of the most common terms to know.

Mates: Friends or buddies are often called “mates” in Australia. Mates at VBS will be the kids.

Tour Groups: Classes of kids will be put in tour groups named after Australian animals (e.g., Kangaroos, Wombats, Sugar Gliders, and Kookaburras).

Group Guides: Adult and teen leaders will be the group guides who get the mates from place to place during VBS. No teaching is required for this position.

Tour Guides: This refers to the teachers at the Land Down Under Lessons.

Aussie Assembly: At this location, everyone joins together for the opening and closing assemblies.

Land Down Under Lessons: This rotation site is where Bible and apologetics teaching occurs.

Turtle-y Terrific Science and Crafts: At this site, mates participate in exciting science and crafts. There are also options for singing songs, learning memory verses, and exploring missions around the world.

Top Koala-ty Treats: The mates will enjoy some yummy outback eatables at this rotation.

Hoppin' Good Games: At this indoor or outdoor site (outdoor is preferred), the mates will “av a go” (put in a good effort) at fun land and water games.

Fair Dinkum Verses: “Fair dinkum” is an Australian term meaning something that is 100% genuine and truthful. Mates at VBS will learn their fair share of fair dinkum memory verses.

Aus-some Songs: Mates will be singing along with the catchy music of VBS.

Animal Pals: These are our friendly animal mascots used to emphasize the key point of each day's lesson.

Creature Feature: During opening or closing assembly, mates will hear of real-life Australian animals and the amazing design features God has given them.

Toddlers: These are mates who are 2–4 years old.

Pre-Primaries: These are mates who are 4–6 years old or kids who are age 4 through those who have completed “kindy” (kindergarten).

Primaries: These are mates who are 6–9 years old or kids who have completed grades 1–3.

Juniors: These are mates who are 9–12 years old or kids who have completed grades 4–6.

For multiage K–6 teams, we recommend using the Primaries material.

Assemblies

Daily Assemblies

One of the most exciting parts of *Zoomerang* is the opening and closing assembly time. Each day begins and ends with an assembly of all classes and includes an array of

activities. (See below.) The assemblies can be led by the VBS director, children's pastor, music coordinator, drama director, a volunteer, or a combination of these.

Assembly Activities

Welcome

Welcoming everyone to VBS is the first thing we do at *Zoomerang*. And to start us off each day, we have a silly intro.

Aus-some Songs

Kids love to sing, and kids love song motions. That's why we do both at *Zoomerang*. The *Aus-some Songs* CD features fun songs that reinforce the spiritual theme. See the Music Leader Set (either contemporary or traditional) that is included with a Super Starter Kit for a Music CD (stereo, split-track, instrumental-only versions of each song), Hand Motions DVD, and DVD-ROM (featuring lyric videos, HD versions of the hand motions videos, presentation images, and PDFs of the song lyrics). Sheet music, student CDs, and songbooks are also available.

Additionally, included in the Super Starter Kit is a Memory Verse Songs Leader Set. This features each of the main memory verses set to fun, upbeat music by Seeds Family Worship (contemporary) or Majesty Music (traditional). Singing Scripture is an easy and exciting way to encourage your kids to memorize their Bible verses!

Mission Moment

During the opening assembly, the VBS mission project is highlighted. Collecting money for *Life's Amazing Adventure* in partnership with Children's Hunger Fund allows the children to contribute to the physical needs of children around the world, giving them an opportunity to hear the gospel. See the Mission Moment section for more information and the Digital Resources for videos and printable handouts.

An expanded version of this section is also featured in the science and craft guide. Some churches may want to have a separate mission time and only announce the total collected during the assembly time. Be sure to check with your director to find out when this will be done.

Creature Feature

During the closing assembly (or opening assembly if that works better for you), kids learn about each day's animal pal. See the Creature Feature section for information.

Drama/Game Show

Because each day's drama segment is part of a continuing week-long story, it is one of the most anticipated events of VBS. The dramas are presented in the closing assembly each day. For information about the dramas, including set design and construction and each day's script, see the Drama section.

As an alternative, **shorter skits** for each day using fewer people are also offered on the Digital Resources. A separate daily drama can also be purchased and played.

Or, an additional possibility is to do just the game show portion of the drama and not do the scripted part that occurs before the game show.

Cool Contests

Not only do kids love to sing, but they also love a contest. That's why *Zoomerang* has contests each day to keep excitement running high. Contest results are presented daily during the closing assembly. See the Cool Contests section for more information.

Announcements

Announcements can be made toward the end of each opening and closing assembly and should include information about the next day's contests and a reminder to bring mission money.

Prayer

Ask for God's protection and blessing on your day during the opening assembly. At the end of the closing assembly, thank God for a good day at VBS.

Takeaway Time

Just before everyone is dismissed to go home, take a minute to share a big thought about God.

Tip Corner

- Use class signs to identify where each class should sit. Sign posts can be made and reused each year.
- Play VBS music before and after each assembly to enhance the atmosphere.
- In preparation for VBS, have some (or all) of your leaders learn the song motions.
- To add variety, wear something thematic.



Daily Assembly Scripts

For your assembly leader, a detailed program for each assembly, including all scripted segments, is provided beginning on page 14. These include the welcomes, Mission Moments, songs, and Creature Features. These scripts are also available on the Digital Resources.

Order of Program Forms

So that your assembly leader and production crew are on the same page, blank, reproducible "Order of Program" forms are provided for the opening and closing assemblies on the Digital Resources. Before each assembly, insert the songs of your choice and your notes. Then photocopy the completed form and distribute to your production crew.

Aus-some Songs

Kids love to sing, and kids love song motions. That's why we do both at *Zoomerang*. *Aus-some Songs* features fun songs that reinforce the spiritual theme. We have provided a variety of songs to go along with each day's teaching; however, feel free to choose the songs that work best for your children. You can use all of the songs throughout the week or just choose a few to repeat every day so the kids can learn them. You may also want to begin teaching the songs to your children a few weeks before VBS begins.

Use your Sunday school, children's church, or Wednesday evening programs to familiarize them with the VBS music. Hand out CDs of the music or encourage parents to download the audio files from answersbookstore.com and play them for the children in the car and at home.

Note: Original purchasers of these music products are given limited permission to copy up to 25% of the total number of copies needed. Visit AnswersBookstore.com for more licensing options.

Music Leader Set

Included in each Super Starter Kit is a Music Leader USB, which provides all components of both contemporary and traditional music. The Music USB is also available for purchase separately (11-9-057). The Music USB contains MP4 files of hand motion videos and song lyric videos, as well as MP3s of the music in stereo, split, and instrumental versions. Presentation images and printable song lyrics are also included.

Contemporary Songs

Theme Song: "Zoomerang" (2:35)
Day 1 Song: "Do You Not Know?" (2:03)
Day 2 Song: "Wonderfully Made" (2:06)

Day 3 Song: "Masterpiece" (2:04)
Day 4 Song: "One Way" (1:51)
Day 5 Song: "Everything" (2:18)
Any Day Song: "Take My Life" (2:40)

Traditional Songs

Theme Song: "Zoomerang" (1:43)
Day 1 Song: "You Can't Make a Monkey out of Me" (1:53)
Day 2 Song: "Fearfully and Wonderfully Made" (1:15)
Day 3 Song: "Made by the Father" (:54)
Day 4 Song: "The Greatest Story Ever Told" (3:11)
Day 5 Song: "Servant's Heart" (2:24)
Any Day Song: "Building the Kingdom" (1:39)

Additional Music Aids

Sheet Music

The Super Starter Kit includes a sheet music book with both contemporary and traditional songs. This book includes the lyrics and the accompaniment for each song. This book can also be purchased separately (11-9-065).

Lyrics

Printable lyrics for each song are available on the Music USB.

Student CDs

Audio CDs of the full-track songs are sold in packs of 10. These can be distributed to the children and their parents

before or during VBS to help with learning the songs. They make great rewards and souvenirs of VBS, as well. The memory verse and the theme songs are together on one student CD. (Contemporary—11-9-061; Traditional—11-9-062)

Digital Downloads

Lead sheets, chord charts, and audio files of each contemporary music song are available to purchase and download from answersbookstore.com. Hand motion videos and song lyric videos are also available to purchase and download. You can also purchase licenses for distributing videos or audio files to your children.

Memory Verse Songs

Encourage your kids to learn their memory verses the easy way—by singing them! We offer fun songs for each of the memory verses from *Zoomerang*.

The contemporary memory verse songs are produced by Seeds Family Worship and the traditional memory verse songs are produced by Majesty Music. Both are available on the Music USB, which comes with the purchase of a Super Starter Kit.

Theme Verse: "Psalm 139:14"
Day 1 Song: "Genesis 1:27"
Day 2 Song: "Psalm 139:14"
Day 3 Song: "Luke 6:31"
Day 4 Song: "John 11:25"
Day 5 Song: "Ephesians 2:10"

Cool Contests

It never fails—announce a contest, and watch kids light up! Daily contests run in one of three ways. Decide which option best suits your situation and plan accordingly.

Individual Effort

Each child earns points daily for the following:

- Attendance
- Learning the daily memory verse
- Bringing a visitor
- Participating in the daily special contest (see specifics below)

These points are tallied and the child receives a prize if he or she reaches a certain point total.

Team Effort

Teams earn points as above, but all the points are tallied and scored for the whole team instead of the individual. When the team reaches a certain point total, they receive a special prize.

Another option for team effort is to tally the team points and award prizes to the top one or two teams daily.

The Resource USB contains a sample team roster.

Whole Group Effort

All the children in VBS work together to reach a certain number of points. If they reach the goal, they receive a prize. This could be something for them or for someone else, such as a special gift given to a mission organization.

Other Contest Info

- Send home the student guide daily and encourage the kids to do the Go and Do sections. They will receive 1,000 points for each Go and Do they complete. They do not have to bring these back. Just take their word for it.
- Our test churches include the Pre-Primaries in the contests, but they don't keep score for that age group because they don't really understand or care about the points. They just enjoy the fun of everything.

- Mates can receive points for being at VBS, learning their memory verses and bonus memory verses, and participating in the daily contest. The daily contests are as follows.

DAY 1—LOLLIES GUESSING GAME

Prepare a see-through jar with “lollies” (candies in Aussie lingo). Any candy can work, or try Aussie favorites like Wiley Wallaby Licorice or Cadbury chocolates, both available at various stores or online. Count how many are in the jar and write the number on a piece of masking tape. Put the tape on the inside of the lid and put the lid on the jar. Place the jar, some slips of paper for kids to write their guesses on, some pens, and a small sand pail somewhere near your assembly area. At any point in the day when they are passing by, each child can write their guess on a slip of paper, with their name, and put it in the sand pail. Have an adult figure out who is closest, and award the jar to that person during the closing assembly or at the next day's opening assembly.

DAY 2—TEAM CHEERS

To excite team spirit, each team comes up with a team cheer, song, motion, or sign. Or, they can each wear something depicting their group. For example, if a group's name is Dingoes, everyone wears dog ears.

DAY 3—DRESS-UP DAY

Today, mates dress up as Aussie animals or in Aussie-themed attire such as an outback explorer or a beach surfer. No swimsuits please.

DAY 4—“BEAUT” OF A BIBLE CHALLENGE

The day before, print copies of the “Beaut” of a Bible Challenge, (“beaut” meaning fantastic or awesome) and pass one out to each child to be completed at home. Have children return this challenge today. This is an important and fun exercise to get kids in the Word.

DAY 5—MISSION MONEY MANIA

Bring in your final mission money today. Double points for anyone who brings in any amount.

Suggested Prizes

If you are interested in giving out prizes for any of the contests or for anything else, here is a list of prizes available from answersbookstore.com.

- Tubular bandanas (11-9-152; 11-9-153; 11-9-154; 11-9-155; 11-9-156)
- Wristbands (11-9-083)
- Stickers (11-9-088)
- Puzzles (11-9-094)
- Water bottles (11-9-081)
- Pencils (11-9-085)
- Carabiners (11-9-082)
- Pens (11-9-086)
- Puffy stickers (11-9-143)
- Child backpacks (11-9-144)
- Notepads (11-9-146)
- Scratch art (11-9-147)
- Paper masks (11-9-148)
- Foam figure (11-9-149)
- Boomerang (11-9-157)

You can also check online retailers, such as Oriental Trading Company (orientaltrading.com) and Rhode Island Novelties (rinovelty.com), for inexpensive bulk prizes and local discount retailers that sell bulk individually wrapped candy or other edible treats. Some prize possibilities include plastic boomerangs; outback hats; sunglasses; plastic, rubber, or stuffed animals (fish, kangaroos, koalas, kookaburras, crocodiles, or snakes); sticky lizards; stretchy bugs; glow-in-the-dark stars; globe balls; water bottles; hand clappers; sticky hands; squishy “eye-balls”; gummy worms; Sour Patch Kids; Wiley Wallaby Licorice; Tim Tams; Cadbury chocolate; or Nestle Chokito.

Creature Features

During the assemblies each day, we'll share a Creature Feature to highlight the incredible design features of five amazing animals the Creator has made. These are written into the closing assembly but can also be done during the opening assembly—your choice! NEW for *Zoomerang*—we are providing **Creature Feature videos** that you can show instead of using the provided scripts. Check the Resource USB for the videos.

Day 1: Kangaroo

Today, we'll meet the kangaroo, an iconic Australian animal. God designed the kangaroo with an amazing tail that helps it balance!

Perhaps what we think of most about the kangaroo, however, is its amazing jumping ability. Jumpin' Jack is jumping by today to remind us that we didn't evolve from animals, but are made by God in his image.



Day 2: Coral

Time to meet the coral, which is, in fact, an animal. God has designed a beautiful array of corals that grace our oceans, from ones that look like sea fans, to pillars, to mushrooms, to brains.

As we go about our day and learn how we are fearfully and wonderfully made, our animal pal, Shimmer the coral, reminds us that God made amazing animals, but no creation is more special than man. We are God's crowning masterpiece.



Day 3: Platypus

Today's animal pal is the interesting and somewhat bizzare platypus. When first discovered, scientists thought it was a fake because it has a bill like a duck, a tail like a beaver, fur like a bear, lays eggs like a turtle, and has poison like a snake. It certainly is unique!

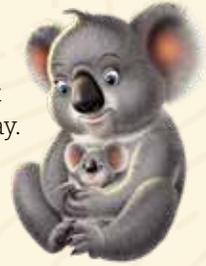
Our animal pal, Bill the platypus, keeps us thinking about how each animal is unique and has value, yet people are of much greater, infinite value and uniqueness to God.



Day 4: Koala

Who can resist the adorable koala? It lives only in Australia in the eucalypt forests and eats eucalyptus leaves all day. These are toxic to almost all animals, but not the koala! God designed the koala with a special digestive system to handle the poisonous leaves.

Paula the koala is an awesome marsupial mama, caring for her young in her pouch for about six months. That's nothing, though, compared to our heavenly Father who cares for us every minute. He cares so much he even sent his Son to die for us!



Day 5: Dingo

Isn't it fun that God made dogs? Today's Aussie dog, the dingo, is a wild dog that often lives in the outback.

Ringo the dingo reminds us that just as he has a role to play in the animal kingdom, each of God's children has a role to play in God's kingdom. God has prepared special works for us to do, so let's get busy loving God and loving others!



Mission Moment

The mission emphasis to your VBS program provides an amazing opportunity for children to participate in giving to ministries that share the gospel. **Check with your director to see when she wants to feature the Mission Moment—either during the assembly time or during one of the rotations.** The craft guide contains additional activity ideas.

This year, we've partnered with Children's Hunger Fund to provide food and the hope of the gospel to hungry children in the US and across the globe. *Life's Amazing Adventure* is a fun and meaningful addition to your VBS program, teaching kids about poverty around the world, and empowering them to make a difference.

Life's Amazing Adventure



Your kids will explore five different countries on *Life's Amazing Adventure*, discovering that everyone is a treasure to God. They'll also learn about children living in poverty around the world and ways to make a difference.

As your students explore Rwanda, Haiti, Albania, Myanmar, and the US, they'll hear the stories of boys and girls whose lives have been touched by poverty. These children have no guarantee of meals, shelter, or an education. They need help. And they need the hope that only comes from salvation in Jesus Christ.

The good news is you and your kids have the power to make a difference!

The Bible says that giving generously to the poor is really giving generously to God himself (Proverbs 19:17). Teach your VBS class the great joy that comes from sacrificing for the sake of Jesus and his gospel.

Life's Amazing Adventure

During the Mission Moment, your group will meet Harper, a fun-loving adventurer who loves exploring all of God's incredible creations. Using her experiences living in the Australian outback, Harper will share what she's learned about the value of life. Each day, she'll take you to meet a child in another part of the world who needs your help.

Your mission is to collect coins to fill Children's Hunger Fund Coin Paks and help provide meals for children in need, just like the ones Harper introduces throughout the week.

When your VBS children earn coins for their Coin Paks, they make it possible for Children's Hunger Fund to fill Food Paks. A Children's Hunger Fund Food Pak is a box of up to 20 pounds of nutritious food that can feed a family for up to a week. In a Food Pak, every meal costs just 25¢!

The Food Paks are provided to partner churches in the US and around the world who deliver them to homes of families in need. Along with food delivery, relationships are built and the gospel is shared.

The following items are available on the Resource USB that comes with your starter kit and can be downloaded from AnswersVBS.com/ZoomResources.

- [Daily videos](#)
- [Daily scripts and activities](#)
- [Printable Prayer Journals](#), featuring true stories about hungry children living in poverty and prayer prompts that will help your kids connect with the needs of suffering children
- [Printable "Map of the World" activity sheet](#), featuring locations of the children from the daily videos
- Printable and [digital banner artwork](#)
- [PowerPoint images](#) to help your kids track their fundraising progress
- Printable fold-up [Coin Pak bank](#) for collecting coins
- [Donation Return Form](#) to accompany your donation to CHF at the end of your VBS program

Purchasing Items

Included in your starter kit is a sample of the sturdy [pop-up Coin Pak bank](#) made for your kids to use as they collect quarters for meals. Check with your director for this sample. After VBS, these will be fun souvenirs that can be kept as reminders to always care for the needs of others. Coin Paks are available for purchase from Children's Hunger Fund.

To order, please visit ChildrensHungerFund.org/AnswersVBS. To place an order over the phone, call Children's Hunger Fund at 800-708-7589.

For questions regarding your Mission Moment resources, please call 800-708-7589 or email VBS@ChildrensHungerFund.org.

Orders must be received 14 days prior to your VBS date. Available while supplies last.

Collecting Donations

Give children their own Coin Pak bank for collecting donations. Work with your director to set up a fun area (e.g., kangaroo or koala baskets) for kids to deposit their money each day as they begin VBS. Encourage your kids in the weeks leading up to VBS to save their money and then begin collecting the first day. Or, plan on passing out the Coin Paks on Day 1 and begin collecting on Day 2.

Once you've totaled your donations, please write a check to Children's Hunger Fund, indicating "Life's Amazing Adventure" in the memo area, then fill out the [Donation Submission Form](#). Send your check with the form to:

Children's Hunger Fund
Attn: Life's Amazing Adventure
DEPT LA 24373
Pasadena, CA 91185-4373

Learn more about the gospel-centered mercy ministry of Children's Hunger Fund at ChildrensHungerFund.org.

Tracking Your Progress

To help your kids maintain their excitement, announce how many meals they provided each day. Check with your director to find out when to do this: either during a special mission rotation or during the opening or closing assembly.

Here are fun ways to help your kids see their progress as they fundraise.

1. Show your progress with *Life's Amazing Adventure Daily Count PowerPoint slides*. Update the slides with the total number of meals raised each day.
2. Make your own goal tracker and update it throughout the week. Create or print an empty thermometer and put five equally spaced marks on it. Each day, fill in the thermometer up to the next mark and write the total number of meals raised so far on the corresponding line.
3. Consider having a contest between boys and girls, or between teams, to see which group can bring in the most money. (Printable "Teams" and "Daily Count" artwork are on the Digital Resources.)

NOTE ON COUNTING COINS: It may be helpful to recruit two or three adult volunteers to count and/or roll the coins at the end of each day. Some banks provide coin counting services, but they may require several days to do so. Check ahead with your local bank.

Daily Assembly Scripts

Day 1: Aussie Opening Assembly

Welcome (2 minutes)

SUPPLIES FOR DAY 1 WELCOME: Big suitcase stuffed with clothes for all seasons (winter coat and hat, summer clothes, swim stuff, etc.) and other items such as a snorkel mask, outback hat, water bottle, and first aid kit

Note: If you use other items, adjust the text below to mention whatever you've put in there. Or, another way to do this is to actually put on and carry a ton of stuff as you come walking on stage all decked out. Again, adjust the text below as necessary.

Person 1: G'day, mates! Welcome to *Zoomerang*! We are exploring Australia this week and like the boomerang that Australia is famous for, we'll be returning to the value of life! Did you know you're of great value to us because you're of great value to God? He made you in his image!

Person 2: Come out huffing and puffing and carrying the suitcase as if it's very heavy. Have it unzipped so everything will fall out at the right time, but hold it under your arm to keep it closed for now.

Person 1: Ahh, g'day there, mate! What's going on?

Person 2: G'day! I just landed here in Australia and I'm so excited to start exploring! It's gonna be a beaut.

Person 1: A . . . a . . . what?

Person 2: You know, a beaut. Great! Bonzer! Fantastic!

Person 1: Oh, right, right! A beaut.

Just then the suitcase opens up and everything falls out all over the place, in a big mess.

Person 1: Whoa, mate, what's all this stuff? Begin to hold up stuff and toss it across the way as you say the following. Snorkel mask? Outback hat? Winter coat? Hat? Water bottle? First aid kit? Why do you have all this for Australia? I mean, a winter coat and hat? Really?

Person 2: Well, Australia's a land of extremes. Sure, it has areas that are blistering hot, but it also has the ocean, rainforests, and even arctic cold temperatures with *penquins*! I just want to be prepared.

Person 1: Wow, who knew? Well, in the midst of all these unique spots in Australia, the Land Down Under, we're going to a special one. I wonder where it might be.

Person 2: I don't know, but before we head there, I want to sing a song to get in the mood!

Person 1: Okay, let's wait and let the mates know our first destination when they get to their Land Down Under

Lessons. But now, everybody up on those feet and let's sing our theme song, "*Zoomerang*"!

Song (3 minutes)

"*Zoomerang*"

Song (3 minutes)

Contemporary: "Do You Not Know?" / Traditional: "You Can't Make a Monkey out of Me"

Mission Moment (5 minutes)

SHOW: "*Life's Amazing Adventure*" slide

As we spend this week learning about the people God created in his image, we're going to meet a boy or girl living in a different part of the world. We're partnering with Children's Hunger Fund to help children just like these, who are living in poor conditions and don't have enough to eat.

But the best part is you can help them! And along with sending food, you can help them hear about Jesus, too!

SHOW: "*Life's Amazing Adventure—Mimi*" slide

Are you ready to meet the first child? Pause for participation. Great! Today, we're going to meet a very little girl named Mimi, who lives in the country of Rwanda.

SHOW: Video 1—Mimi

Country: Rwanda

Problem: Extreme Hunger

Did you notice where Mimi and her family live? Their house is made out of mud, and they live very far away from other people. There aren't a lot of options for her mother to find work, and she has a lot of growing children to feed. Five children. And she has to provide food for them all by herself! But even where Mimi and her family lives, a local pastor came to deliver Food Paks from Children's Hunger Fund and share with her family about Jesus!

Do you want to help kids like Mimi? Pause for participation. Great! This week at VBS, we'll be collecting coins to put in these Coin Paks. Show Coin Pak. Take this home today and tell your family and friends about Mimi. Ask them to help you collect coins for meals. It only costs 25¢ to provide a nutritious meal for a hungry child.

These meals will be packed into a Children's Hunger Fund Food Pak, which is a box with about 20 pounds of nutritious food inside. That's enough to feed a family of four for about a week.

Each day this week, bring back any coins you've collected, and we'll count how many meals you've given so far. With your help, we can deliver hope to suffering families all over the world.

Announcements (time varies)

Announce any info pertinent to your situation. Today, you need to explain how the contests work so the kids can be participating. Check with your director if you aren't sure.

Prayer

Dismissal

Song (play as children leave)

C: "Wonderfully Made" / T: "Fearfully and Wonderfully Made" / Memory Verse Song: "Genesis 1:27"

Day 1: Aussie Closing Assembly

Song (3 minutes)

C: "Wonderfully Made" / T: "Fearfully and Wonderfully Made"

Song (3 minutes)

"Zoomerang" / Memory Verse Song: "Genesis 1:27"

Creature Feature: Jumpin' Jack the Kangaroo

(5 minutes)

Use the PRESENTATION SLIDES or show the CREATURE FEATURE VIDEO

SHOW: Creature Feature title slide

G'day, mates! It's time to check out one of the amazing animals our amazing creator God has made! We're learning about Australia so today we'll look at one of Australia's most well-known animals. Here's a clue. Hop around for a bit. Do you have a guess? Pause while they answer. Yes, we'll be checking out the kangaroo!

SHOW: Kangaroo slide

Tell your neighbor a nickname you have (if you have one). Have them do so, then share a nickname you have. Kangaroos are nicknamed roos for short. They have other nicknames, too. Males are called jacks, and females are jills. Males are also called bucks, and females are does. And, males are boomers, and females are flyers.

SHOW: Marsupial pronunciation slide

Kangaroos belong to a special group of animals. Can you figure out what the group is called by looking at this slide? Give them a moment, then say: They are marsupials. Can you say that with me? MARS - SOUP - EELS.

SHOW: Map slide

Most marsupials live in Australia and New Guinea.

SHOW: Kids with backpack slide

Marsupials are known for the special pack they have. Have you ever worn a backpack? Pause. Well, marsupials wear their pack, or pouch, in the front or belly area rather than on their back, and—here's something cool—it's built-in!

SHOW: Kangaroo with pouch slide

How many of you would like a built-in pouch? Pause. Tell your neighbor something you'd always carry with you if you had a built-in pouch. Pause. Of course, kangaroos don't carry the kind of supplies you do, but what they do carry are their babies.

SHOW: Joey slide

Hold up your hands to show me how long you think a newborn baby kangaroo is. Do so. When a baby kangaroo, or joey, is born, it's about the size of a jellybean!

SHOW: Baby kangaroo slide

Once born, it climbs through its mom's fur into the pouch on her belly. It stays there until it's ready to survive on its own outside the pouch. It's pretty amazing that God created the joey to know it needs to climb to the pouch for safety even when it's so tiny!

SHOW: Kangaroo jumping slide

Everybody give a big hop. Do so, and have them hop back to where they were. When the young joeys get old enough, out they hop! Kangaroos are the only large animals that use hopping as their main way of getting around. Would you like to hop to get around? Pause for a moment.

God gave the kangaroo strong, long, hind legs and feet, and a long, thick tail to help with balance. Strong muscles in their legs help the kangaroo jump long distances.

Let's see how we match up to a kangaroo's jumping abilities. Call a child volunteer from the audience and have her jump as far as she can. Measure it with the tape measure and praise her for her jump.

Now let's see how far a kangaroo can jump. Have Person 1 stand on one side of the stage with the measuring tape. Person 2 starts pulling the tape and keeps dramatically pulling and pulling until 25 feet away. The red kangaroo can leap 25 feet in a single bound! That would be like jumping from here to there in one hop! Whoa! This jumping ability helps the kangaroo catch its prey, travel long distances to find water, and get away from predators.

SHOW: Kangaroo comparison slide

How tall are you? Pause. I'm _____ (however tall you are). Kangaroos and their relatives can be anywhere from 7

feet tall, like the red kangaroo (demonstrate how tall 7 feet is) to 18 inches (46 centimeters) like the dwarf wallaby! Demonstrate how tall 18 inches is.

Have everyone jog in place briefly and then pause, breathing hard. How do kangaroos not get completely out of breath when they're jumping? Well, crazy as it sounds, it takes more energy for a kangaroo to stand still than to hop.

God made the kangaroo's lungs to flop around inside of them as they hop, so air is pushed out of the lungs when the lungs hit other organs. This means the kangaroo doesn't have to use energy to breath out—it just happens automatically. God thinks of everything!

SHOW: *Jumpin' Jack slide*

Kangaroos are such a cool creation of God's! And our kangaroo animal pal, Jumpin' Jack, is hopping by today to remind us that God is the Author of all life—kangaroos, crocodiles, koalas, and people. Animals are created by God and are super cool. But, God's most special creation is . . . you . . . and me . . . and all of us! God makes every person in his own image. We didn't evolve from animals. From the beginning, God made animals animals and people people—and only we are made in God's image! Thanks for hopping by!

Drama (8–15 minutes)

See the Drama Production section starting on page 29 for details. Allow about 15 minutes for the complete drama or about 8 minutes for just the game show portion.

Announcements (time varies)

Welcome (2 minutes)

SUPPLIES FOR DAY 2 WELCOME: Snorkel mask, flippers, and a wet letter

Person 1: Welcome back to *Zoomerang*, mates! We have a great day planned for you!

Person 2: Come sloshing out with a dripping wet letter.

Person 1: Well, look at you! Where have you been?

Person 2: I was snorkeling, and guess what? I got a letter!

Person 1: From the . . . ocean?

Person 2: Yeah, there's a post office right there in the ocean!

Person 1: No way! That's impossible.

Person 2: Wave it back and forth in front of Person 1, getting him wet. Here it is to prove it.

Person 1: Well, what's it say?

Cool Contests (3 minutes)

Announce winners of today's contests. Remind them to do their Go and Do on their student guides, learn their memory verses, and make up a sign or team cheer for tomorrow.

Prayer

Takeaway Time (1 minute)

Each day right before dismissal, share a thought to leave everyone with.

In Australia, they call TO GO orders "takeaway." We're going to leave you with a takeaway thought each day before you leave. Here's today's.

Think of the kindest person you know. Pause. Did you think of someone? Pause.

Any time you experience anything good from someone—a kindness, a loving act, truthful words, joyful times—remember this: that person, who is made in God's image, is reflecting a good, kind, loving, truthful, joyful God. We are only kind and loving to any degree because God is kind and loving perfectly. Let's say today's verse together. Recite Genesis 1:27.

When you experience anything good from anyone, let it remind you of our good God!

Dismissal

Song (play as children leave)

"Zoomerang"

Day 2: Aussie Opening Assembly

Person 2: Open it up. Hmmm . . . it seems to be filled with some Aussie tongue twisters.

Person 1: That's random! Like what?

Person 2: Well, this one's about sheep. Australia *does* have the highest number of sheep in the world, so I guess that makes sense. Here's the twister: "Sheep should sleep in a shed."

Person 1: Let me try that. Can you guys try it with me? Do so, having all the kids try it, too.

Person 2: How about this one for sunny Australia? "We surely shall see the sunshine soon."

Person 1: Let's give it a whirl, mates. Do so.

Person 2: Well, I'm going to go and get dry while you're practicing. I'll see you in a minute.

Try these, as well: "Swim, swan, swim" or "She sells seashells by the seashore."

Person 1: Okay, that was fun, and maybe it contained a clue to where we're going today. But before we find out

our destination, let's get this party going with a song that's about what we'll be *talking* about all day—that we're fearfully and wonderfully designed by God! Here we go!

Song (3 minutes)

C: "Wonderfully Made" / T: "Fearfully and Wonderfully Made"

Song (3 minutes)

C: "Take My Life" / T: "Building the Kingdom" / Memory Verse Song: "Psalm 139:14"

Mission Moment (5 minutes)

SHOW: "Life's Amazing Adventure" slide

All week long, we'll be joining Harper as she travels all over the world to meet people and share with them that they're precious to God. We're also learning how we can help by providing them with the food they need.

Have you started collecting coins for your Coin Pak yet? Pause for participation. Great! Remember, each quarter you put into your Coin Pak means one meal for a hungry child.

SHOW: "Life's Amazing Adventure—Isaac" slide

Today, we're going to be traveling with Harper to the country of Haiti, where we'll meet a boy named Isaac. Let's hear his story.

SHOW: Video 2—Isaac

Country: Haiti

Problem: Generational Poverty

Isaac doesn't have the same options that people do in other areas of the world. He doesn't dream about being a doctor or an astronaut or a famous soccer player because his family can't afford to send Isaac to school. His plans have always included becoming a farmer like everyone else in his family.

This is called generational poverty. For Isaac, using a wheelchair to get around has made this difficult life that much harder. When a pastor visited with a Food Pak and shared with Isaac's family about Jesus, he was able to see that God's plan was bigger than his own.

Every 25 cents you collect this week means one meal for a child like Isaac—a child who doesn't know when they'll get their next meal. You are helping to deliver hope to suffering children around the world.

Now, do you want to hear how many meals we've raised so far? Pause for participation. Well, we've counted the coins you brought in and we've raised ___ meals! Remember, one dollar provides four meals. To calculate your VBS meal progress, multiply the dollars raised by four.

SHOW: Daily Count Day 2 slide with current meal count filled in.

That's not bad for just one day. But we've still got the rest of the week, so keep bringing in coins all week long! Share what you've learned about Isaac and Mimi with someone else and see if they want to help provide meals, too. Ask your parents if you can earn money for your Coin Pak by doing some special chores around the house. Get creative!

Announcements (time varies)

Make pertinent announcements.

Prayer

Dismissal

Song (play as children leave)

"Zoomerang"

Day 2: Aussie Closing Assembly

Song (3 minutes)

Memory Verse Song: "Psalm 139:14"

Song (2 minutes)

C: "Do You Not Know?" / T: "You Can't Make a Monkey out of Me"

Creature Feature: Shimmer the Coral (5 minutes)

Use the PRESENTATION SLIDES or show the CREATURE FEATURE VIDEO

SHOW: Creature Feature title slide

Today we're learning about a type of animal called a coral.

SHOW: Coral reef slide

Wait! Rewind. We're supposed to be talking about animals, aren't we? Corals don't seem like animals! They kind of look like plants, don't they?

SHOW: Coral polyps slide

Well, it's true that corals (also called coral polyps) can look like colorful underwater plants, but they're actually animals—teeny, tiny animals—teeny, tiny animals that end up turning into rock skeletons.

SHOW: Limestone base slide

Coral reefs are made up of rock skeletons. It works like this. The tiny, living coral polyps attach themselves to a surface. When they die, many corals leave a hard skeleton behind which becomes a heavy rock called limestone. Now here's where it gets crazy! New coral polyps come along and attach themselves to the rock skeletons

left by the first coral polyps. Then they die and turn into rock skeletons, and the next coral polyps come and live on them. This goes on and on until it grows bigger and bigger into a colony. Then the colonies connect to other colonies to form a coral reef, like the Great Barrier Reef in Australia. The Great Barrier Reef is the largest reef in the world. It can even be seen from outer space! This doesn't take long periods of time—in fact, the Great Barrier Reef has formed within the past few thousand years since Noah's flood!

SHOW: [Great Barrier Reef from space slide](#)

Coral colonies come in all shapes, sizes, and colors. Let's check some out!

SHOW: [Brain coral slide](#)

First, which part of your body is like a computer? Pause. Yes, your brain! Did you know God made a type of coral called brain coral? It kind of looks like a human brain, doesn't it?

SHOW: [Cabbage coral slide](#)

Have you ever eaten cabbage? Pause. Do you like it? Pause. There's a coral called cabbage coral. Can you guess why?

SHOW: [Mushroom coral slide](#)

Give a thumbs up or a thumbs down if you like mushrooms. Do so. Look at this coral called a mushroom coral.

SHOW: [Sea fan coral slide](#)

Fan yourself for a second. Do so. This is a sea fan coral.

SHOW: [Flower pot coral slide](#)

Tell your neighbor your favorite kind of flower. Do so. Look at this flower pot coral.

SHOW: [Pillar coral slide](#)

Stand straight and tall like a pillar. Do so. Check out this fabulous pillar coral!

SHOW: [Elk horn coral slide](#)

Make some antlers on your head. Do so. Here's an elk horn coral. It looks like antlers, doesn't it?

SHOW: [Fish with coral slide](#)

Our God is an amazingly creative creator! He's made so many different types of coral! All these corals look so different, yet they all have the same things in common—they need to eat, and they need to defend themselves. Remember Adam and Eve and how they disobeyed God? Their sin affected the whole world! Including coral. In this fallen world, coral need to be able to defend themselves against predators. God gave the coral a stinger that helps it catch its food and defend itself against its enemies. When a small sea creature passes by a coral polyp, a stinging cell is triggered and a tiny harpoon shoots out of the polyp, tears a hole in the creature, and fills it with poison so it can't get away. The

sea creature is then ready to be eaten by the coral polyp. Weird, but amazing!

God also gave the coral the ability to defend itself against things that would try to harm it. For example, if the water is getting too warm, God designed the coral to cover itself with mucus to protect it from the sun's powerful rays. When sand covers the coral, it isn't able to get to its food. So God designed it with a way to clean itself with its tentacles. Isn't God an amazing designer?

Of course, God makes everything for a reason—to bring himself glory! And he uses his creation to help us! That's true for coral reefs, too!

The reefs provide a home for many ocean animals. They help keep our shores from washing away. And scientists are even discovering that they can make some medicines from parts of the coral reefs. These medicines may be able to help treat diseases like cancer. I'm thankful God made coral reefs, aren't you?

SHOW: [Shimmer the coral slide](#)

God made each animal living in the coral reefs a wonder, like our animal pal today, Shimmer. But do you remember what his greatest creation of all is? Yes, it's people! You and me!

The Bible tells us in Psalm 139 that God made us with great care and purpose. We are fearfully and wonderfully made. That means that YOU are an amazing creation of God! Think about all the things we can do that animals can't do. We can write amazing poetry. One person can recite the "Roses Are Red" poem and the other then says that isn't amazing poetry. We can invent amazing contraptions. One person mentions a contraption they've made. We can take care of this earth God gave us . . . enjoy beautiful music . . . draw beautiful pictures . . . and have a personal relationship with the Creator of the universe through his son, Jesus.

Now get out there and be your amazing self for God's glory!

Drama (8–15 minutes)

Announcements (time varies)

Cool Contests (3 minutes)

Announce winners of today's contests. Remind them to learn tomorrow's verses, complete Go and Do activities, and dress up tomorrow for the Dress-Up Day. Any Aussie attire works.

Prayer

Takeaway Time (1 minute)

Here's a takeaway thought for the day.

God has never made another you. He doesn't reuse voices, or fingerprints, or teeth prints, or iris patterns, or tongue prints, or the rims of ears (feel yours now—only you have that shape!), or people's gaits (how you walk), or DNA codes. It had to give God great joy when he designed you just the way you are.

We shouldn't take credit for what we can do or how we look, and, on the other hand, we shouldn't put ourselves down for how we look or what we can or can't do.

God is perfect, and you are *you* for a reason. Before we go, let's say our memory verse and really think about each word and what it's saying. Let it be a reminder to praise God for how he made you.

Recite Psalm 139:14 together.

Dismissal

Song (play as children leave)

Song: "Wonderfully Made"

Day 3: Aussie Opening Assembly

Welcome (2 minutes)

SUPPLIES FOR DAY 3 WELCOME: Sand pail

Person 1: G'day, mates! Are you ready for another bonzer day at Zoomerang? Person 2 strides out swinging a sand pail and dramatically takes an "opera" stance, starting to sing opera at the top of his lungs, moving around dramatically, hamming it up with the sand pail. Person 1 watches incredulously.

Person 1: Ahh, excuse me, but can't you see we've started VBS here?

Person 2 stops abruptly, looks out at the audience, and then begins again, louder than ever.

Person 1: Hey, hey, hey! A little respect, please. Could you do that elsewhere? Person 2 thinks for a second, and begins to leave. As Person 1 begins to welcome the mates again, Person 2 comes back and starts singing again. Every time Person 1 tries to say something, Person 2 starts to sing again. This goes on for a few times.

Person 1: Are you trying to give us a clue about where in Australia we are going today? Since you seem to be very fond of singing, why don't we sing our first song? We'll be singing and talking today about how each person is of infinite value to God, and should be to us, too. Nobody is *better* or *worse* than someone else. Each of us is God's masterpiece. Let's sing about that!

Song (3 minutes)

C: "Masterpiece" / T: "Made by the Father"

Song (3 minutes)

C: "Everything" / T: "Servant's Heart" / Memory Verse Song: "Luke 6:31"

Mission Moment (5 minutes)

SHOW: "Life's Amazing Adventure" slide

All right, adventurers! Are you ready to hop on a plane with Harper and travel to a faraway country to meet another wonderfully created child?

Who remembers how much it costs to provide one meal for a hungry child? Pause for participation. That's right! It only costs 25 cents to provide a nutritious meal to a child in need. So that means one dollar can provide 4 meals, ten dollars can provide 40 meals, and twenty five dollars can provide 100 meals! Isn't that incredible?

SHOW: "Life's Amazing Adventure—Roan" slide

Who knows where the country of Albania is? Pause for participation. If you don't know, picture the country of Italy, which looks like a long boot. Well, if that boot swung backward, it would kick right into Albania. Today, we're going to meet a little boy named Roan, who lives in Albania.

SHOW: Video 3—Roan

Country: Albania

Problem: Injustice

Roan lives a very lonely life. No matter what his family does, the community around them treats them poorly for no reason other than where they're from or how they look. This is called injustice. Because Roan and his family are treated unfairly, they're often unable to afford to buy food. Every time Roan's stomach rumbles in hunger, he's reminded that there are people that don't like him and want him to leave.

The meals that you're providing with your coins will help show children like Roan that he's precious and valuable. For Roan and his family, a visit from a church volunteer brought the message of hope and belonging that they needed. Instead of feeling unwanted, Roan learned that he is loved by God. Isn't that great news?

What have you been doing this week to earn coins for your Coin Pak? Are you asking your parents if you can do an extra chore to earn money? Are you sharing with people the stories of the boys and girls you're meeting this week? Talk to your parents about different ways you might be able to raise money for meals.

Now, do you want to hear how many meals we've raised so far? In only two days, you've raised ___ meals! Remember, one dollar provides four meals. To calculate your VBS meal

progress, multiply the dollars raised by four. **That's pretty fantastic!**

SHOW: Daily Count Day 3 slide with current meal count filled in.

You're doing an amazing job! All the coins you bring in this week represent children who'll receive a nutritious meal and have a chance to learn about the loving God who created them! Who's excited to see how many more meals we can raise tomorrow? Pause for participation.

Announcements (time varies)

Day 3: Aussie Closing Assembly

Song (2 minutes)

C: "Do You Not Know?" / T: "You Can't Make a Monkey out of Me"

Song (3 minutes)

C: "One Way" / T: "The Greatest Story Ever Told"

Creature Feature: Bill the Platypus (5 minutes)

Use the PRESENTATION SLIDES or show the CREATURE FEATURE VIDEO

SHOW: Creature Feature title slide

G'day mates! Welcome back to our Creature Feature time! We've been talking about some pretty amazing animals this week, haven't we? Today, I'm going to share an animal that I think God had fun making.

SHOW: Platypus slide

It's the platypus, and it's a creature that's stunned scientists for centuries! In the 1700s, explorers sent a platypus back to England, and the scientists who examined the specimen thought it was a fake! They couldn't believe what they saw. It made milk for its babies and had hair like a mammal, but it had webbed feet, laid eggs, and had a bill like a bird. It walked on legs on the side of its body like a reptile, while sensing electric fields like a fish.

SHOW: Platypus feet slide

Have everyone hold up their hands and stretch their fingers as wide as they can go. We don't have webs on our hands or feet, but God gave the platypus special webbed feet to help them swim. The webs on their feet help them glide through the water quickly to catch their prey.

Have everyone wiggle their toes. God also put claws on their feet for when they walk on land and need to dig in the dirt. They're able to fold back the webs on their front feet to use their claws so they have a better grip. Wow!

SHOW: Platypus bill slide

Make pertinent announcements.

Prayer

Dismissal

Song (play as children leave)

C: "One Way" / T: "The Greatest Story Ever Told" / Memory Verse Song: "Psalm 139:14"

Shout out your favorite food. Pause while they do so. **God gave the platypus a bill, kind of like a bird's. This bill is wide and long enough to help the platypus catch his prey more easily. The platypus doesn't have teeth, but once he catches some food, God designed him to ingest gravel from the riverbed so he can grind up his food with the stones. Amazing, huh?**

SHOW: Platypus swimming slide

How many of you like to swim underwater? Pause. **Do you think you'd like it if you had to swim with your eyes and ears closed?** Pause. **When platypuses swim underwater to find food, they close their ears and eyes. So how do they find their food if they're not able to see or hear anything? God gave them a special radar in their bill that uses electroreception. Their bill sends out signals into the water that help the platypus know where to find food. God sure is an amazing creator, isn't he?!**

SHOW: Platypus fur slide

Have them rub their arms with their hands while saying, "Brrrrr!" Imagine living outside in the cold while also being soaking wet all the time. Sounds miserable, right? Well, God designed the platypus with waterproof fur! This allows them to swim in cold waters without getting chilled to the bone. Their fur keeps them nice and insulated against winter weather.

SHOW: Platypus spurs slide

One more crazy thing about platypuses is that the males have venomous spurs on their hind legs! They use this venom to defend themselves. When they scratch another animal with their spur, you can bet that animal will back away and leave them alone! Platypus venom isn't strong enough to kill humans, but it sure does hurt! Keep in mind that, in the beginning, all platypuses were friendly—God made everything very good! But Adam's sin even affected all the animals, like the platypus. So God has given animals the ability to defend themselves from other critters.

SHOW: Bill the platypus slide

God obviously values this fascinating creature. He made him, after all! The platypus and all of God's creation bring him great glory. Bill is here to remind you that, as amazing as animals are, God values people much more. Because we're made in God's image, each of us has great value, no matter how old or young we are, what skin shade we have, where we live, how healthy or sick we are, or what we can or can't do.

And because we're made in God's image and have great value, we should treat others with great care and dignity. We need to show respect to everyone, no matter how different from us they may be. The way we treat others reflects how we feel about their Creator, so we should be kind to everyone! Now let's go out and be amazing to all our fellow image-bearers!

Drama (8–15 minutes)

Announcements (time varies)

Cool Contests (3 minutes)

Announce winners of today's contests. Remind everyone to learn tomorrow's verses, complete their Go and Do

activities, and do their "Beaut" of a Bible Challenge Sheet, found on the Digital Resources. Print ahead of time and give each child a copy as they leave today.

Prayer

Takeaway Time (1 minute)

Ready for our takeaway thought for today? Pause.

When you see a baby, an old person, a sick person, a person living with disabilities, any person whose *looks* or *life* may be different than yours, do you see them as a fellow image-bearer of God? Do you use respectful words and kind actions? Do you think to hold that door open, give them a hand, say hello, or ask how they're doing? That's part of valuing life!

If we really lived out our memory verse, our world would be a very different place. Let's say it together before we go. Recite Luke 6:31.

Dismissal

Song (play as children leave)

"Zoomerang"

Day 4: Aussie Opening Assembly

Welcome (2 minutes)

SUPPLIES FOR DAY 4 WELCOME: Backpack and random, crazy, unusual items to put inside (a fun one is a dryer vent that is 20 feet long, all compacted together—at the right time mentioned below, start pulling it out and keep going and going)

Person 1: G'day, mates! It's great to see all you blokes and sheilas out there!

Person 2: Come hopping in with the pouch on so the opening of the bag is in front, like a kangaroo or koala pouch.

Person 1: Well, look who's just hopped by. What's happening?

Person 2: Well, I thought it would be cool to experience what it's like to be a kangaroo and have a pouch.

Person 1: That's interesting. Did you know kangaroos aren't the only animals with pouches? Koalas, wallabies, and many others have pouches, as well. Animals with pouches are called marsupials.

Person 2: Well, all I know is, it would be cool to have a built-in pouch like this. Look what I found!

Grab something out of the backpack. Person 1 comments. Continue in like manner taking other items out and having Person 1 comment. Last item can be the dryer vent. Leave it in the bag but keep pulling it out.

Person 1: Wow, you sure stuffed a lot into that pack!

Person 2: Yeah, it sure was full! But if it really were a marsupial's pouch, it would have baby animals in it.

Person 1: Yeah, and if you were a koala, for instance, you'd be taking really good care of that baby in there. But nobody takes better care of anybody than God. He's the perfect Father. Today we'll be talking about how you can be part of God's family and how God can be your loving, caring Father even if your father isn't here on earth with you.

Person 2: That sounds important.

Person 1: It is! We can think on that while we sing.

Song (3 minutes)

C: "One Way" / T: "The Greatest Story Ever Told"

Song (3 minutes)

C: "Everything" / T: "Servant's Heart" / Memory Verse Song: "John 11:25"

Mission Moment (5 minutes)

SHOW: "Life's Amazing Adventure" slide

Does anyone remember what we're raising coins for this week? Pause for participation. Right! We're raising coins to provide meals for children who don't have enough food

to eat. Children's Hunger Fund will send those meals in Food Paks to churches all over the world, where they'll be delivered to families in need. But the churches don't just drop off food and leave; they also share the good news of Jesus!

Are you ready to meet another child?

SHOW: "Life's Amazing Adventure—Garma" slide

Myanmar is a country in Asia, located just south of China. Today, Harper's travels will take us to Myanmar to meet a young girl named Garma.

SHOW: Video 4—Garma

Country: Myanmar

Problem: Disaster

Can you imagine living in a place where it rains so much that you worry your house might collapse? Garma has to face this fear every year during monsoon season. Where Garma lives, the homes are not built the same way our homes are built here. The roofs leak, the ground around her home fills with large puddles, and everything feels wet all the time.

When her school and the building where her father worked were destroyed, do you think Garma felt like her life was out of control? Pause for participation. Do you think that learning about a loving God who is in charge of all things brought her comfort? Pause for participation. Me, too!

Well, we have had a few days to raise meals for kids just like Garma. Are you ready to be blown away by how many meals we've raised so far? Pause for participation. I don't think you sound excited enough. Are you ready to find out how many meals we've raised? Pause for participation. That's better! In just three days, you have raised ___ meals! Remember, one dollar provides four meals. To calculate your VBS meal progress, multiply the dollars raised by four. That's incredible!

SHOW: Daily Count Day 4 slide with current meal count filled in.

These coins are going to do so much more than provide food for children in need. You're providing an opportunity for pastors to build relationships with families and share the gospel of Jesus Christ! But don't stop collecting yet! We have one more day to collect coins to provide meals, so keep up the good work!

Announcements (time varies)

Make pertinent announcements.

Prayer

Dismissal

Song (play as children leave)

"Zoomerang" / Memory Verse Song: "Genesis 1:27"

Day 4: Aussie Closing Assembly

Song (3 minutes)

"Zoomerang"

Song (3 minutes)

C: "Take My Life" / T: "Building the Kingdom"

Creature Feature: Paula the Koala (5 minutes)

Use the PRESENTATION SLIDES or show the CREATURE FEATURE VIDEO

SHOW: Creature Feature title slide

Welcome back to our Creature Feature time! Our animal today is the adorable koala.

SHOW: Koala slide

Everyone say, "Awwwww." Do so. Now here's a question for you. Do you think koalas are bears? Pause. We tend to hear about the koala bear, don't we? Guess what? They aren't bears!

SHOW: Koala with baby slide

They're actually marsupials! They carry their babies in a pouch on their bellies, like kangaroos. Kangaroos and koalas aren't the only marsupials.

SHOW: Marsupial collage slide

There are hundreds, but a few others you may have heard of are the wombat, the bilby, the wallaby, the numbat, the sugar glider, and the Tasmanian devil. All of these have a pouch because all marsupials do.

Make a ring with your fingers. Do so. The mom's pouch has a ring of strong muscles around it that can tighten and seal off the opening to protect the baby from bouncing out. Can you imagine if the mama was moving along and the baby fell out? That won't happen because God gave that pouch a built-in seal!

SHOW: Koala eating eucalyptus slide

Tell your neighbor a food you don't love. Do so. Did you know that koalas are some of the pickiest eaters on the planet? Out of all the food in the world, they'll only eat a few kinds of eucalyptus leaves which can be very poisonous to most other animals. So how do koalas eat them without being harmed? God gave the koala a special digestive system that has a caecum [SEE km]. The caecum breaks down the tough eucalyptus leaves and keeps them from poisoning the koala.

Other animals (and humans) have caecums, but the koala's is the longest of any mammal. It's up to four times the length of a koala! This allows for extra digesting time for any food that passes through it. This special organ protects the koala from poison while also helping it get all the nutrition possible from the leaves it eats. And because they eat so many eucalyptus leaves, they even smell like eucalyptus. What food do you eat a lot of? *Pause.* How would you like to smell like that all the time?

Eucalyptus smells a lot like a menthol cough drop, so the next time you eat one, think of a koala!

SHOW: *Koala in sun slide*

How many of you drink a lot of water? *Pause.* Did you know koalas don't bother to drink water? The word "koala" actually means "no drink." God gave the koala the ability to get enough water from the leaves they eat. They also have special fur that doesn't allow any of the water in their bodies to evaporate. They never sweat! This helps keep the water they need inside their bodies.

SHOW: *Koala sleeping slide*

Tell your neighbor what time you go to bed and what time you get up each day. *Do so.* Did you know koalas sleep for up to 20 hours a day? They do this to conserve energy. If they were running around all day, they'd need more food and water to give them enough energy to keep going. But when they're sleeping, their bodies slow down and don't need as much food. God sure knew what he was doing when he made the koala!

SHOW: *Koala paws slide*

God designed the koala with special feet that help them grip trees. Their front paws have sharp claws and two thumbs for holding on to tree branches. That's right, two!

Look at your hands and imagine each one having two thumbs! *Do so.* Rough pads on the bottoms of a koala's feet also help the koala grip trees without falling.

SHOW: *Paula the koala slide*

God sure is the perfect Creator! He created Paula the koala and every other kind of animal just the way he wanted them to be. He also created the first people, Adam and Eve, perfectly. He gave them everything they needed to live for his glory and for their own good in his creation. Sadly, instead of honoring and obeying their Creator, they decided to disobey, and their choice to sin affected the entire creation. Their sin has been passed down to each of us—we all choose to disobey God, don't we? God says

to always tell the truth—have you ever told a lie? That's a sin. And our sin separates us from God, who is holy and pure. Thankfully, God sent his son, Jesus, to save us from our sins and allow us to have a relationship with him while we're here on earth and after we die. When we repent of our sin and believe that Jesus died and rose from the grave to save us, we're given the amazing gift of eternal life! Now let's go out and share that amazing news with our fellow image-bearers!

Drama (8–15 minutes)

Announcements (time varies)

Cool Contests (3 minutes)

Announce winners of today's contests. Remind them to learn tomorrow's verses, complete their Go and Do activities, and bring in their final mission money.

Prayer

Takeaway Time (1 minute)

Here's our Takeaway thought for the day.

If you could go anywhere on earth, tell your neighbor where you think the best place would be. *Do so.* Well, Jesus left a place far better than the best place on earth. He left his Father in heaven and came to earth as a baby. Can you even imagine that?

And he lived a perfect life. Can you imagine being a baby or toddler and never once taking a toy away from another child? Jesus never selfishly took a toy away—ever.

Can you imagine being a grade schooler and never once disobeying your mom or dad? Jesus never disobeyed—ever.

Can you imagine being a teenager and never once having a bad attitude or rolling your eyes? Jesus never had a bad attitude—ever.

Can you imagine being an adult and never once talking about someone behind their back? Jesus never said an unkind or untrue word—ever.

Jesus never once sinned. And because he was perfect, he was the only one who could be the substitute for our sin. Have you thanked him recently for doing that?

Dismissal

Song (play as children leave)

C: "Masterpiece" / T: "Made by the Father"

Day 5: Aussie Opening Assembly

Welcome (2 minutes)

SUPPLIES FOR DAY 5 WELCOME: Sheet, blanket, or tarp and a small table or structure to make a “fort”

Person 1: Welcome back to our final day at *Zoomerang*, mates! We’re looking forward to sharing with you how each person is created *on purpose for a purpose*. Any who are part of God’s family have work to do for God!

Person 2: Come out with a sheet, blanket, or tarp and drape it over something to make a “fort,” which we will refer to as an underground cave.

Person 1: Hey, what are you making over there?

Person 2: My underground cave. I’m going to hang out under here. It’s really cool. Get down inside it.

Person 1: Why are you making an underground cave?

Person 2: Peek your head out and say the following, then go back under. Because there’s a place in Australia that has something like this.

Person 1: Oh, that sounds amazing.

Person 2: Peek your head back out and say the following, then go back under. It might have something to do with where we’re going today in Australia.

Person 1: Could be. That would be interesting.

Person 2: Peek your head back out and say the following, then go back under. I want to be ready.

Person 1: Well, great. Mates, do you . . .

Person 2: Peek your head back out and say the following, then go back under. You can never be too ready.

Note: Person 2 can continue to interrupt a couple more times if you want before he finally stops.

Person 1: Mates, do you think you know which part of Australia we’re headed to today? We’ll be finding out soon, but first, let’s sing!

Song (3 minutes)

Memory Verse Song: “Ephesians 2:10”

Song (3 minutes)

“Zoomerang”

Mission Moment (5 minutes)

SHOW: “Life’s Amazing Adventure” slide

Are you excited to head out with Harper on one more adventure this week? I hope you’ve learned as much as I

have about how people are living in other countries and what we can do to help.

I’ll share with you in just a moment how many meals we’ve raised this week, but first, let’s head off on one more adventure with Harper.

SHOW: “Life’s Amazing Adventure—Hector” slide

All week long, we’ve been meeting children living in countries thousands of miles away, but the child we’re meeting today lives a lot closer. Today, we’re going to meet Hector, who lives right here in the United States.

SHOW: Video 5—Hector

Country: United States

Problem: Invisible Poor

Does it surprise you that there are people living right here in the United States who might not have enough food to eat? Hector lives in a house. His dad has a job. Looking at them, you might not think that they’re living in poverty. That’s why they’re known as invisible poor. Sometimes, illnesses or the loss of a job can mean that a family has to choose between paying rent and buying food or paying the electric bill.

Thankfully, you can help! Not only can the coins you’re collecting this week provide meals for children like Mimi, Isaac, Garma, and Roan living in faraway countries, but they’re providing meals for children right here in the United States. Kids like Hector.

Children’s Hunger Fund partners with churches around the world who search for families in need of food and the saving knowledge of Jesus. Every box of food means a chance to share the gospel. Your quarters are making a huge difference! Isn’t that incredible?

Okay! Are you ready to see how many meals we’ve raised this week? Pause for participation.

The grand total number of meals we’ve provided this week during *Life’s Amazing Adventure* is ____ meals! Remember, one dollar provides four meals. To calculate your VBS meal progress, multiply the dollars raised by four.

Announcements (time varies)

Make pertinent announcements.

Prayer

Dismissal

Song (play as children leave)

Memory Verse Song: “Luke 6:31”

Day 5: Aussie Closing Assembly

Song (3 minutes)

C: “Everything” / T: “Servant’s Heart”

Song (3 minutes)

C: “One Way” / T: “The Greatest Story Ever Told”

Creature Feature: Ringo the Dingo (5 minutes)

Use the PRESENTATION SLIDES or show the CREATURE FEATURE VIDEO

SHOW: Creature Feature title slide

Welcome back to our Creature Feature time, mates!

If you have a dog, show a picture of your dog and say the following. If you don’t have a dog, just ask if they do.

This is my dog _____. I love _____. Describe your dog and what you like to do. Then have them tell their neighbor if they have a dog and what its name is.

SHOW: Dingo slide

Today’s animal is a member of the dog kind, and it may look cuddly like your pet at home, but don’t be fooled! It’s a dingo, and though a dingo is cute, it can be very fierce!

SHOW: Dingo fence slide

People in Australia have built the longest fence in the world, the Dingo Fence, to keep dingoes out of part of the country so they can’t kill as many animals.

SHOW: Dingo teeth slide

Dingoes are known for their teeth which are longer, sharper, and more massive than other dogs’ teeth. In this sin-cursed world, they use these teeth to help them capture and eat their prey more easily. They travel and work together in a group called a pack when they’re on the hunt. There can be around 10 dingoes in a pack.

Do you like to eat leftovers? Pause. Well, a pack of dingoes sometimes hunts large animals like kangaroos, and when they gather more food than they can eat, they bury the food and come back later for the leftovers.

SHOW: Dingo head turning slide

Turn your head all the way to the right. Do so. Now turn it all the way to the left. Do so. Did you know dingoes can turn their heads 180 degrees so they can see behind them? Humans and domestic dogs can’t turn their heads nearly as far as dingoes! After Adam disboeyed, bringing sin and death into the world, God gave them this ability so they can easily spot their prey in the wild.

SHOW: Dingo howling slide

Everybody, let’s try our best howl. Do so. Did you know dingoes don’t usually bark? Instead, they howl like wolves

and have even been called the “singing dogs.” God gave them the ability to howl to find other dingoes that belong in their pack or to scare off intruders. Their howls would be enough to scare me off, that’s for sure!

SHOW: Dingo walking slide

Act like you’re opening a door. Do so. Did you see how your wrist moved? God gave dingoes unusual wrists that can rotate like a human wrist. The dingo is double-jointed all throughout its body, allowing it to open doors, reach through small openings in fences, and even climb trees. Their paws act like human hands which allow them to get into places other dogs could never go to catch their food.

SHOW: Ringo the dingo slide

Dingoes like Ringo have their place and their purpose in all of God’s creation, as does every animal. But God has a unique purpose for each human. He made us to live for him, and each one of you has a special, God-given role. Your role will look different than mine. God has given you just the right combination of talents, personality, and experiences to fulfill your purpose in his kingdom. He’s made you in his image, with great care and purpose, to bring him glory and for the good of all of us! He has created each of us *on purpose for a purpose!* And when we all work together, it’s amazing what can happen for God’s kingdom. Now get on out there and do what God made you to do!

Drama (8–15 minutes)

Announcements (time varies)

Cool Contests (3 minutes)

Announce winners of today’s challenges. Invite them to come back to the Closing Program to hear how much money was raised for the mission project.

Prayer

Takeaway Time (1 minute)

Here’s our Takeaway thought for the day. Pause. You are created *by God for God*. You are created *on purpose for a purpose*. Let’s say our memory verse together. Recite Ephesians 2:10.

In other words, if you’re a Christian, then God has prepared good works just for you. So let’s see what you think about the following: Which is more special? Being a head of a company or working at that company in a cubicle? Pause. Owning a restaurant or making food for homeless people? Pause. Being a news broadcaster on TV or being a stay-at-home mom, changing diapers and playing with kids? Pause. Being a student or being a sports star? Pause.

You see, if you're part of God's family, any role in life is important because he has prepared good works for you to do wherever you are—right now and as you grow! Just love God and love others through all that you do. Think of *God* and think of *others*. Live for *God* and live for *others*. That's why we're here!

Dismissal

Song (play as children leave)

Your favorites

Closing Program

Aussie Ending

A great week needs a great ending, with a great closing program. The Aussie Ending closing program is a time of celebration and provides an opportunity for parents, grandparents, and friends to learn what God has been doing all week at VBS. Be prepared to lovingly welcome any who do not normally attend church. This is a wonderful time to share Christ's love and build relationships!

Choose a time to host the closing program. For a morning VBS, the evening of the last day may be a good choice. For an evening VBS, the Sunday morning following your VBS week may work best. Include this information in

your *Caretaker Handbook*, and send out invitation postcards (item 11-9-030) mid-week.

Divide your program into three time segments: Before the Program, The Closing Program, and After the Program.

Involve Your Drama Characters

Kids enjoy costumed characters, so look for opportunities to involve your drama team. They can serve as greeters, ushers, and song leaders. They can also be involved in the review game. Be creative—use your imagination!

Before the Program (15–30 minutes)

Families can visit the various VBS areas. Leaders of these areas should be in their respective spots to meet and greet

everyone and to share about the week. In addition, you can repeat a few activities from the Aussie Fun Fest.

The Closing Program (30–45 minutes)

Choose from the following possibilities to plan your program:

Share Terrific Trivia Tidbits

As a fun way to start things off, share some *Zoomerang* trivia. For individual slides, see "[Terrific Trivia Tidbits](#)" [presentation images](#).

Sing Songs

Have the children assemble at the front of your auditorium and sing some favorite VBS songs for their parents.

Share Cheers

If the teams made up cheers or chants, have some or all of the teams share them.

Perform a Drama Segment

Have your drama team perform a favorite section from one of the dramas or even an entire day's drama.

Recite Memory Verses

Have various age groups share some of their memory verses, or have all the children recite the theme verse or other verses together.

Review the Creature Features/Animal Pals

See how much the kids remember as you review one or more of the Creature Features or daily animal pals that were presented during the week.

Announce Group Winners

Depending on how you structured your contests for the week, announce individual winners, group winners, or goals that were reached by the whole VBS.

Announce the Final Mission Project Total

Tell about the mission project you've been collecting money for, and then have a dramatic final announcement. A [script](#) is available on the Digital Resources.

Show Highlights

A short video of highlights from the week is an awesome way to recap the events. Parents love to see their children in pictures.

Share Stories and Testimonials

Allow those with compelling stories to share their experiences from the week.

Play a Review Game

Divide into teams, and challenge each group with review questions from the week. Teams can be boys vs. girls or kids vs. parents. You may want to model it after the *Zoo-merang* game show!

Share the Gospel

Ask your pastor (or children's pastor) to share the gospel so the kids can hear it again and the parents and visitors can hear it as well.

Cheer the VBS Staff

Recognize your volunteers by having them all stand and receive huge applause!

Make Announcements and Pray

Ask your pastor to make any announcements, invite everyone to future church events, and then close the program in prayer.

After the Program (30–60 minutes)

Head to the Top Koala-ty Treats area and serve some fun snacks. Use snack ideas from the training workshops, the Aussie Fun Fest, or simply repeat snacks used during

VBS. (See the Snack Guide for more ideas.) If you didn't do the Aussie Fun Fest before VBS, consider doing it after your closing program. Kids love carnival games!

Drama Production

Drama Overview

The *Zoomerang* drama is a major part of the VBS program and is presented during the closing assembly each day. It is a continuing story with each day's installment designed to touch upon the main spiritual themes of the day.

Why Live Drama?

At a time when kids are so accustomed to watching videos, live drama can be a treat. Not only do kids love to watch it but also your church probably has teens and adults who love to act and are looking for opportunities to use their gifts. Just try it and see if it isn't one of the best things about your VBS program and one of the reasons why kids want to come back the next day—and bring their friends!

OTHER SCRIPT OPTIONS AVAILABLE

As an alternative to the five-character, full-featured drama, you can easily adapt the script and do just the game show portion as a fun review game.

Drama Summary

The drama features an Aussie quiz show called *Zoomerang*. Before the quiz show goes on the air each day, the kids will witness some behind the scenes drama with the two main contestants and some staff members. Then, the announcer gives the countdown and the show begins,

complete with review questions and kids being called from the studio audience to participate on stage!

The game show is played in three rounds. Round 1 is scripted and uses the actors. Round 2 and Round 3 (which is called the Daily Bonus Question) feature kids from the “studio audience” participating on stage. Tips for this portion of the show follow.

- Divide the room in half, with one side as “Team Zoey” and the other as “Team Stephen.”
- Each day, during the opening assembly, choose one group (class) from each side and announce that those groups will need to select three willing participants to come forward when called by the game show host during the closing assembly.
- To save time, immediately before the drama begins, have the three participants from each group come to the front of the room and sit on the first row or on the floor.
- It is recommended that game show participants be selected from the older kids.
- If doing the contests, award points to all the groups on the winning side each day and add the points into their totals on the next day.
- The kids really get into this! If you find the audience getting too excited or loud at some point during the game show, mention that they will lose points for their side if necessary.

Cast of Characters

Some roles are preferably male and some preferably female; however, the scripts can be adapted to accommodate the gender of the actors available.

WADE MARTIN

- Experienced game show host
- Mature believer
- Kind and caring

JEN

- Cara's aunt
- Director/Floor manager
- Mature believer
- Very competent
- Kind and caring

CARA

- Jen's niece
- Director's assistant (summer job)
- High school student
- Unbeliever
- Somewhat rebellious and irresponsible

STEPHEN

- Game show contestant
- High school student
- Unbeliever
- Smart
- Proudful

ZOEY

- Game show contestant
- High school student
- Believer
- Smart
- Confident

Production Notes

As the drama director, you will be overseeing and directing the drama. A well-performed production is very rewarding and will bring energy and excitement to your VBS program.

The Role of Prayer

“Unless the LORD builds the house, those who build it labor in vain. Unless the LORD watches over the city, the watchman stays awake in vain” (Psalm 127:1).

The importance of prayer in relation to every aspect of your VBS program cannot be overemphasized. Even if you, your cast, and crew are exceptionally talented or experienced, your dramas will have little eternal impact upon those in the audience unless God blesses it. Pray for your actors, your crew, and yourself regularly. Pray for each meeting and rehearsal. Pray for the effectiveness of your dramas and for the children and adults who will watch them. When you encounter problems or challenges of any kind, pray and watch God do amazing things as you trust him. Finally, and most importantly, pray that

God would be glorified and that he would save people as a result of your VBS!

First Steps

Become very familiar with the drama scripts by reading each day’s script several times. Get to know each of the characters before you cast the parts and schedule your first rehearsal. Also, because each facility is unique, it may be necessary to adapt the script and stage directions somewhat to your particular setting.

Casting

Because the drama is so important, take great care in choosing your actors. Choose teens or adults who not only have some dramatic ability but also are dependable and work well with other people. This will make your job easier and more enjoyable. Make sure the actors understand the level of commitment required before they agree to volunteer.

Rehearsal & Production Schedule

The following schedule should be used as a guide and should not be considered a comprehensive list of “to do” items. You will need to add to or adapt the schedule depending upon your own particular situation.

Seven Weeks Before VBS

- Host an orientation meeting with your entire cast.
- Distribute the daily scripts.
- Assign parts, and then read through two or three of the scripts to acquaint the actors with the storyline and characters.
- Establish a rehearsal schedule. (Make sure cast members bring their calendars with them.) Begin weekly rehearsals immediately, switching to twice weekly rehearsals four weeks before VBS. In addition, an extended dress rehearsal (approx. four hours) of all five scripts on stage should be scheduled for the weekend just before VBS begins.
- Communicate expectations regarding attendance and behavior during rehearsals.
- Exchange cell phone numbers and email addresses.
- Encourage the actors to read the scripts daily.

Six Weeks Before VBS

- As a group, read through all the scripts together.
- Encourage actors to read scripts on their own and begin to learn their lines.
- Meet with the set design and construction crew to discuss set design.

Five Weeks Before VBS

- Focusing on one script (or two) per rehearsal, begin to block scenes (movement and positioning of characters).
- Encourage actors to read scripts on their own and learn their lines.
- Remind actors that starting next week, rehearsals will be held twice each week.

Four Weeks Before VBS

- Focusing on one script (or two) per rehearsal, continue to block scenes.
- Encourage actors to learn their lines.
- Purchase/collect set materials.

Three Weeks Before VBS

- Focusing on one script (or two) per rehearsal, continue to block scenes.
- Begin to limit the use of scripts by the actors.
- Discuss costume needs and assign collection of props.
- Create set pieces.

Two Weeks Before VBS

- Continue with blocking rehearsals. (Limit use of scripts.)
- Discuss rehearsal schedule for next week (the most important week of rehearsals!), reminding the cast of the extended dress rehearsal of all five scripts on stage. (Allow at least four hours, if possible.)
- Discuss progress regarding costumes and props.
- Meet with the sound and lighting crew to discuss microphones, music, sound effects, and lighting.
- Continue work on set pieces.

One Week Before VBS

- Conduct rehearsals with no scripts.

- Make sure all costumes are assembled and all props are collected.
- Install the set early in the week for dress rehearsal on the weekend.
- Conduct an extended dress rehearsal of all five scripts on stage with sound and lighting.

During VBS

- Conduct run-through rehearsals on stage before each day's drama. Schedule the auditorium to be "closed" between the opening and closing assemblies for this purpose.

Tip Corner

- To help motivate actors to learn their lines, set deadlines to memorize each day's script.
- A recording of a complete read-through of all five scripts can be a handy tool to help the actors learn their lines.
- Begin blocking as early as possible. It helps the actors learn their lines faster.
- Resist the tendency to neglect the Day 5 script because it's later in the VBS week. Your drama should end on a high note, with a strong performance!

A Word About Drama for Children

When it comes to live drama for children, there are certain things you can do to make it better. It's like seasoning. Food without it can be very bland and boring, but with it, a meal can be extremely satisfying. So consider the following suggestions to leave the kids craving more!

Blocking

The movement and positioning of characters is a vital part of a successful drama. Well-designed movements bring life to the scripts and keep things from stagnating. Given the fact that your audience is primarily children, it is necessary to be conscious of pace and energy. When things stagnate, children begin to lose interest, become fidgety, and start talking to their neighbors. Encourage your actors to learn their lines as quickly as possible so more time can be devoted to developing good blocking.

Voices, Gestures, and Facial Expressions

To further enhance the effectiveness of your drama, be sure to use dramatic voices and exaggerated gestures and facial expressions. Children respond favorably to characters who are theatrical.

Foreign Accents

Accents can also make a character more interesting. If you have actors who can do them well, consider using this device with one or two of the characters, but don't overdo it. Check internet sites for help with accents.

Physical Comedy

Another way to liven things up is to add some slapstick. Kids love it when a character has funny mannerisms, falls off a chair, or gets his foot stuck in a trash can, so look for ways to sprinkle in some physical comedy where appropriate.

Volume and Clarity

Children will quickly lose interest if they can't hear or understand what's being said. Therefore, continually remind your actors to speak loudly and clearly and not rush their lines. If possible, every actor should have a wireless microphone (with fresh batteries daily).

Support Crew

You, as the drama director, will need assistance in the following areas:

Set Design and Construction

The set may require a team of people to design (using the *Zoomerang* set concept), purchase materials for, paint, and assemble it.

Sound and Lighting

In addition to your normal sound technician, you'll need someone to play the drama music and sound effects at the designated times throughout the week. Someone will also be needed to handle the lighting cues.

Costumes And Props

For the most part, the actors can be responsible for their own costumes and props; however, it is helpful to have someone oversee and manage the collecting (or making), use, and return of costumes and props.

Rehearsal Assistant

It is helpful to have another set of eyes and ears during each rehearsal. This person can take notes, offer suggestions, and when the time comes to limit the use of scripts, feed lines to the actors as necessary.

Costume Suggestions

Wade Martin

Suit, dress shirt, tie, dress shoes

Jen

Black dress pants, long-sleeve dress shirt, black shoes, wristwatch

Cara

Jeans, graphic T-shirt, colored canvas sneakers, long-sleeve flannel shirt tied around waist

Stephen

Suit, white dress shirt, tie, dress shoes

Zoey

Business casual attire

Tip Corner

Thrift shops are a good source for inexpensive clothing and accessories.

Daily Props List

Day 1

- Zoey's book
- Stephen's suitcase
- Stephen's medal
- Cara's cell phone
- Cara's coffee drink (use an empty "to go" coffee cup with lid and sleeve)
- Jen's Employee Orientation Notes (a folder with papers)
- Jen's checklist (use clipboard)
- Applause sign (large with black letters on white background)
- Wade's host cards (See NOTES below)
- Game show answer paddles (See NOTES below)

Day 2

- Jen's headset
- Jen's clipboard
- Cara's 2 coffee drinks
- Cara's name change certificate (use a half sheet of paper)
- Cara's cellphone
- Applause sign
- Cara's wig, sunglasses, and tricycle (or scooter)

Day 3

- Jen's clipboard
- Wade's host cards (use a duplicate set)
- Cara's cellphone
- Zoey's book
- Cara's prank supplies (see NOTES below)
- Applause sign

Day 4

- Cara's sprinkle donut
- Broom
- Vandalized applause sign ("BOO" spray painted on an extra Applause sign)

Day 5

- Jen's cell phone
- Applause sign

NOTES

WADE'S HOST CARDS

Prepare a set of host cards with the questions and commentary from the scripts for Wade to use each day during the game show. See the Digital Resources for the host card files, and then print onto letter size cardstock—a different bright color for each day. A *Zoomerang* logo on the back of each card adds a nice touch.

GAME SHOW ANSWER PADDLES

For Round Two and the Double Bonus Question each day, you will need 6 sets of answer paddles—one set per child participant. A set consists of three paddles, each with a large number 1, 2, or 3 on it. One way to make the paddles is to attach small paper plates to paint sticks, then add the numbers. Add numbers to the back as well, so the kids know which paddle they are raising.

CARA'S PRANK SUPPLIES

To perform this prank, you will need the following:

- Paper plate or foil pie pan
- Can of spray whipped cream
- Set of weights on a string (4 plastic grocery bags, a piece of string 18–24 inches long, and a couple items that weigh approximately 3 lbs. each)
- Large pair of scissors

To make the weights on a string, double up the 4 grocery bags into sets of two (for strength) and place equal weights in each pair of bags. Then tie the "handles" of each pair together. Finally, take a piece of string and tie each end to one of the weighted bags. The string will lay across the open hands of the victim with the two bags hanging down evenly. Then, when it's time, Cara will use scissors to snip the string, causing the bags to fall and the plate of whipped cream to be propelled into Stephen's face.

TIP CORNER

- Be sure to practice this beforehand to make sure it works properly.
- Also, Stephen should direct the plate so that his face gets maximum coverage!

Music, Media & Sound Effects List

Daily

- Theme music
- Game show theme music
- Question slides
- Buzz In
- Right Answer
- Wrong Answer
- Round Over

Day 2

- Rooster Crow
- Burp

- Laugh Track

- Crash

Day 4

- Glass Breaking

Day 5

- Voicemail Greeting

- Kookaburra

MEDIA AND SOUND EFFECTS ARE FOUND ON THE DIGITAL RESOURCES. DOWNLOAD FROM THE RESOURCE USB, WHICH COMES WITH YOUR KIT (CHECK WITH YOUR DIRECTOR), OR ANSWERSVBS.COM/ZOOMRESOURCES.

Set Design & Construction

Main Stage Set



The set for your VBS is very important. It not only serves as a setting for the drama, but also communicates the theme and helps set the mood for the entire VBS! The suggested design for the *Zoomerang* set is shown above. Use it as a guide, and adapt it as necessary to your particular setting.

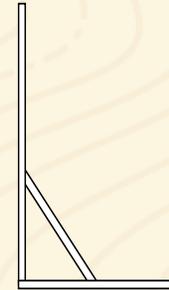
Set Components

Game Show Wall

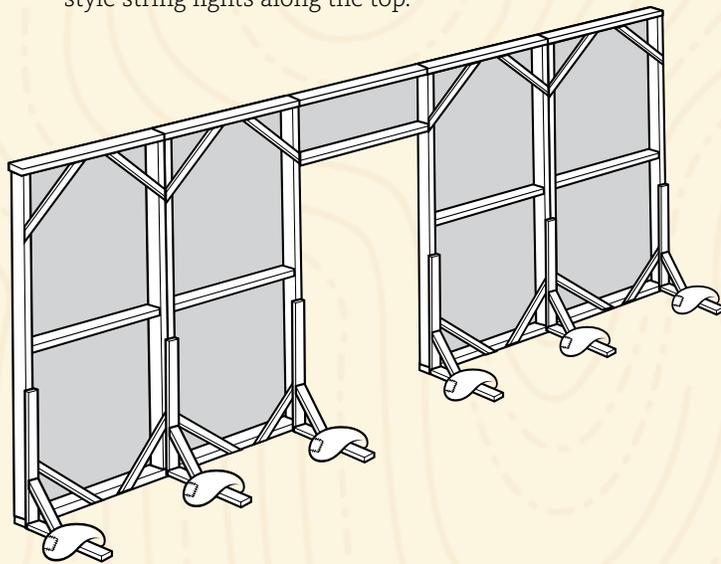
The game show wall serves to define the game show area and shield the backstage from view. To build the wall, consider using “flats” (panels attached to lightweight wooden frames) with “jacks” (wooden supports) to prop them up. The panels themselves can be corrugated cardboard, polystyrene insulation sheets or luan plywood. For basic instructional videos on how to build stage flats and jacks, visit [YouTube.com/AnswersVBS](https://www.youtube.com/AnswersVBS) and scroll down to the “Building a VBS Set” videos. Decorate the wall with a combination of stripes, dot art, and geographic shapes. Then cover the doorway opening with fabric of a matching color or black drape. Finish it off by attaching globe-style string lights along the top.



BASIC “FLAT” CONSTRUCTION



BASIC “JACK” CONSTRUCTION



Backdrop

For your backdrop, cover the back wall of your stage or platform area with black fabric. Then construct two large baobab trees, one on either side of the set. Between the two trees, hang a giant *Zoomerang* logo and 5 large destination ovals. The ovals should be hung in order, from left to right—Uluru, Great Barrier Reef, Sydney Harbour, Eucalypt Forest, and Coober Pedy. The trees, logo, and ovals can be constructed from corrugated cardboard or polystyrene insulation sheets and braced with wood. See the Digital Resources for clip art images. Blank areas can be filled in with a myriad of dot art circles. See the set photos on the prior page.

Flora and Fauna

On the left and right sides of the set add some shrubs, flowers, and rocks. Then add a host of iconic Australian birds and other animals in various places. See the Digital Resources for [clip art images](#).

Host Podium and Contestant Desks

To facilitate the game show, you will need a podium for the host and two contestant desks. All three pieces can be framed with 2x4 boards, topped with plywood or OSB, and wrapped with painted cardboard panels. The suggested dimensions for the podium are 42 inches high x 36 inches wide x 24 inches deep. The contestant desks need to be large enough to accommodate three participants each. The suggested dimensions are 36 inches high x 96 inches wide x 24 inches deep. Decorate the front of the podium with a *Zoomerang* logo and the fronts of the contestant desks with boomerangs. Then add globe-style string lights along the tops with a rim of 1x2 boards to shield the wires from view. See the Digital Resources for [logo clip art](#).

Painting Tips

- Wherever possible, avoid drab colors. Remember that kids like bright and colorful, so don't be afraid to think "outside the box" a little.
- To save money, use flat paint instead of satin or semi-gloss.
- Corrugated cardboard tends to curl a bit when only one side is painted. To minimize curling, simply apply one coat of paint to the back of each piece.
- Add black outlines to all your painted set pieces to make them stand out.

Installation Tips

- When it's time to install your set, always start with the backdrop.
- Position the game show wall so the doorway is centered and there is an adequate backstage area.
- Close any gaps where the backstage area might be visible to the audience.
- Make sure your game show wall and other pieces are adequately braced from behind with jacks and weighted down with bags of sand or rock salt.
- Add stage lighting to make your set come alive!

"DRY BRUSH" TECHNIQUE

Use a "dry brush" technique over your dry base paint for highlights and shadows to create dimension in your artwork. The dry brush technique requires very little paint on the brush with any excess brushed off before applying paint to the surface. With what little paint remains on the brush, apply sparingly until the desired effect is created. Use lighter colors for highlights and darker colors for shadows.

HOW TO ENLARGE AND TRANSFER CLIP ART

1. Photocopy the clip art onto transparencies.
2. Place rigid material against a wall.
3. Using an overhead projector to enlarge the clip art, shine the image onto the material, adjusting as necessary for the desired size.
4. Trace the image outlines onto the material.
5. Paint the image and cut out.

WHERE TO FIND CORRUGATED CARDBOARD AND POLYSTYRENE INSULATION SHEETS

Large cardboard boxes can be used for smaller decorations, but large 4 x 8 (48 x 96 in.) sheets (or "pads" as they're sometimes called) are best for larger decorations and set pieces. Corrugated cardboard sheets, in various sizes, can be purchased from paper and packaging companies and online sources like Paper Mart, Shipping Supply, or Uline.

Polystyrene insulation sheets are more expensive than cardboard but easier to find on short notice. It's also preferred by theater professionals because it's easy to carve and paint for more realistic, 3D applications. Polystyrene sheets can be found at home improvement centers.

Scene Setters

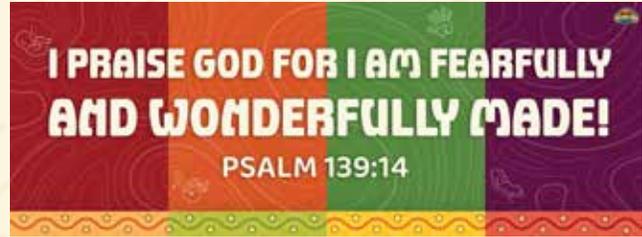
For those who would like help with their set, we have provided scene setters to use instead of painting and building your own.

The stage portion of the main set scene setter (11-9-122) assembles to 126.9 inches high by 187.8 inches across (3 panels high by 3 panels across).



Each panel is 1074 mm x 1590 mm (approx. 42.3 x 62.6 in.). Attach the panels to pieces of foam board, corrugated cardboard, or plywood, using clear packing tape, staples, or spray glue along the edges. Then brace the panels from behind with wooden jacks weighted down with bags of sand or rock salt.

A theme verse banner (11-9-121) is also available. One side is oriented vertically for those who wish to hang the banner from the ceiling. The other side is oriented horizontally for those who wish to display it on a wall.



Visit AnswersBookstore.com for ordering info.

DAY 1 DRAMA

Characters: Wade, Jen, Cara, Zoey, Stephen

(Theme Music)

(Scene begins with ZOEY standing behind her contestant desk engrossed in a book. Then STEPHEN enters from backstage with a small rolling suitcase and a large academic achievement medal around his neck. He doesn't notice ZOEY at first because he's awestruck with the game show set and TV studio.)

STEPHEN: Wow! This . . . is . . . AWESOME! *(as he walks to the front of the stage)* Haha! What a dream come true! I finally get to put my vast knowledge on display for everyone to see! *(turns and sees ZOEY, his opponent, reading her book)* Ha . . . poor girl. Just look at her . . . frantically studying. She hasn't got a chance. *(clears his throat to get her attention)* Ahem!

ZOEY: *(looks up from her book)* Oh, sorry. I was engrossed in my book.

STEPHEN: No worries. I'm Stephen.

ZOEY: Nice to meet you, Stephen. I'm Zoey. What's that you're wearing? It looks like a medal or something.

STEPHEN: *(proudly)* Oh, this? It's just my latest academic achievement award, that's all.

ZOEY: So, you have others?

STEPHEN: Oh, yes. In fact, I brought my entire collection with me. Wanna see them? *(as he starts to open his rolling suitcase)*

ZOEY: Uh, no, that's okay . . . the show will probably be starting soon. But that's impressive . . . I guess I'm going to have to be at the top of my game to beat you.

STEPHEN: Beat me? Yeah, well . . . I wouldn't get your hopes up.

ZOEY: Oh . . . okay.

(ZOEY smiles and then resumes her reading.)

STEPHEN: I can't believe we're going to be on a real live game show. Can you?

ZOEY: You mean you've never been on a quiz show before?

STEPHEN: *(smugly)* Ha! And you have?

ZOEY: Sure . . . lots of times.

STEPHEN: *(to himself)* Yeah, right.

ZOEY: No really . . . I'm the captain of my high school quiz team. Not meaning to brag, of course. Doesn't your school have a team?

STEPHEN: Uh . . . I'm sure they're working on it. *(quickly changes the subject)* So . . . what are you reading?

ZOEY: Oh, this? It's just the *The Odyssey* by Homer.

STEPHEN: *(attempting to regain his pride)* Ha! We read that last year!

ZOEY: Really? That's great! I've read it every year since I was 6. But, this time I'm reading it in the original Greek.

STEPHEN: Greek? As in the language?

ZOEY: Yeah, you should try it sometime. It's so interesting.

STEPHEN: Really? Got any other tips?

ZOEY: Actually, I do. It looks like you've got something green stuck in your teeth. You might want to remove it before the show starts. I mean . . . I would if I were you.

(Embarrassed, STEPHEN makes a quick exit.)

ZOEY: *(laughing to herself)* That should bring him down a notch.

(JEN enters.)

JEN: Okay, contestants, time to . . . where's Stephen?

ZOEY: In the restroom. He should be back soon.

(CARA enters while talking on her phone and holding a coffee drink.)

CARA: *(loud and upbeat)* Haha! I know, right! So crazy! Hey . . . I have to get off now. It's my first day at work, and I'm supposed to make a good impression. *(pause)* I know, can you believe it? *(pause)* Okay, bye. *(then to JEN, as she puts her phone away)* All right, I'm here. Where do I start?

(JEN grabs CARA by the arm and pulls her aside.)

JEN: *(frustrated)* Well, you can start by telling me where you've been! This is your first day on the job and you're two hours late! *(as she looks at her watch)*

CARA: *(calm)* Yeah, sorry about that . . . I was at Crocodile Coffee and some guy had a flat tire right in front of the drive-through lane! Can you believe that? What are the odds?

JEN: And . . .

CARA: And . . . so it was a REEEEEALLY long wait?

JEN: Hmm . . . and it didn't occur to you that you could have gone inside?

CARA: Are you serious? It's like 50 degrees outside! I didn't feel like getting out of my car.

JEN: And you couldn't have gone to a different Crocodile Coffee?

CARA: A different Crocodile Coffee?

JEN: I'm just trying to help you problem-solve, sweetheart.

CARA: But, Aunt Jen, you don't understand. Tommy is the only barista that knows how to make my half caramel, half vanilla latte, decaf espresso heated only to 100 degrees with nonfat milk and caramel drizzle on top. I just wouldn't feel comfortable with anyone else.

JEN: *(sarcastic)* Oh . . . well, then of course you had to wait for Tommy.

CARA: *(surprised)* Are you mad at me?

JEN: No . . . I'm just . . . *(pause)* yes, I'm mad at you. This is not a good start for you, Cara. And it makes me look really bad.

CARA: I said I was sorry. What else can I do?

JEN: *(irritated)* How 'bout read the notes from the New Employee Orientation that you missed? *(as she pulls them out of her portfolio and gives them to CARA)* I'd start there.

CARA: *(with sarcasm)* Woohoo . . . that sounds like fun!

JEN: *(glares at CARA)* Follow me.

(JEN exits with CARA following, then CARA suddenly stops.)

CARA: Wait a minute . . . I should've gotten you a coffee, too! Is that what this is about? That's it, isn't it!

(CARA exits as STEPHEN returns.)

STEPHEN: *(loudly)* You think you're funny, don't you!

ZOEY: What??

STEPHEN: There was nothing green stuck in my teeth and you know it!

ZOEY: *(laughs)* Sorry . . . I couldn't help myself.

STEPHEN: Oh, yeah . . . well, you're going to regret it. I was going to go easy on you, but not now! No way!

(JEN enters.)

JEN: *(to STEPHEN)* Good . . . you're back. *(goes down her checklist checking mics, make-up, buzzers, etc.)* So . . . you both ready for this?

STEPHEN AND ZOEY: Yep!

JEN: Any last minute questions?

STEPHEN: *(staring at ZOEY)* Yeah . . . what's the worst someone has ever lost on this show?

JEN: Oh, Stephen . . . don't worry! I'm sure you'll do fine!

(ZOEY laughs.)

STEPHEN: What? No! Not me! Her!

ZOEY: He thinks he's got this.

JEN: *(looking at STEPHEN)* Oh, I see. Well . . . just remember what Proverbs says, "Pride goes before destruction." Okay, is everyone ready? Sound booth? *(pause)* Wade? *(pause)* Contestants? *(pause)* Good . . . here we go!

(JEN turns and walks to the front of the stage to address the studio audience.)

JEN: Welcome, everyone, to Zoomerang Studios! We're so glad you're here! And that's because you provide a lot of the energy for our show when you clap and cheer. So, let's take a moment and practice, shall we? When I raise the "Applause" sign, you clap and cheer, okay? Here we go . . .

(JEN holds up an "APPLAUSE" sign and the audience claps and cheers. She holds it up a couple more times for different lengths of time, including for a split second, to see if they can follow with applause.)

JEN: Perfect! Good job everyone! I can tell already you're going to be a great audience! Now, let's get this show on the road! It's time to play Zoomerang in 3-2-1!

(JEN holds up the "APPLAUSE" sign as the Game Show Music plays. Then WADE enters from backstage.)

WADE: Hello and welcome to ZOOMERANG! The show that tests your knowledge. I'm your host, Wade Martin, and today we welcome two new contestants who will be with us all week. Here's how it'll go: In Round 1, the contestants will answer a series of questions for points. In Round 2, additional players will be selected from our studio audience to answer more questions for points. And then we'll finish with our Double Bonus Question, which could determine the winner. So, it's going to be a lot of fun! But first, let's meet our players. Zoey Henderson . . . tell us where you're from and what school you go to.

ZOEY: Sure. My family moved to Sydney a few months ago, but I'm originally from Ohio in the U.S.

WADE: Oh, so you're a Buckeye? I hear they have a pretty good football team there.

ZOEY: They sure do! Go Bucks!

WADE: And where do you go to school?

ZOEY: Danbury Heights Senior High School.

WADE: Very good . . . *(then to STEPHEN)* And over here we have Stephen Cunningham. Tell us where you're from and where you go to school.

STEPHEN: *(suddenly freezes as he's overcome by stage fright.)* Uh . . .

WADE: Stephen? Are you okay?

STEPHEN: Uh . . .

WADE: Is this your first time on television?
STEPHEN: *(just nods)* Hmhhh . . .
WADE: Okay . . . just take a deep breath and relax.
STEPHEN: *(takes a deep breath, then lets it out)* Ahhhhh . . .
WADE: Good. *(pause)* Now . . . can you tell us where you're from?
STEPHEN: Canada?
WADE: That's great, but . . . can you be a little more specific?
STEPHEN: Sorry . . . Prince Edward Island.
WADE: Oh . . . I visited Prince Edward Island recently. It's a beautiful place. And . . . your school?
STEPHEN: Oh . . . uh . . . North Bay . . . High School.
WADE: So, what brings you to the Land Down Under?
STEPHEN: My family's vacationing here for a few weeks.
WADE: Wonderful! Welcome to Australia. Ready to play Zoomerang? All right, Round 1 will be a series of Australia questions. So, here we go! First question, for 1,000 points . . .

ROUND 1

(Buzz In [sfx])

WADE: *(startled)* Uh . . . Zoey?
ZOEY: The Great Barrier Reef?

(Right Answer [sfx])

WADE: That is . . . correct. And the question was . . .
(Question 1 slide goes up.)

Q1. This place is about the size of 70 million football fields and can even be seen from outer space. Very good, Zoey. Next Question . . . also for 1,000 points . . .

(Not wanting to be outdone by Zoey, STEPHEN hits his buzzer—Buzz In [sfx].)

WADE: *(startled again, and a bit annoyed)* Stephen?
STEPHEN: *(gives a wild guess)* Uh . . . Sydney Opera House?
(Wrong Answer [sfx])

WADE: Let me read the question.
(Question 2 slide goes up.)

Q2. Name the Aboriginal invention that you throw and then it comes back to you. You said . . . Sydney Opera House. And that, of course, is incorrect. Zoey, it's all yours if you can answer it.

ZOEY: A boomerang?
(Right Answer [sfx])

WADE: Correct. But, from now on, contestants, please let me read the question before you buzz in . . . all right? Okay, next question . . .

(Question 3 slide goes up. NOTE: From here on out, question slides should appear on screen just before each question is read by WADE.)

Q3. What's another name for the people who settled in Australia shortly after the event at the tower of Babel?

(Buzz In [sfx])

WADE: Stephen.
STEPHEN: Aboriginal people.

(Right Answer [sfx])

WADE: Correct! Next question . . .

Q4. Of the 25 most venomous snakes in the world, how many are found in Australia?

(Buzz In [sfx])

WADE: Zoey.
ZOEY: I don't like snakes or anything about them, but I'm going to say . . . 8?

(Wrong Answer [sfx])

WADE: I agree with you about not liking snakes, but I'm sorry, that is incorrect. Stephen?

STEPHEN: Hmm . . . I know it's a lot. Is it 17?
(Wrong Answer [sfx])

WADE: That's also incorrect. It's actually 21. Can you believe that? 21 out of 25 of the most venomous snakes in the world are found right here in our beloved Australia!

STEPHEN: That's so cool!

ZOEY: What? You think that's cool?

STEPHEN: Absolutely. I wonder if any of them can fly! You know there are flying snakes, don't you?

ZOEY: *(rolls her eyes)* Boys.

WADE: Ahem . . . next question.

Q5. Who is the queen of Australia?

(Buzz In [sfx])

WADE: Zoey?
ZOEY: Queen Elizabeth of England.

(Right Answer [sfx])

WADE: Yep! Which will surprise many people. And she's been the queen for almost 70 years! Next question . . .

Q6. Australia is similar in size to what other country?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: Canada?

(Right Answer [sfx])

WADE: Yes, or the United States. Both are just a little bigger than Australia.

(Round Over [sfx])

WADE: And with that we complete Round 1! Let's check our score. So far Zoey is leading with 3,000 points and Stephen has 2,000, but the game is far from over!

(JEN raises the Applause sign.)

ROUND 2 Multiple Choice

(NOTE: ZOEY and STEPHEN will not be participating in Round 2, but will stand nearby.)

WADE: Now it's time for Round 2, so contestants, come on up and take your places. *(Pause as kid contestants come forward.)* This round will be a little different. I'll read a question and give you three possible answers. Then, on my signal, you answer by raising one of the paddles—1, 2, or 3. And the scoring will go like this. For one right answer, your team will get 1,000 points; for two right answers, 2,000 points; and if all three team members get it right, you'll receive 5,000 points! Now, you in the studio audience can help by putting up 1, 2, or 3 fingers, but just don't shout out the answer. So, is everyone ready? All right, let's go! First question . . .

Q1. In what book of the Bible is this sentence found? Then God said, "Let us make man in our image."

1. Genesis
2. Hezekiah
3. Revelation

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 1) Genesis. Genesis 1:26 to be exact. Next question . . .

Q2. Finish the verse: So God created man in his own image, in the image of God he created him . . .

1. And it was good.
2. Male and female he created them.
3. Neither of these

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Male and female he created them. The Bible says God created the first man, Adam, from the dust of the ground but the first woman, Eve, he made from one of Adam's ribs. Next question . . .

Q3. The Bible tells us we're made in God's image. Which of these is *not* a way a person reflects God's image?

1. People can have a relationship with God.
2. People can lie and be mean to others.
3. People can be creative.

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) People can lie and be mean to others. But not God. He never lies, and although he punishes sin, he's never "mean." Next question . . .

Q4. The first job God gave to the first man, Adam, was:

1. Naming the animals
2. Taking care of the garden of Eden
3. Making a campfire

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Taking care of the garden of Eden. Now, God did give Adam the job of naming the animals, but it wasn't his first job. Next question . . .

Q5. Which supposed missing link was drawn in great detail even though only one tooth was found?

1. Java Man
2. Nebraska Man
3. Lucy

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Nebraska Man. Using a single tooth and a vivid imagination, an artist created an ape-man. But later, that tooth was determined to belong to an extinct pig instead. Oops!

(Round Over [sfx])

WADE: And there's the signal. At the end of Round 2, Team Zoey has ___ points and Team Stephen has ___ points.

(JEN raises the Applause sign.)

DOUBLE BONUS QUESTION

WADE: Now, on to our Double Bonus Question which will be worth 10,000 points, but only if all three team members choose the right answer. If not, then your team gets no additional points. And there's no audience participation this time. All right, are you ready?

This question has to do with "missing links." When you hear of a fossil find that's supposedly a missing link, just remember it's either a fake or a mistake! And here's the question . . .

DBQ. Which supposed missing link was a complete fake?

1. Piltdown Man
2. Cro-Magnon Man
3. Neanderthal

WADE: Ready . . . show! *(Wait for the kids to raise their paddles.)*

And the answer is . . . 1) Piltdown Man.

(WADE announces the winner then signs off for the day.)

WADE: *(to the audience)* And that's our show for today! Just remember . . . we didn't evolve; we were created in God's image! See you tomorrow, everyone!

(Game Show Theme Music)

INTENTIONALLY BLANK

DAY 2 DRAMA

Characters: Wade, Jen, Cara, Zoey, Stephen

(Theme music)

(Scene begins with JEN on stage checking things over. Then she puts her headset on.)

JEN: *(to the sound booth)* Hey, guys . . . that storm last night fried one of our computers. Could we do a quick run-through of the sound effects? I just want to make sure everything's working properly. *(pause)* Great . . . let me know when you're ready. *(pause)* All right, let's start with "Right Answer."

(Sound booth plays Right Answer [sfx].)

JEN: Good. "Wrong Answer."

(Sound booth plays Wrong Answer [sfx].)

JEN: And . . . "Round Over."

(Sound booth plays Round Over [sfx].)

JEN: Excellent. Did I miss anything?

(Sound booth plays a Rooster Crow [sfx] and Burp [sfx] to be funny.)

JEN: Very funny!

(Sound booth plays Laugh Track [sfx].)

JEN: Okay, guys, back to work. *(takes off her headset)*

(CARA enters from the rear of the auditorium with 2 coffee drinks, holding one of them behind her back as a surprise.)

CARA: Good morning!

JEN: You're late again.

CARA: Yes, but not as late as yesterday . . . and this time . . . *(as she reveals what was behind her back)* Tah dah!! . . . I brought you a vanilla latte with a dash of cinnamon! Your favorite, right?

(CARA hands the latte to JEN while JEN gives her a "look.")

CARA: What's wrong? You don't like it anymore?

JEN: Cara, we need to talk. *(as she sets the vanilla latte down)*

CARA: My name's not Cara.

JEN: What?

CARA: I said, my name's not Cara. It's Winter.

JEN: Okay, stop. This isn't the time or the place. You've got a job now. You're an employee. You have responsibilities.

CARA: Don't remind me.

JEN: Listen . . . all I'm saying is, you need to start taking work more seriously, okay? You can joke around all you want on your own time.

CARA: But, I'm not joking. I went down to the courthouse and changed my name.

JEN: What? You did not.

CARA: Did too. The certificate arrived yesterday. See? *(as she pulls out her certificate as proof)*

JEN: *(stunned)* I can't believe it. Why on earth did you do this?!

CARA: I don't know. I just felt like it.

JEN: That's it? You "just felt like it"?

CARA: Yep. It seemed like a fun idea.

JEN: So, what'd your parents say? I'm sure they weren't very happy. They loved your name.

CARA: *(with a smile)* I haven't told 'em yet. *(as her attention turns to the game show set and TV studio)*

JEN: *(cynical)* Of course, you haven't. Why am I not surprised?

CARA: So, this is it, huh? Where it all happens. *(as she looks at the game show set)* My friends would be so jealous right now.

JEN: *(looks at her watch)* C'mon . . . we've got work to do.

CARA: Wait, let's get a picture!

JEN: We don't have time.

CARA: It'll only take a second. *(as she grabs her phone to take a selfie with JEN.)* All right, smile!

JEN: I don't think I can right now.

CARA: Oh, c'mon. Don't be a party pooper. *(as she elbows JEN)*

(JEN manages to crack a smile.)

CARA: That's better *(as she takes the picture, then types a caption)* "On-the-set . . . with-the-director . . . of-the . . . number-one . . . game-show . . . in . . . the-world . . . Zoomer-ang!" Done. *(as she posts it on social media)* But you know what's funny? I've never seen it. I can't believe I just told you that.

JEN: Never seen what?

CARA: Your show . . . Zoomerang! Can you believe that? My aunt works for this big time show and I've never even watched it!

JEN: Oh, yeah? Well, you're about to see it. *(looks at her watch)* Let's go!

CARA: Wow! You sure know how to spoil the moment, don't you! *(sees the vanilla latte)* Hey, don't forget your latte! *(as she grabs it)*

(As JEN leads CARA offstage in one direction, ZOEY and STEPHEN enter from the other side.)

ZOEY: So, what'd you think about yesterday? Was it as amazing as you expected?

STEPHEN: Oh, yeah. It was awesome!

ZOEY: Even with that little rough spot you had at the beginning?

STEPHEN: Oh, that . . . it was just part of my strategy.

ZOEY: Is THAT what it was? Well, you certainly have an interesting game plan.

STEPHEN: So, tell me more about this quiz team you're on. What's your record?

ZOEY: 59 and 0.

STEPHEN: 59 and 0? Whoa! That's . . . uh . . .

ZOEY: Incredible. I know. We have a really good coach.

STEPHEN: Hmm . . . so does that mean you've never known the agony of defeat?

ZOEY: Oh, no . . . I have. I lost to my dad once in a game of chess when I was two.

STEPHEN: Two? You were playing chess at two years old?

ZOEY: Yes . . . and I was so upset, I didn't watch Elmo for an entire month! At least, that's what my parents told me. I don't really remember it.

STEPHEN: So, you don't remember what it feels like to lose?

ZOEY: Hmm . . . no, not really.

STEPHEN: Well, guess what? I'm about to remind you!

(Then JEN enters holding the "APPLAUSE" sign.)

JEN: *(to ZOEY and STEPHEN)* All right, guys. Great job yesterday. You ready to do it again?

STEPHEN: Oh, yeah!

ZOEY: Can't wait!

JEN: Good! Then let's get this show on the road! Okay, is everyone ready? Sound booth? *(pause)* Wade? *(pause)* Contestants? *(pause)* All right . . . here we go!

(JEN turns and walks to the front of the stage to address the studio audience.)

JEN: Welcome, everyone, to Zoomerang Studios! So, how many of you saw yesterday's show?

(Audience response)

JEN: Wow! That's wonderful! We're so glad you came back. It really means a lot to us. So, you remember the drill, right? When I raise the "Applause" sign, you clap and cheer. Okay, here we go! Zoomerang in—

(CARA bursts onto the stage wearing a big wig and sunglasses and riding a tricycle.)

CARA: *(riding by)* Beep! Beep! Coming through!

(JEN freezes, stunned and speechless by the audacious CARA.)

CARA: I saw this backstage and couldn't resist! You know, you've got some REALLY cool stuff back there! *(lowers her sunglasses and sees the look on JEN'S face)* Aw, c'mon, Aunt J! Lighten up! *(turns her head and sees the studio audience staring at her)* Well, this is awkward. I didn't know you had company. *(quickly decides to exit)* Pay no attention to the girl on the tricycle!

(As soon as CARA disappears, a Loud Crash [sfx] is heard backstage.)

CARA: *(from backstage)* Ouch!

JEN: *(takes a deep breath)* You know what? I'm just going to pretend I didn't see that. *(pauses for a moment)* All right . . . let's try this again . . . Zoomerang in 3-2-1!

(JEN holds up the "APPLAUSE" sign as the Game Show Music plays. But then WADE doesn't appear. JEN waits a couple seconds.)

JEN: *(trying to be discreet)* Uh . . . Wade? You're on.

(A very disheveled WADE emerges from backstage, crawling onto the set.)

JEN: Oh, no . . . *(runs over to help him up)* Are you okay?

WADE: *(flustered from the collision backstage)* I don't know. I was just standing there waiting for my cue, and then, BAM!! Something hit me! *(continues to brush himself off and straighten his tie)* Thanks, I'll be all right.

(JEN returns to her position.)

WADE: Hello and welcome to Wade Martin! I'm your host, Zoomerang! *(short pause)* . . . Wait . . . I didn't say that right, did I? Oh well, you know what I mean. So, today we continue with our two contestants, Zoey and Stephen. In Round 1, they'll answer questions. In Round 2, we'll be choosing players from our studio audience to answer more questions. And then we'll finish with our bonus question. But . . . before we get started, let's get to know our contestants a little better. Buckeye Zoey, why don't you tell us something you like and something you dislike.

ZOEY: Oh, that's easy . . . I love to read.

WADE: That's good because you know what they say, "Reading is to the mind what exercise is to the body." Any category in particular?

ZOEY: Not really. I like pretty much anything . . . classics, biographies, novels, textbooks . . . even dictionaries.

WADE: Dictionaries . . . wow. And something you dislike?

ZOEY: Hmm . . . how about over-dressed, egotistical, know-it-alls. *(as she glances at STEPHEN)*

WADE: *(not sure how to respond)* Hmm . . . Is that how we're supposed to talk about our fellow image-bearers? *(looks at Zoey, who shakes her head "no" and looks down)* Moving on, then . . . Stephen from Canada . . . how 'bout you? Something you like and something you dislike.

STEPHEN: Reading's okay, but what I REALLY love is winning.

WADE: Winning?

STEPHEN: Yes! I absolutely love to win!

WADE: Hmm . . . then something you dislike would have to be losing?

STEPHEN: Oh, yeah. I hate to lose.

WADE: Zoey, what do you think about that?

ZOEY: Well . . . I think he's not going to be very happy.

WADE: Haha! So . . . are you ready to play Zoomerang?

ZOEY AND STEPHEN: Yes, sir!

WADE: All right, Round 1 . . . here we go! First question, for 1,000 points . . .

ROUND 1

Q1. Australia is home to the world's most venomous ocean animal. What is it?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: The box jellyfish.

(Right Answer [sfx])

WADE: Yep! It may not look dangerous, but its venom can kill you in a matter of minutes!

Q2. What's the name of the doctor service that takes care of people in remote areas of Australia?

(Buzz In [sfx])

WADE: Zoey.

ZOEY: The Royal Flying Doctor Service.

(Right Answer [sfx])

WADE: Yep. They outfit planes like little emergency rooms, where they can do surgeries and other procedures, then they fly to people in faraway places.

Q3. What's the largest organ in the human body?

(Buzz In [sfx])

WADE: Zoey.

ZOEY: The liver?

(Wrong Answer [sfx])

WADE: I'm sorry, that is incorrect. Stephen?

STEPHEN: The brain?

(Wrong Answer [sfx])

WADE: Those were both good guesses, but actually, it's our skin. Yep . . . it's our largest organ by far and really important. It protects our insides, helps regulate our body temperature, and much more.

Q4. What's the name of the flap in your throat that God designed to keep food out of your windpipe and lungs when you swallow?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: Epiglottis.

(Right Answer [sfx])

WADE: That is correct. And you can imagine how important it is for your food to go into your stomach and not your lungs!

Q5. If you break a bone, what substance in your body helps fix the break?

(Neither ZOEY nor STEPHEN buzz in right away.)

WADE: This is a hard one.

(Buzz In [sfx])

WADE: Zoey.

ZOEY: Is it . . . callus?

(Right answer [sfx])

WADE: Very good. Callus is a type of soft bone tissue that forms around the break and eventually hardens. Our bones are really amazing, so next time you pray, thank God for your bones!

(Round Over [sfx])

WADE: And that's the end of Round 1! Let's check our score. And we have a tie! Zoey has 2,000 and Stephen has 2,000!

(JEN raises the Applause sign.)

ROUND 2 Multiple Choice

(NOTE: ZOEY and STEPHEN will not be participating in Round 2, but will stand nearby.)

WADE: Now it's time for Round 2, so contestants, come on up and take your places. (*pause as kid contestants come forward*) Remember, this round will be a little different. I'll read a question and give you three possible answers. Then, on my signal, you'll answer by raising one of the paddles—1, 2, or 3. And the scoring will go like this. For one right answer, your team will get 1,000 points; for two right answers, 2,000 points; and if all three team members get it right, you'll receive 5,000 points. And, you in the studio audience can help by putting up 1, 2, or 3 fingers, but just don't shout out the answer. So, is everyone ready? All right, let's go . . . first question . . .

Q1. What does it mean to be “fearfully and wonderfully” made?

1. You're a special, one-of-a-kind creation by God.
2. God was scared when he made you.
3. Neither of these

WADE: Ready . . . show! (*Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.*)

And the answer is . . . 1) You're a special, one-of-a-kind creation by God. God took great care in creating each of us.

Q2. Did God created people who live with disabilities with great care and purpose?

1. Yes
2. No
3. Maybe

WADE: Ready . . . show! (*Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.*)

And the answer is . . . 1) Yes. God is perfect and he does all things well. He doesn't make mistakes. Each person, including anyone living with a disability, is fearfully and wonderfully made.

Q3. To what building could we compare our DNA?

1. A restaurant
2. A library
3. A stadium

WADE: Ready . . . show! (*Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.*)

And the answer is . . . 2) A library . . . Your DNA is like a library with so much information that it would take a typist working all day every day for 50 years to type it out!

Q4. How many different smells can your nose detect?

1. About 1,000
2. About 10,000
3. About 1 trillion

WADE: Ready . . . show! (*Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.*)

And the answer is . . . 3) About 1 trillion. Wow! Let's not forget to thank God for our sense of smell . . . and our other senses too!

Q5. God made different teeth for different purposes. Which ones are bumpy and large, making them good for grinding up food?

1. Incisors
2. Canines
3. Molars

WADE: Ready . . . show! (*Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.*)

And the answer is . . . 3) Molars. Different teeth have different purposes, and God made every tooth unique—just like our fingerprints!

(*Round Over [sfx]*)

WADE: And there's the signal. At the end of Round 2, Team Zoey has ___ points and Team Stephen has ___ points.

DOUBLE BONUS QUESTION

WADE: Now, on to our Double Bonus Question which will be worth 10,000 points, but only if all three team members choose the right answer. If not, then your team gets no additional points. And there's no audience participation this time. All right, are you ready?

DBQ. In what part of your body is the smallest bone that God made?

1. In your ear
2. In your pinky finger
3. In your nose

WADE: Ready . . . show! (*Wait for the kids to raise their paddles.*)

And the answer is . . . 1) In your ear.

(*WADE announces the winner then signs off for the day.*)

WADE: (*to the audience*) And that's our show for today! Remember . . . we're all fearfully and wonderfully made by God! See you tomorrow everyone!

(*Game Show Theme Music*)

DAY 3 DRAMA

Characters: Wade, Jen, Cara, Zoey, Stephen

(Theme music)

(Scene begins with JEN on stage looking at her clipboard. Soon, WADE, wearing street clothes, enters with a stack of host cards and walks to his podium.)

WADE: Good morning, Jen. *(as he places the cards on the podium)*

JEN: Oh, I'm so glad you walked in because I wanted to apologize for what happened yesterday.

WADE: You mean the big smackdown? Thanks for reminding me of how sore I am.

JEN: Sorry.

WADE: No, it's okay. I'm just messing with you. But why should you apologize? You didn't do anything.

JEN: Exactly. Cara is my responsibility, and I wasn't watching her closely enough.

WADE: *(joking)* That was Cara? I thought it was a freight train! But, hey, no blood, no broken bones, no concussion. It's all good.

JEN: Well . . . thanks for being so kind.

WADE: No, you're the one that's being kind.

JEN: Me?

WADE: Let me guess. Cara's been hanging around the wrong crowd and making some poor choices. But she's your niece and you love her, so you bring her here to give her some responsibility and surround her with some positive influence. Am I right?

JEN: Yeah.

WADE: Now that's what I call being kind.

JEN: *(discouraged)* But it's not working.

WADE: You don't know that.

JEN: Yes, I do. The whole thing's been a mess from the start.

WADE: And did you think it was going to be easy?

JEN: I don't know what I thought.

WADE: Well . . . whatever you do, don't give up. She needs you—whether she realizes it or not.

JEN: Thanks. I really needed to hear that.

WADE: Well, I gotta get dressed. I'll be praying for you.

JEN: Thanks!

(WADE exits backstage as JEN returns to her clipboard. Then CARA enters.)

CARA: *(sarcastic)* Okay . . . I finished my chores. Now, can I go out and play?

JEN: Very funny. So, you did everything on the list?

CARA: More or less. So, now what?

JEN: Well . . . why don't you just stay put. I'm going to send Zoey and Stephen in and you can keep them company.

CARA: *(sarcastic)* The brainiacs? Oh, boy, can't wait! Maybe we'll break out the chess board . . . or better yet, read the dictionary together. Whoo-hoo!

JEN: Just be nice and make them feel welcome. I'll be back when it's showtime.

(JEN gives her a side hug and then exits.)

CARA: *(bored, types into her cell phone)* "How to entertain Albert Einstein." *(pause)* Hmm . . . nothing. *(wanders over to the podium and sees the stack of host cards)* And what do we have here? The questions for the show? Seems a bit careless leaving them out in the open . . . unprotected. *(gets a devious idea)* Hmm . . . I wonder what would happen if I removed a couple cards . . . or . . . just mixed them all up. Should I or shouldn't I? That is the question. *(as she laughs to herself)*

(She's about to shuffle the deck of cards but stops as ZOEY and STEPHEN enter.)

STEPHEN: That's too easy! You're insulting my intelligence!

ZOEY: *(annoyed)* Just spell it!

STEPHEN: All right . . . "CONCEITED" . . . C-O-N-C-E-I-T-E-D.

ZOEY: Figures you'd know how to spell that one!

CARA: *(sarcastic)* A spelling bee! Of course! Why didn't I think of that?

ZOEY: What?

CARA: Oh, nothing. Just pretend I'm not here.

STEPHEN: No really, give me a hard one this time. Like . . . "chrysanthemum."

ZOEY: I don't feel like spelling anymore.

STEPHEN: Okay, how 'bout . . . US Presidents?

ZOEY: Not interested.

STEPHEN: States and capitals?

ZOEY: Nope. I'd rather read. *(as she pulls out a book to read)*

STEPHEN: Okay, fine. *(to CARA)* How 'bout you, then?

CARA: Me? You must be joking.

STEPHEN: No really . . . let's test your knowledge. What are two things you can never eat for breakfast?

CARA: Hmm . . . I don't know. What ARE two things I can never eat for breakfast?

STEPHEN: Lunch and dinner! *(then laughs)*

CARA: *(sarcastic)* Wow . . . You. Are. Hilarious.

STEPHEN: Here's another one. What word is spelled incorrectly in every single dictionary?

CARA: I give up.

STEPHEN: Incorrectly!! Get it? It's not spelled incorrectly, it's the word, "incorrectly"!

CARA: Yeah, I get it. *(to ZOEY)* Is he always this annoying?

ZOEY: Only when he's awake.

STEPHEN: Okay, one more . . .

CARA: No, no . . . it's my turn.

STEPHEN: Really?

CARA: *(scheming)* Yeah, but this isn't gonna be a question or a riddle. It's more like . . . an experiment. I'll be right back!

(CARA quickly ducks backstage to get her Prank Supplies.)

STEPHEN: This should be fun. I love science!

(CARA returns. Now CARA and STEPHEN are standing next to each other, center stage, facing the audience.)

CARA: All right, first, you need to stand like this with your hands together, chest high, and palms up. *(as she demonstrates the proper position)* There are three steps to this experiment.

(STEPHEN follows her directions.)

CARA: Okay, Step 1 . . . we add these weights to your hands like so *(lays the string with the weights across Stephen's open hands and adjusts the position of his hands as necessary)* Very good. Now, Step 2 . . . we put whipped cream on this plate *(as she does so)* . . . then we carefully place it on your open hands *(as she does so)*. You're doing great, by the way.

STEPHEN: *(proudly)* Well, of course . . . what'd you expect?

CARA: All right . . . now, for Step 3. Are you ready?

STEPHEN: Yep!

CARA: Are you sure? *(reveals her scissors to the audience—but NOT to STEPHEN)*

STEPHEN: Bring it on, sister!

CARA: Okay, here we go! *(takes the scissors and snips the string so that the weights fall to the ground, propelling his hands and the plate of whipped cream directly into his face)*

ZOEY: *(looks suprised)* Yikes!

(JEN enters.)

JEN: Okay, it's time to take your places. *(sees STEPHEN with his face covered in whipped cream and suspects CARA had something to do with it)* Oh no! What did you do this time?! C'mon, Cara—every person is made in God's image and we need to treat each person kindly. Is what you did kind? Please take him backstage and clean him up.

CARA: *(feeling scolded)* C'mon, Einstein. Let's go.

JEN: And hurry! You've only got 2 minutes!

STEPHEN: This whipped cream is really good!

(CARA and STEPHEN quickly exit backstage.)

JEN: *(to herself as she watches them leave)* What am I going to do with her? *(turns to ZOEY)* Zoey, I apologize for whatever just happened there.

ZOEY: *(looks down)* You know, it's easy to be annoyed by other people. But I know I need to keep in mind that every person is made by God and that I need to treat them as fellow image-bearers with kindness and respect.

JEN: *(looks at her watch, reluctant to start without Stephen)* Well . . . I can't wait any longer. It's time to greet the audience. I'll just have to improvise. Sound booth, you ready? *(pause)* Wade? *(pause)* All right . . . here we go. *(takes a deep breath and puts on a smile)* Welcome, everyone, to Zoomerang Studios! Are you having a good time so far?

(Audience responds.)

JEN: Great! That's what we like to hear! Can you believe it's Wednesday already? Wow! It's amazing how fast time goes! *(glances back, wondering what's taking Stephen so long)* Anyway . . . as you can see, Zoey is in place and ready to go, but Stephen, our other contestant, is still backstage. Let's see if we can get him out here. Ready? *(motions for audience to join her in chanting Stephen's name)* STE-PHEN! STE-PHEN! STE-PHEN!

(STEPHEN emerges from backstage.)

JEN: And here he comes!

(STEPHEN waves to the crowd, clearly enjoying the attention.)

JEN: All right . . . is everybody ready now? 'Cause here we go! Time to play Zoomerang in 3-2-1!

(JEN holds up the "APPLAUSE" sign as the Game Show Music plays. Then WADE enters from backstage.)

WADE: Hello and welcome to Zoomerang! The show that tests your knowledge. I'm your host, Wade Martin, and today we're at the halfway point of our week-long

challenge. You know how it goes . . . in Round 1, our 2 contestants will answer questions. In Round 2, we'll be choosing players from our studio audience to answer more questions. And then we'll finish with our Double Bonus Question. But . . . before we get started, let's check in with our players. Stephen, let's start with you this time. So, you've got two days under your belt, what do you think so far?

STEPHEN: Well, to be honest, it's easier than I thought.

WADE: Is that so? Well, we'll have to give you some harder questions, then.

STEPHEN: (*smugly*) Good luck with that.

WADE: Ooooooh! That sounds like a challenge! (*then turns to ZOEY*) And how 'bout you, Zoey? Are you having a good time?

ZOEY: I'm having a fabulous time . . . and learning a lot, too!

WADE: Do you think the questions are too easy?

ZOEY: No, I think they're just right.

WADE: Good answer! And with that, let's begin. Round 1, first question, for 1,000 points . . .

ROUND 1

Q1. About how many beaches are there in Australia?

(*Buzz In [sfx]*)

WADE: Zoey.

ZOEY: Hmm . . . I know there are a lot. I'm going to say about . . . 5,000?

(*Wrong Answer [sfx]*)

WADE: I'm sorry, that is incorrect. Stephen?

STEPHEN: Well, I'd say it has to be less than 5,000. How 'bout 2,500?

(*Wrong Answer [sfx]*)

WADE: Nope. There are over 10,000 beaches in Australia. Which is more than any other country in the world! In fact, if you went to a different beach every single day, it would take you more than 27 years to see them all!

Q2. What do Australians call candy—brekky, lollies, or sunnies?

(*Buzz In [sfx]*)

WADE: Zoey.

ZOEY: Lollies.

(*Right Answer [sfx]*)

WADE: Correct! And do you know the other two?

ZOEY: Sure! "Brekky" is breakfast, and "sunnies" are sunglasses.

WADE: That's right! There's nothing like Aussie slang!

Q3. In what book of the Bible is the account of Jesus' birth found?

(*Buzz In [sfx]*)

WADE: Stephen.

STEPHEN: Luke?

(*Right Answer [sfx]*)

WADE: That's correct. And it's also found in Matthew.

Q4. Which person in the account about Jesus' birth didn't value human life?

(*Buzz In [sfx]*)

WADE: Stephen.

STEPHEN: Wicked King Herod!

(*Right Answer [sfx]*)

WADE: Right again. King Herod wanted to destroy Jesus at all costs, but, of course, he didn't succeed. God values human life and so should we!

Q5. How did the wise men know not to return to King Herod and tell him where baby Jesus was?

(*Buzz In [sfx]*)

WADE: Zoey.

ZOEY: God warned them in a dream.

(*Right Answer [sfx]*)

WADE: That's right. And it's always wise to obey God!

(*Round Over [sfx]*)

WADE: And with that we complete Round 1! Let's check our score. And it looks like we've got another tie! Zoey has 2,000 and Stephen has 2,000!

(*JEN raises the Applause sign.*)

ROUND 2 Multiple Choice

(*NOTE: ZOEY and STEPHEN will not be participating in Round 2, but will stand nearby.*)

WADE: Now it's time for Round 2, so contestants, come on up and take your places. (*pause as the kid contestants come forward*) This round will be a little different. I'll read a question and give you three possible answers. Then, on my signal, you answer by raising one of the paddles—1, 2, or 3. Now, you in the studio audience can help by putting up 1, 2, or 3 fingers, but just don't shout out the answer. So, is everyone ready? All right, let's go . . . first question . . .

Q1. Who was the slave trader who didn't value life?

1. John Wesley

2. John Newton
3. John Jacob Jingleheimer Schmidt

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) John Newton. John was a slave trader until he became a Christian and his life radically changed. He recognized that slavery was wicked because each person is made in God's image and should be treated with kindness and respect.

Q2. James 1:27 tells us that God wants us to care for widows and _____.

1. Sick people
2. Orphans
3. Poor people

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Orphans. James 1:27 specifically mentions caring for widows and orphans, but other verses in the Bible remind us that God wants us to care for those who are sick and poor, as well.

Q3. Who is more valuable to God?

1. A healthy 20-year-old
2. A sick 90-year-old
3. Both are valuable.

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 3) Both are valuable. Our value has nothing to do with how young or healthy we are, what shade of skin we have, or how talented or smart we may be. People have value because they're created by God.

Q4. Which of these is NOT an example of valuing others?

1. Buying someone a meal
2. Bullying someone
3. Saying hello to a sales clerk

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Bullying someone. Being mean to people is the opposite of how we should treat those around us.

Q5. Who was the prisoner in WWII who forgave the prison guard where she was horribly mistreated?

1. Corrie ten Boom
2. Susan B. Anthony
3. Lucy van Pelt

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 1) Corrie ten Boom. At first she couldn't do it, but then she was reminded of her own sins and how much God had forgiven her. God enabled her to forgive the guard who was so mean to her.

(Round Over [sfx])

WADE: And there's the signal. At the end of Round 2, Team Zoey has ___ points and Team Stephen has ___ points.

(JEN raises the Applause sign.)

DOUBLE BONUS QUESTION

WADE: Now, on to our Double Bonus Question which will be worth 10,000 points, but only if all three team members choose the right answer. If not, then your team gets no additional points. And there's no audience participation this time. All right, are you ready?

DBQ. "And as you wish that others would do to you, do so to them." What is this called?

1. The Greatest Commandment
2. The Perfect Proverb
3. The Golden Rule

WADE: Ready . . . show! *(Wait for the kids to raise their paddles.)*

And the answer is . . . 3) The Golden Rule.

(WADE announces the winner then signs off for the day.)

WADE: *(to the audience)* And that's our show for today! Just remember . . . we all have value in God's sight! See you tomorrow everyone!

(Game Show Theme Music)

DAY 4 DRAMA

Characters: Wade, Jen, Cara, Zoey, Stephen

(Theme music)

(Scene begins with ZOEY and STEPHEN at their contestant desks. ZOEY is engrossed in her book, while STEPHEN is bored. After a bit, he decides to strike up a conversation.)

STEPHEN: Hey, you wanna hear a “dad joke”?

ZOEY: Do I have a choice?

STEPHEN: Not really.

ZOEY: I didn’t think so. *(closes her book)*

STEPHEN: Who was the fastest guy in the Bible?

ZOEY: Hmm . . . I don’t know, Elijah?

STEPHEN: Nope. Adam.

ZOEY: Adam?

STEPHEN: Yep. He was first in the human race.

ZOEY: That was bad . . . even for a “dad joke.”

STEPHEN: I’ve got more.

ZOEY: No thanks. Let’s talk about something else.

STEPHEN: Like what?

ZOEY: So, how long have you been a Christian?

STEPHEN: Um . . . I don’t know. Is that what I am?

ZOEY: *(surprised)* Oh . . . well . . . I just assumed you were. I mean . . . you seem to know a lot about the Bible.

STEPHEN: That’s because I go to a Christian high school where they teach the Bible in every class . . . even trigonometry! *(as he rolls his eyes)*

ZOEY: Wow. I wish my school did that.

STEPHEN: *(surprised)* Really?

ZOEY: Yeah, no one talks about God or the Bible at my school. It’s crazy.

STEPHEN: What’s so crazy about it?

ZOEY: Really? Just look around. We’re literally surrounded by evidence that there’s a God who made everything, and yet they want us to believe he doesn’t exist . . . that everything just happened by chance somehow. It’s just . . . crazy.

STEPHEN: Hmm . . . interesting. I’ve never really thought about it. *(not wanting to appear ignorant)* I mean . . . of course, I’ve thought about it. Just . . . not quite in that way.

ZOEY: Well, you should be thankful you go to a school like that.

STEPHEN: Oh, yeah. I’m thankful. And so are they.

ZOEY: “So are they”? What do you mean?

STEPHEN: *(with pride)* They’re thankful to have me . . . as a student.

ZOEY: Unbelievable. *(starts to return to her book)*

STEPHEN: So, back to your question . . . if knowing a lot about the Bible makes me a Christian, I’ve been one for . . . I don’t know . . . 2 or 3 years. How ’bout you?

ZOEY: Actually, Stephen, that’s not at all what makes you a Christian. Not even close.

(CARA enters eating a donut.)

CARA: Morning, braniacs.

STEPHEN: Is that a donut?!

CARA: No, it’s a glob of dough, fried in scalding hot oil, then drenched in sugary goo and topped with sprinkles. *(takes a bite)*

ZOEY: Mmm. That sounds amazing.

CARA: *(talking with her mouth full)* Oh, it is. Trust me.

STEPHEN: I can’t believe you’re still working here.

CARA: I know, right?

ZOEY: Don’t listen to him. He’s so rude.

CARA: No, really. After everything I’ve done? I mean, seriously. What does it take to get fired from this place?

STEPHEN: Are there any left?

CARA: Donuts? Oh, yeah! And coffee, too!

STEPHEN: That’s all I needed to hear! *(as he starts to leave)*

(STEPHEN runs backstage as ZOEY turns to follow him.)

CARA: *(yells)* They’re in the breakroom! *(then to ZOEY)* You know where that is?

ZOEY: I think so.

CARA: Bon appetit!

(ZOEY exits backstage while JEN enters from the rear of the auditorium and proceeds toward the stage.)

CARA: *(finishing her donut)* Mmm! Mmm! Mmm! So good! *(looks around wondering what to do next)* Now what? *(sees a broom nearby)* Hmm . . . a broom. That’ll have to go or they’ll put me to work.

(CARA picks up the broom and throws it backstage. Breaking glass [sfx] is immediately heard.)

CARA: Oops!

(CARA sees JEN standing at the base of the stage.)

CARA: *(looking guilty)* Oh, hi.

JEN: *(flat)* Hello, Cara.

CARA: It's "Winter" now, remember?

JEN: *(irritated)* I'm sorry, but I refuse to call you that.

CARA: *(a bit offended)* Okay, fine.

JEN: *(holds up her "APPLAUSE" sign that was vandalized to say "BOOOO!!!"—knowing it was CARA who did it)* Any idea who might have done this?

CARA: *(refusing to confess)* Uh . . . hmm . . . I can't imagine.

JEN: C'mon, let's get to work.

CARA: Nope, I'm done working.

JEN: What?

CARA: I said, I'm done working. I quit.

JEN: *(irritated)* Just like that? You quit?

CARA: That's right.

JEN: Well, I'm very sorry to hear that. But, I have to say, I'm not at all surprised. You've gotten very good lately at making poor choices.

CARA: So? What does it matter? My school teaches that there's no God and that we're all here by some big cosmic mistake.

JEN: That's garbage! You don't believe that!

CARA: *(becomes defensive)* Oh, yeah? Well, maybe I do. And don't forget . . . working here was your idea, not mine. I never wanted to do it in the first place!

JEN: *(angry)* I know! And you've made that abundantly clear ever since you got here!

CARA: Then why didn't you just fire me?!

JEN: Because I care about you! That's why!

CARA: *(sarcastic)* Well, thanks. I appreciate the concern, but guess what! I can do just fine all by myself!

JEN: No, you can't. We all need each other. And we need God most of all. And the sooner you realize that the better!

CARA: Whatever . . . I'm gonna go now.

(CARA proceeds toward the rear of the auditorium.)

JEN: *(watches CARA leave, walks toward the edge of the stage, sighs, then prays)* Lord, please help her. If ever she needed you, she needs you right now!

(Then ZOEY and STEPHEN enter and walk to their desks.)

STEPHEN: *(to JEN)* We're back!

ZOEY: Sorry, we heard there were donuts in the break room.

STEPHEN: And we couldn't resist.

JEN: No worries. *(tries to muster some enthusiasm)* So . . . uh . . . who's going to win today? *(as she checks their mics, etc.)*

STEPHEN: I am, of course.

ZOEY: No comment.

JEN: Okay, is everyone ready? Sound booth? *(pause)* Wade? *(pause)* Contestants? *(pause)* All right . . . here we go! *(takes a deep breath and puts on a smile)* Hey, everyone, welcome to Zoomerang Studios! So, how many of you have been here all week? Raise your hands.

(Audience responds.)

JEN: Wow! That's exciting. We hope you've enjoyed it as much as we have. And for those of you who are just joining us . . . welcome! We're so glad you're here! All right . . . I've got my "Applause" sign ready, so you know what that means. Time to play Zoomerang in 3-2-1!

(JEN holds up the "APPLAUSE" sign as the Game Show Music plays. Then WADE enters from backstage.)

WADE: Hello and welcome to Zoomerang! The show that tests your knowledge. I'm your host, Wade Martin, and today we're in the midst of a week-long challenge. You know how we play . . . in Round 1, our 2 contestants will answer questions. In Round 2, we'll be choosing additional players from our studio audience to answer more questions. And then we'll finish with our Double Bonus Question. But before we get started, I've got to ask Stephen, who's visiting Australia for the first time . . . *(to STEPHEN)* So how do you like it here?

STEPHEN: Love it! The beaches, the animals, the food, the people . . . not necessarily in that order, of course. Anyway, it's fantastic.

WADE: Great! And have you tried Vegemite yet?

STEPHEN: Not yet, but I want to . . . I think.

WADE: Yeah, well . . . you can't leave until you do . . . just remember that. All right, let's play Zoomerang, shall we? Round 1, first question . . . for 1,000 points . . .

ROUND 1

Q1. What does someone from Australia mean when they use the word "barbie"?

(Buzz In [sfx])

WADE: Zoey.

ZOEY: Barbecue.

(Right Answer [sfx])

WADE: That’s right. And it’s making me hungry just thinking about it!

Q2. Which mountain range gets more snow—the Alps in Australia or the Alps in Switzerland?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: I’m going to guess Australia.

(Right Answer [sfx])

WADE: Yep, believe it or not, the Snowy Mountains, or “Snowies” as they’re also called, get more snow than their European counterpart! Very good, Stephen.

Q3. How many miles of blood vessels does an adult have running through his body?

(Buzz In [sfx])

WADE: Zoey.

ZOEY: I think it’s like . . . 40,000.

(Wrong Answer [sfx])

WADE: That is incorrect. Stephen?

STEPHEN: Hmm . . . I thought everyone knew this, but I guess not *(as he looks at ZOEY)*. It’s 60,000.

(Right Answer [sfx])

WADE: That is correct. And if you’re wondering how far 60,000 miles is, it’s about a fourth of the way to the moon!

Q4. Recite the Bible verse, John 3:16.

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: Let’s see . . . “For God so loved the world, that he gave his only Son, that whoever believes in him should not perish but have eternal life.”

(Right Answer [sfx])

WADE: Yep! One of the most loved verses of the Bible, and the gospel in a nutshell.

Q5. What is a person called who believes in Jesus and commits his life to him?

(Buzz In [sfx])

WADE: Zoey.

ZOEY: A Christian.

(Right Answer [sfx])

WADE: That’s right. Now someone might be called a Christian if they simply go to church or vote a certain way, but doing those things won’t get you into heaven. The Bible is very clear on what a true Christian is.

(Round Over [sfx])

WADE: And that’s the end of Round 1, so let’s check our score. And Stephen is in the lead today with 3,000 points while Zoey has 2,000. But the game is far from over!

(JEN raises the Applause sign.)

ROUND 2 Multiple Choice

(NOTE: ZOEY and STEPHEN will not be participating in Round 2, but will stand nearby.)

WADE: Now it’s time for Round 2, so contestants, come on up and take your places. *(pause as kid contestants come forward)* This round will be a little different. I’ll read a question and give you 3 possible answers. Then, on my signal, you answer by raising one of the paddles—1, 2, or 3. And you in the studio audience can help by putting up 1, 2, or 3 fingers, but just don’t shout out the answer. So, is everyone ready? All right, let’s go . . . first question . . .

Q1. What is sin?

1. Disobeying God’s commands
2. Anything that’s fun
3. A mistake

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 1) Disobeying God’s commands. This can be anything we say, do, or think that displeases God. Notice that sin is not only things we say or do to disobey God. It can also be things we think.

Q2. What is the Fall of Man?

1. When Adam tripped and fell.
2. God created man during the autumn season.
3. When Adam sinned for the first time.

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 3) When Adam sinned for the first time. An event that happened about 6,000 years ago in the garden of Eden and changed everything!

Q3. Since Adam, how many people have sinned?

1. Some
2. Most
3. All

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 3) All. The Bible tells us that all have sinned and fall short of the glory of God. So, if you’re alive, you’ve sinned! And that’s a problem that needs a solution!

Q4. What does the L in the SMYLE! acronym stand for?

1. Live
2. Love
3. Life

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) Love. Because we sinned, God sent his Son Jesus to die on the cross for us. He loves us that much.

Q5. Jesus said he is the resurrection and the life. What does the word “resurrection” mean?

1. Ascend into heaven
2. Live forever
3. Come back to life

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 3) Come back to life. Jesus died on the cross, but he didn’t stay that way. On the third day, he rose from the dead. And so will we someday if we’re part of God’s family.

(Round Over [sfx])

WADE: And there’s the signal. At the end of Round 2, Team Zoey has ___ points and Team Stephen has ___ points.

(JEN raises the Applause sign.)

DOUBLE BONUS QUESTION

WADE: Now, on to our Double Bonus Question which will be worth 10,000 points, but only if all three team members choose the right answer. If not, then your team gets no additional points. And remember, there’s no audience participation this time. All right, are you ready?

DBQ. How many ways to get to heaven are there?

1. One
2. None
3. Many

WADE: Ready . . . show! *(Wait for the kids to raise their paddles.)*

And the answer is . . . 1) One.

(WADE announces the winner then signs off for the day.)

WADE: *(to the audience)* And that’s our show for today! Just remember . . . there’s only one way to heaven and that’s through repentance and faith in Jesus! See you tomorrow everyone!

(Game Show Theme Music)

DAY 5 DRAMA

Characters: Wade, Jen, Cara, Zoey, Stephen

(Theme music)

(Scene begins with JEN entering from the rear of the auditorium. As she walks toward the stage, it's obvious that she's discouraged. After a few moments, she calls her sister, Cara's mother.)

JEN: *(makes sure no one is around then dials the number)* Please don't go to voicemail. *(Voicemail Greeting [sfx])* Hey, Sis, it's me. I was just thinking about Cara and wanted to check in. I'm so sorry it didn't work out. I guess her working here wasn't such a good idea after all. Anyway, I just . . . I don't know . . . wanted to talk. Love you.

(WADE enters from backstage.)

WADE: *(upbeat)* Good morning!

JEN: *(flat)* Oh, hi.

WADE: You okay?

JEN: Yeah, why?

WADE: Because, you don't look okay.

JEN: Is it that obvious? I never was very good at hiding my feelings. *(pause)* I'm just discouraged, that's all.

WADE: I'm sorry. Is there anything I can do?

JEN: No, it's Cara. She quit yesterday.

WADE: *(confused)* She did?

JEN: Yeah . . . not that I was totally surprised. I just didn't expect it to happen so soon. I mean, it was only her fourth day.

WADE: Hmm . . . that's strange.

JEN: I know. I hardly slept last night. I feel like a colossal failure.

WADE: No, I mean . . . it's strange that . . .

JEN: What?

WADE: Well . . . I could be wrong . . . or maybe she has a twin sister.

JEN: *(becoming impatient)* What are you trying to say?

WADE: Well . . . someone who looks identical to Cara got here early this morning and has been working hard ever since.

JEN: That's not funny, Wade.

WADE: I'm not joking.

(CARA enters from backstage.)

JEN: Cara?

(CARA gives JEN a big hug.)

JEN: I don't understand. What are you doing here?

CARA: *(emotional)* I'm so sorry . . . will you please forgive me?

JEN: Of course, I forgive you, sweetheart.

WADE: *(softly)* I've gotta get dressed.

(WADE exits backstage.)

CARA: *(tears of joy)* Aunt Jen, were you praying for me?

JEN: Yes, Cara, like I've never prayed before. Why?

CARA: Because something wonderful happened.

JEN: *(hopeful)* Really? What?

CARA: Well . . . yesterday, when I was leaving, I don't know why, but something made me want to stay and watch the show. So I did. And I ended up sitting next to this kind old lady. Then, after the show, we talked about it and the conversation turned to God.

JEN: *(excited)* Really?!

CARA: Usually, I'm not interested in talking about religion, but this time it was different. I really wanted to hear what she had to say!

JEN: So, what did she say?

CARA: Well, she started at the beginning, in Genesis, and explained the basic message of the Bible. It was amazing!

JEN: Wow, that must have taken awhile!

CARA: Yeah, and I didn't want it to end. Of course, I can't remember everything she said. All I know is it made perfect sense. Basically, that God created everything and it was good, but then man disobeyed which brought sin and death into the world . . . and separation from God. *(gets excited)* But, the good news is that God had a plan all along to send Jesus on a rescue mission! He came to die for our sins and make a way for us to be with him!

JEN: Yes! For God so loved the world, that he gave his only Son, that whoever believes in him should not perish but have eternal life. John 3:16.

CARA: Yeah, Stephen said that verse!

JEN: Wow! I'm amazed you took all that in!

CARA: It wasn't me, Aunt Jen. God helped me understand. And now I believe it with all my heart!

JEN: Oh, Cara . . . I've been praying for this moment for so long. I can't tell you how thankful I am right now!

CARA: I know. Me too.

(STEPHEN bursts onto the stage awkwardly shadow boxing.)

JEN: Stephen?

STEPHEN: Yeah?

(ZOEY enters and walks to her station.)

JEN: What are you doing?

STEPHEN: Shadow boxing.

ZOEY: He's getting ready for the show.

STEPHEN: I need to focus, so I can win today.

CARA: And . . . shadow boxing helps you focus?

STEPHEN: Oh, yeah. Like nothing else! *(as he continues to punch the air)* You should try it!

ZOEY: He's been going at it for at least 15 minutes.

JEN: Yeah, well, Stephen . . . I hate to step in and end the round, but it's time to go to your station.

STEPHEN: Okay. *(to himself)* "Float like a butterfly, sting like a bee!"

CARA: *(to JEN)* I'll be backstage.

JEN: No, I want you to stay with me.

CARA: Really?

JEN: Here . . . *(as she grabs the "APPLAUSE" sign and hands it to CARA)*

CARA: The Applause sign?

JEN: *(warmly)* Make me proud.

CARA: *(smiling)* I will.

JEN: It's time to greet the audience. Is everyone ready? Sound booth? *(pause)* Wade? *(pause)* Zoey and Stephen? By the way, it's been great having you on Zoomerang. I wish this wasn't your last episode. *(pause)* All right . . . here we go!

(JEN turns and walks to the front of the stage to address the studio audience.)

JEN: Welcome, everyone, to Zoomerang Studios! This has been a great week, hasn't it? And you've been a fantastic audience! In fact, why don't you give yourself a round of applause!

(Audience responds.)

JEN: All right . . . is everybody ready now? 'Cause here we go! One last time to play Zoomerang in 3-2-1!

(CARA holds up the "APPLAUSE" sign as the Game Show Music plays. Then WADE enters from backstage.)

WADE: Hello and welcome to ZOOMERANG! The show that tests your knowledge. I'm your host, Wade Martin, and today is the last day of our week-long challenge. You know how it goes . . . in Round 1, our 2 contestants will answer questions. In Round 2, we'll be choosing players from our studio audience to answer more questions. And then we'll finish with our Double Bonus Question. But . . . before we get started, I just want to thank our players for a fun week. Zoey . . . Stephen . . . great job! Is there anything you'd like to say?

STEPHEN: Yeah, I just want to apologize in advance for beating Team Zoey so badly today.

WADE: Wow! You're pretty confident! Zoey? What do you say to that?

ZOEY: *(thinking)* Well . . . I just want to say that I've really enjoyed competing against Team Stephen, and I'd like to thank him for being such a . . . worthy opponent.

WADE: So . . . she decides to take the high road! Good for you, Zoey. All right . . . for one last time, let's play Zoomerang! Round 1 . . . here we go! First question, for 1,000 points . . .

ROUND 1

Q1. Christmas takes place in what season in Australia?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: *(confident)* Duh . . . winter, of course! Who doesn't know that?!

(Wrong Answer [sfx])

STEPHEN: Whaaat??

WADE: Sorry, Stephen, that is incorrect. Zoey?

ZOEY: It happens in the summer.

(Right Answer [sfx])

WADE: Yep. And that's because Australia is located in the southern hemisphere where the seasons are opposite. It's summer in December in Australia.

Q2. Which of these animals doesn't live in Australia—penguins, pandas, rabbits, or flies?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: Penguins!

(Wrong Answer [sfx])

WADE: Sorry, that is incorrect. Zoey?

ZOEY: Pandas.

(Right Answer [sfx])

WADE: That's right. Pandas are only found in China. There are penguins in Australia . . . along with 30,000 species of flies and over 200 million rabbits!

Q3. What bird, native to Australia, has a loud call that sounds like laughing?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: That would be the kookaburra. I know that one for sure!

(Right Answer [sfx])

WADE: Yep. And for those unfamiliar with it, here's a sample . . .

(Kookaburra [sfx])

Q4. How long was Jesus on earth after he was raised from the dead?

(Buzz In [sfx])

WADE: Zoey.

ZOEY: Was it 10 days?

(Wrong Answer [sfx])

WADE: Sorry, that is incorrect. Stephen?

STEPHEN: Hmm . . . I think it was a week.

(Wrong Answer [sfx])

WADE: Nope. It was 40 days, and during that time he appeared to many people, proving that he was alive.

Q5. How did Jesus leave this earth and go back to heaven?

(Buzz In [sfx])

WADE: Stephen.

STEPHEN: He went up in a cloud, didn't he?

(Right Answer [sfx])

WADE: Yeah, close enough. The Bible says, ". . . he was lifted up, and a cloud took him out of their sight." And later it says, that he'll return someday in the same way that he left! Won't that be an amazing sight!

(Round Over [sfx])

WADE: And there's the signal. Wow! At the end of Round 1, we have yet another tie! Zoey has 2,000 and Stephen has 2,000.

(CARA raises the Applause sign.)

ROUND 2 Multiple Choice

(NOTE: ZOEY and STEPHEN will not be participating in Round 2, but will stand nearby.)

WADE: Now it's time for Round Two, so contestants, come on up and take your places. *(pause as kid contestants come forward)* This round will be a little different. I'll read a question and give you 3 possible answers. Then, on my signal, you answer by raising one of the paddles – 1, 2, or 3. Now, you in the studio audience can help by putting up 1, 2, or 3 fingers, but just don't shout out the answer. So, is everyone ready? All right, let's go . . . first question . . .

Q1. The Dingo Fence in Australia, at almost 3,500 miles long, is the longest fence in the world. What is its purpose?

1. To keep dingoes away from rabbits
2. To keep dingoes away from sheep
3. To keep dingoes away from people

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 2) To keep dingoes away from sheep. Dingoes are beautiful animals, but they can be a real threat to livestock.

Q2. The Bible tells us in 1 Corinthians that whether we eat or drink or whatever we do, we're to do it all for what?

1. For the glory of God
2. For others
3. For our health

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 1) For the glory of God. In other words, God wants us to live for him and not for ourselves.

Q3. Finish this phrase from Ephesians 2:10: "For we are his workmanship, created in Christ Jesus for ____ . . ."

1. God's glory
2. The Body of Christ
3. Good works

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 3) Good works. Basically, God works in us so we can work for him!

Q4. Which statement is true?

1. Our good works should be done so God will love us more.

- Our good works should be done to help us get to heaven.
- Our good works should be done because we love God.

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 3) Our good works should be done because we love God. Sadly, though, most people think that our good works help get us to heaven, but that's not true.

Q5. 1 Corinthians 12 compares Christians to what?

- a house
- a church
- a body

WADE: Ready . . . show! *(Wait for the kids on stage to raise their paddles and the kids in the audience to raise 1, 2, or 3 fingers for their answers.)*

And the answer is . . . 3) A body. That body is called the body of Christ. And just like every part of your body is important, every Christian is important in the body of Christ!

(Round Over [sfx])

WADE: And there's the signal. At the end of Round 2, Team Zoey has ___ points and Team Stephen has ___ points.

(CARA raises the Applause sign.)

DOUBLE BONUS QUESTION

WADE: Now, on to our Double Bonus Question which will be worth 10,000 points, but only if all three team members choose the right answer. If not, then your team gets no additional points. And there's no audience participation this time. All right, are you ready?

DBQ. Today's animal pal, Ringo the dingo, reminds us of what?

- We were created on purpose for a purpose.
- We are fearfully and wonderfully made.
- We're created in God's image.

WADE: Ready . . . show! *(Wait for the kids to raise their paddles.)*

And the answer is . . . 1) We were created on purpose for a purpose.

(WADE announces the winner then signs off for the day.)

WADE: *(to the audience)* And that's our show! We hope you enjoyed it! I'm your host, Wade Martin! See you next time on Zoomerang!

(The game show ends as Game Show Theme Music plays and kid contestants return to their seats.)

JEN: Okay! That's a wrap! Good job, everyone!

(Then as WADE, ZOEY, and STEPHEN shake hands and talk [softly and with mics off], CARA walks over to JEN and hands her the Applause sign.)

JEN: So, what'd you think?

CARA: I LOVED it!! I really did.

JEN: Good, 'cause you did a great job.

CARA: *(meekly)* Really? So . . . does that mean I can have my job back?

JEN: Well . . . I don't know. *(as she pretends to be conflicted with the idea)*

CARA: Please?

JEN: Of course, you can have your job back! *(gives CARA a side hug)*

CARA: *(relieved)* Oh, good. I thought you were serious. I know I've been such a pill all week.

JEN: *(with a smile)* Honey, you've been a pill much longer than a week!

CARA: *(laughs)* I know, and I'm so sorry . . . but . . . things are different now. I'm different now.

JEN: That's because God has changed you from the inside out!

CARA: Yeah, that's exactly what it feels like! I don't feel so empty and hopeless anymore. I really believe God loves me and has a purpose for my life.

JEN: He does Cara. He really does . . . and don't ever forget that.

WADE: Hey! We're going for ice cream. You guys wanna come?

JEN: Uh . . . I don't know. *(looks back at CARA)*

ZOEY: Stephen's paying!

STEPHEN: I am??

JEN: Well, in that case, count us in! *(to CARA)* C'mon, let's go have some fun!

(CARA and JEN join the others as they all exit backstage.)

(Theme Music)

Leading a Child to Christ

“For I am not ashamed of the gospel, for it is the power of God for salvation to everyone who believes.” Romans 1:16

VBS presents an ideal opportunity to share the life-changing gospel of Jesus Christ with all attending. Every leader and team member should be ready to clearly present the gospel and counsel those wanting to learn more. Children are usually soft-hearted toward things of the Lord, and some will be interested in becoming a follower of Christ. Be ready, because eternal matters matter most!

Before

- **Pray.** Salvation is God’s work, not ours. We cannot bring about salvation for anyone. We need to ask God to prepare the children and open their hearts to him.
- **Be prepared.** Learn more about presenting the gospel and counseling a child about salvation.

During

The gospel will be presented during the lesson time. Opportunities may arise, however, to share with a child one-on-one or with a small group of children. If so, keep the following in mind:

- Becoming a child of God involves repenting of one’s sin and having faith in the death and resurrection of Jesus Christ. Repentance involves understanding what sin is (disobeying God’s commands) and desiring to turn from that sin.
- You can use *How Can I Become a Child of God?* to explain the plan of salvation. Along with this, use your Bible. Children need to see and hear God’s Word, so have your Bible opened and marked ahead of time with the appropriate scriptures.
- Avoid abstract phrases like “asking Jesus into your heart.” Instead, use terminology like “becoming a child of God.” Most children still think in concrete terms and need examples that are easy to understand.
- If a child indicates an interest to know more after hearing the gospel presentation, ask questions (such as one or more of the following) that require more than a “yes” or “no” answer:
 - » What do you want to talk to me about?
 - » Do you know what sin is?
 - » Can you think of a specific sin (wrong) you have done? Are you bothered by your sin?

These questions are important. A child who cannot verbalize a sin or does not seem to be repentant about being a sinner may not fully understand his need for a Savior. In this situation, you might list a child-oriented example of sin and ask him to notice any time he catches himself sinning over the next few days. Give him *How Can I Become a Child of God?* Pray with him, then send him on his way. Check back a day or two later, if possible.

- » Why did Jesus come to earth? Why did Jesus need to die? Why did Jesus rise again?
- » Why do you want Jesus to be your Savior?

» Why should God let you into his family? (Make sure the child understands that salvation is not based on what he does, but is a gracious gift of God through faith in the death and resurrection of Jesus.)

- Pray for discernment while listening to a child’s answers.
- When a child seems to have a basic understanding of salvation (belief in Jesus’ death and resurrection, admission of and repentance from sin, and a desire to follow the Lord), encourage him to talk to his parents about what it means to become a child of God (if they are followers of Christ). Encourage a child who comes from a non-Christian home to verbalize his understanding to the Lord through prayer. There is no one prayer that should be prayed. Encourage him to ask the Lord to forgive him and help him know he is a child of God.
- Let him see in your words and your face that you are excited that he wants to become a child of God! Read Luke 15:10 to him.
- Some children may not want to make decisions but may want to learn more, to be assured of salvation, or to confess sin. Read Romans 10:9–10 and John 10:28–29 with children who are seeking assurance of their salvation. Encourage them to ask the Lord to help them know they are his children. If a child wants to confess sin, read 1 John 1:9 with him and encourage him to ask the Lord to help him know he is forgiven when he repents.

After

- Review what it means to be a child of God.
 - » How long does God keep his children? (Hebrews 13:5b, John 10:28–29)
 - » Can anything separate God from his children? (Romans 8:38–39)
 - » What happens when God’s children sin? (1 John 1:9)
 - » What do children of God believe? (Romans 10:9)
- Explain that Jesus loves his children and wants to spend time with them. Discuss practical ways to grow as a child of God. Provide him with *Growing Up in God’s Family*, and share the following:
 - » Read your Bible, and obey what you read. You can start your Bible reading with the short Bible study you will receive the last day of VBS. (Make sure he has a Bible at home, and if not, provide one. Write his name, the date, and the occasion [VBS] on the presentation page.)
 - » Pray every day. Prayer is talking to God.
 - » Go to a church that believes and teaches the Bible as the Word of God.
 - » Tell others about Jesus. Tell your friends, family, and neighbors how they can become children of God.
- Fill out a Decision Card. Turn in to the VBS director.
- Stay in touch with the child through postcards, visits, or phone calls. Invite him to upcoming church events.



Grab your Aussie hat and sunnies!

G'day, mate! Get ready for the trip of a lifetime as we zoom off to the Land Down Under! Like a boomerang, we are returning kids to what the Bible says about the value of life. We'll discover how precious each and every one of us is to God. From the tiniest to the oldest, each person is made in the image of God, wonderfully designed to know him and to live for him! Out of his great love, God offers us eternal life through faith in his son, Jesus.

The *Assembly Guide* and accompanying Digital Resources contain everything you need to effectively oversee and administer the daily opening and closing assemblies.



Limited license to copy issued to Trinity Anglican Church Sarnia, Sarnia, ON



AnswersVBS.com

Answers in Genesis • PO Box 510 • Hebron, KY 41048

