

RIP-ROARING FOREST



# Glacier Gap GAMES

## Leader Guide



EXCITEMENT PASS



ACTION-PACKED POND



# Glacier Gap Games

## COURSE OVERVIEW

	Day 1	Day 2	Day 3	Day 4	Day 5
Title	B	I	B	L	E
<b>Treasure Point Lesson Focus</b>	Book of Books  The Bible is the coolest book on the planet, unique in so many ways.	Incredible Impact  The Bible's message has had an incredible impact on the earth.	Bedrock Base  The Bible is the bedrock foundation to build our lives on.	Letter of Love  The Bible has a thrilling theme running throughout its pages.	Exciting to Explore  The Bible is exciting to explore! Let's learn it, love it, and live it.
<b>Bible Passages</b>	The Bible is One-of-a-Kind (Selected Verses)	Saul's Life is Transformed (Acts 9:1–22)	The Wise Man Builds His House on the Rock (Matthew 7:24–29)	The Gospel is a Message with Love (Selected Verses)	Mary Loves to Soak in God's Words (Luke 10:38–42)
<b>Bible Gem</b>	All Scripture is given by inspiration of God . . . 2 Timothy 3:16	Your word is a lamp to my feet and a light to my path. Psalm 119:105	Therefore whoever hears these sayings of Mine, and does them, I will liken him to a wise man who built his house on the rock. Matthew 7:24	But God demonstrates His own love toward us, in that while we were still sinners, Christ died for us. Romans 5:8	I rejoice at Your word as one who finds great treasure. Psalm 119:162
<b>Animal Pal</b>	Blizzard the Polar Bear	Snowball the Arctic Hare	Spike the Narwhal	Shaggy the Musk Ox	Dash the Siberian Husky
<b>Apologetics Focus</b>	Did you know the Bible isn't like any other "religious" book?	Did you know the Bible's teachings have positively influenced cultures around the world?	Did you know science, history, and fulfilled prophecies confirm the Bible?	Did you know the earth didn't start out with polar ice caps?	Did you know we need the Holy Spirit to help us understand the Bible?
<b>Discovery Pass Science and Crafts</b>	Experiment: It's Snow Unique! Main Craft: Icebreaker Fishing	Experiment: Slip and Grip Main Craft: Northern Lightscape	Experiment: Solid Ground Main Craft: Lil' Log Cabin	Experiment: H2Ohhh!!! Main Craft: "White as Snow" Globe	Experiment: Arctic Exploration Main Craft: Amazing ACE Dogsled Race
<b>Glacier Gap Games</b>	Welcome to the Arctic Silly Snowmen	Snowball Fight Mad/Glad Game	Battle for the Base Make It or Break It	Circle Up Finding Your Way	Iditarod Race Broom Hockey
<b>Klondike Corner Snacks</b>	Scripture Scrolls Snowflake Cookies (Psalm 119:18)	Snow Ball Butterflies Tundra Transformers (Psalm 19:7)	Happy Hearts Ocean Jammers (Psalm 19:8)	Gold Nuggets Snow S'Mores (Psalm 19:10)	Treasure Treats Husky Puppy Chow (Psalm 19:11)
<b>Cool Contests</b>	Frosted Food Fun	Chilly Cheers	Polar Dress-Up Day	Bible Books Challenge	Mission Money Mania

# Contents

<b>Handy Helps . . . . .</b>	<b>3</b>
Let's Warm Up! . . . . .	3
Our Goal . . . . .	3
Your Role . . . . .	4
Frequently Asked Questions . . . . .	4
Terms to Know . . . . .	4
Top 20 Tips for Glacier Gap Games . . . . .	5
Shopping List . . . . .	6
<b>Toddler Games. . . . .</b>	<b>7</b>
<b>Day 1 . . . . .</b>	<b>9</b>
Welcome to the Arctic . . . . .	9
Silly Snowmen . . . . .	11
Super Simple Ideas . . . . .	12
Just for the Younger Set . . . . .	12
<b>Day 2 . . . . .</b>	<b>13</b>
Snowball Fight . . . . .	13
Mad/Glad Game . . . . .	15
Super Simple Ideas . . . . .	16
Just for the Younger Set . . . . .	16
<b>Day 3 . . . . .</b>	<b>17</b>
Battle for the Base . . . . .	17
Make It or Break It . . . . .	19
Super Simple Ideas . . . . .	20
Just for the Younger Set . . . . .	20
<b>Day 4 . . . . .</b>	<b>21</b>
Circle Up . . . . .	21
Finding Your Way . . . . .	23
Super Simple Ideas . . . . .	24
Just for the Younger Set . . . . .	24
<b>Day 5 . . . . .</b>	<b>25</b>
Iditarod Race . . . . .	25
Broom Hockey . . . . .	27
Super Simple Ideas . . . . .	28
Just for the Younger Set . . . . .	28
<b>Additional Games . . . . .</b>	<b>29</b>
<b>Sidewalk Games . . . . .</b>	<b>32</b>
<b>Books of the Bible Pattern. . . . .</b>	<b>33</b>

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# HANDY HELPS

## LET'S WARM UP!

*Beyond thrilling! Exciting to explore! Breathtakingly beautiful! Full of treasure!* Words that describe the Arctic for sure, a fascinating region like no other in the world. But go back and read those words again—they can also be used to describe the coolest book on the planet—the Bible. It's mind-blowing to think that the God who made the universe wrote us a book—a book that is *beyond thrilling, exciting to explore, beautiful, and full of treasure*. Now if that isn't worthy of our attention, what is? We here at Answers VBS can hardly contain our excitement as we launch the newest VBS—*Operation Arctic*. Get ready for the thrill of exploring this one-of-a-kind treasure as we build on the following BIBLE acronym each day:

**B Book of Books**—The first day, we'll discover there's just no book like it, unique in so many ways!

**I Incredible Impact**—The second day, we'll explore the impact the Bible's teachings have had upon our world!

**B Bedrock Base**—The third day, we'll see there's no shifting sand here—we've got the Rock of God's Word to base our lives on!

**L Letter of Love**—The fourth day, we'll encounter the best love letter ever, written to us by God Himself!

**E Exciting to Explore**—The fifth day, we'll be challenged to learn it, love it, and live it!

Our explorers will begin warming up to the Word from the very first minute they arrive at *Operation Arctic*. The mission begins at **Snowfall Station** with the Opening Assembly, a high-energy opening with entertaining welcomes, rockin' songs, a mission moment, and prayer.

Then we're off to four fun rotation sites:

- **Treasure Point**, the Bible lesson location. Here, explorers discover what a gem God's Word is as they learn important Bible truths in fun and creative ways.
- **Klondike Corner**, the snack spot. Explorers won't want to pass up the cool treats that are waiting to melt in their mouths.
- **Glacier Gap**, the recreation location. At this spot, explorers discover that preparation is "snow" easy and games are filled with chills and thrills.
- **Discovery Pass**, the science, craft, music, mission, and memory verse spot. This location features a wide array of activities to choose from: science experiments, crafts, songs to sing, memory verse games to play, and a mission time (for those who want to spend more time than is given during the Assembly).

After finishing the day's rotations, everyone heads back to **Snowfall Station** for the Closing Assembly 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 begins in the city with a high-powered executive who is fed up with the rat race. He decides to move to the wilderness for a quieter, simpler existence. Little does he realize all that's in store—missing treasure, goofy bad guys, unexpected visitors, and plenty of action!

Sound fun? Then let's plunge on in to this cold *world* and God's wonderful *Word*! It promises to be a flurry of fun and excitement at *Operation Arctic*! Let's go!

## OUR GOAL

It's been ten years since Answers in Genesis entered the world of VBS, and we are so thankful for how God has chosen to use these programs! 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, ten years later?

Our primary goal has remained the same all these years—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 not to hinder the children but 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, our philosophy has always been to combine a biblically rich VBS loaded with substance 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 content at the expense of fun. But it's also crucial that the most exciting Book in the world doesn't come across as irrelevant or dry. 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 to 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.

# YOUR ROLE

Your role as the Game Coordinator is outlined in the following pages. Your responsibilities may include:

- Planning games for all age levels
  - Gathering game supplies ahead of time
  - Setting up games daily during VBS
  - Running game time and/or overseeing others who are running game time
  - Overseeing the cleanup of the game area(s) each day
- Making sure key lesson themes are reinforced through the games
  - Praying over all aspects of this job before, during, and after VBS

This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

So get ready! Get set! God is about to use you and your church to impact lives.

# FREQUENTLY ASKED QUESTIONS

The content of *Operation Arctic* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit [AnswersVBS.com/oafaq](http://AnswersVBS.com/oafaq).

# 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.

- **Explorers:** Children at VBS. Explorers will be put in teams named after animals they may see on an Arctic exploration (e.g., polar bears, beluga whales, snowy owls, harp seals, caribou).
- **Guides:** Team leaders who lead the teams from place to place during VBS. No teaching is required of this position.
- **Exploration Leaders:** Teachers at the Treasure Point Lesson Time.
- **Treasure Point:** Rotation site where Bible and apologetics teaching occurs.
- **Snowfall Station:** Spot where everyone joins together for the opening and closing assemblies.
- **Discovery Pass:** Rotation site where crafts are made, science experiments are performed, music is sung, memory verses are learned, and missions around the world are explored.
- **Klondike Corner:** Indoor or outdoor site where snacks are served.
- **Glacier Gap:** Indoor or outdoor site (outdoor is preferred) for game time.
- **Bible Gem:** Daily memory verse.
- **Animal Pals:** Friendly animal mascots used to emphasize the key point of each day's lesson.
- **Creature Feature:** Daily time during the closing assembly when we marvel together at God's design of various Arctic animals.
- **Toddlers:** Ages 2–4 years.
- **Pre-Primaries:** Ages 4–6 years, or age 4 through children who have completed Kindergarten.
- **Primaries:** Ages 6–9 years, or children who have completed grades 1–3.
- **Juniors:** Ages 9–12 years, or children who have completed grades 4–6.

For multi-age K–6th teams, we recommend using the material for the Primaries.

# TOP 20 TIPS FOR GLACIER GAP GAMES

1. Pray! Study God's Word and the VBS lessons! This is your most important preparation. Give all concerns to the Lord and watch *Him* do great things.
2. Decide which games you will play. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily, along with Super Simple Ideas and Just for the Younger Set ideas. Extra ideas that can work any day are also given at the end of the game guide. Keep in mind that younger kids like to do several simple games each period, as well as repeat games played on prior days.
3. Before VBS, gather the game workers for a trial run. Play all the games to work out any trouble spots.
4. Invest in a megaphone to use as a microphone for the game leader.
5. Use bandanas, strips of material, jerseys, or wristbands to designate teams.
6. Use four cones, rope, or tape to designate the playing area. Use chalk if playing on pavement.
7. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
8. Depending on the game, the time you have, and the size and age of your group, consider setting up several games/activities as stations on one or more days and having kids rotate through them. This works especially well with large groups or young children who have short attention spans.
9. Teach children to always tag with two fingers on the shoulder.
10. Use water! Children love to get wet. Water balloons can be too much work, so use water from buckets and get children wet with sponges, cups, or splash balls. (The football-style splash ball works great!)

Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.

11. Some of the outdoor games that use water can be adapted to indoor games. Play with the same supplies except eliminate the water component and play a dry version.
12. Announce the name and object of the game with excitement and energy. The kids will pick up on how you feel about it.  
Example: Hey kids! We're going to play an awesome game today called \_\_\_\_\_. The object of the game is \_\_\_\_\_.
13. Keep instructions short and simple.
14. Expect children to be quiet and respectful when instructions are being given.
15. Do a quick tie-in of the day's Bible content using the teaching tie-in suggestions. Games are great, but games with a point are better! Make sure to have a Bible each day so you can read any verses mentioned in the teaching tie-ins.
16. Form teams quickly and in fun ways. Once in teams, pump them up by asking questions:
  - » Who thinks their team is going to win today?
  - » Who thinks the Polar Bears will win?
  - » Who thinks the Arctic Foxes will win?
17. Have a countdown to get started.
  - » Example: Everyone ready? OK, 5, 4, 3, 2, 1, Charge!
18. Make sure everyone who is physically able plays and no one feels left out.
19. Keep children moving as much as possible.
20. Stay hydrated.



# TODDLER GAMES

Play is what this age group does best! While they're playing, they're learning, so enjoy this time together.

If you have a safe area, consider having an outdoor play time. It's nice to break up the day and have a new location to explore. The outdoor location should be enclosed so no one wanders off. If you don't have a safe area, use hay bales or snow fencing to create one. Ask church families to bring in plastic slides, big wheel riding toys, and other young child outdoor equipment. Make sure they're labeled so they can easily be returned after VBS.

You may also want to consider having wading pools with a small amount of water for outdoor playtime. (Supervise carefully.) Make sure parents are notified ahead of time to bring swim diapers, swim suits, floaties, a towel, and extra clothes. Ask if it's okay to use sunscreen on their child, and apply it at least ten minutes before going outside. If possible, locate the pools in a shady area.

For recreation time, use the following suggestions or other games from the game guide. Any of these ideas may be repeated throughout the week as time allows.

## THEMATIC GAME IDEAS

### Day 1

#### STACK THE BOOKS

Find many books—as many as you can reasonably come up with. Only one should be a Bible. Keep it separate. At the far end of the room, make a rectangular box on the floor with tape. Divide the box in half so there are two sections. To play, have the kids take turns picking up one book at a time and putting it in one (the same one) of the taped sections at the other end of the room. Then at the end of the game, very carefully take the one Bible and put it by itself in the other section.

**Teaching Tie-In:** *Wow! Look at all those books! They might be good books, but there's one book in the world that's different than all the rest. Do you know what it's called? Yes, the Bible. There's no other book like it because it's written by God! It's in a class all by itself!*

#### SCOOP THE SNOW

Divide the kids into two teams. Push a white balloon (your pile of snow) using a small plastic shovel or a paper plate (your shovel). Move the "snow" a short distance, around a cone, and back to the start.

**Teaching Tie-In:** *There's lots of snow in the Arctic, and each snowflake that God makes is unique and wonderful—just like you!*

### Day 2

#### BUILD A BURROW

Divide the kids into pairs. Have them sit opposite each other holding a hula hoop that's touching the ground (one sitting to the left of the hoop, and one to the right). The pairs of kids should be in a long line so the hula hoops make a long tunnel effect. Take turns crawling through the tunnel

of hula hoops from one end to the other. First pair can lay down their hoop and crawl through and then return and pick up their hoop. Then the next pair goes until all have crawled through.

**Teaching Tie-In:** *Today's animal pal is Snowball, an Arctic hare. Arctic hares are rabbits that make burrows (tunnels) in the snow to keep warm. They didn't think that idea up themselves. God is the One who made them know to do it! Otherwise, they would freeze. God thought of everything!*

#### RED LIGHT, GREEN LIGHT

Have everyone stand against the wall, with the teacher at the other wall. With her back turned from the kids, she says, "Green light!" They all start walking toward her. When she turns around and says, "Red light!" they all stop where they are. They're trying to get all the way across the room to the teacher. The first one to reach the wall/teacher wins.

**Teaching Tie-In:** *The Bible tells us about Saul who saw a light from heaven and heard the voice of God. That experience changed Saul forever. He became a child of God! We're going to play a game about a light called Red Light, Green Light.*

### Day 3

#### MOVING ICE

Put hula hoops or ropes formed into circles down on the ground, close to each other. Have the kids walk from one to the other to the other. Next, have them jump from hoop to hoop, then try hopping.

**Teaching Tie-In:** *There isn't land at the top of the world, just moving ice that's on top of water. It's always moving and changing, but God's Word is like solid ground. It never changes!*



## BUILDING ON SOLID GROUND

Each explorer needs to wear a pair of gloves or mittens. Divide them into two teams. Each team gets some Duplo®-sized blocks with which to build a house or tower. The first team to use all their blocks and build something wins.

**Teaching Tie-In:** People build houses in the Arctic and live there year-round, even though it's very cold. They have to make sure they build on solid ground and not on ice so the houses don't fall down.

**Did you know God's Word is like solid ground, too? It will always be a sturdy, safe place that never changes.**

## Day 4

### FUN AT THE ICE RINK

Use pool noodles (cut in half) as your "hockey sticks." Have rubber balls as your "pucks." Have fun hitting them around.

**Teaching Tie-In:** There's lots of ice at an ice rink, right? And there's lots of ice at the Arctic, too. But did you know the earth didn't start out with icy, cold places? It was a beautiful warm world at first when God made it!

### WATER WORKS

Divide into two teams. Give each starter a cup. At the signal, they dip the cup in a bucket of water (Bucket A) and walk to the other end, dumping it into a new bucket (Bucket B). Then the kids run back to the start, giving the cup to the next player. The team with the most water in Bucket B in the designated time wins.

**Teaching Tie-In:** Lots of the earth's water is up at the top of the world. God put water on earth, and we need it to stay alive. Isn't God kind to take good care of us?

## Day 5

### ARCTIC FOLLOW THE LEADER

Pretend to be on an expedition. Get in a line and move through the Arctic, with the teacher as leader doing certain motions and the kids following those motions. Possibilities include ice skating, weaving on a snowmobile, running from a bear, jumping from ice chunk to ice chunk, taking small and careful steps so you won't fall, or hiking through thick snow. Other movements reminiscent of animals can include walking like Blizzard the polar bear, hopping like Snowball the Arctic hare, swimming like Spike the narwhal, galloping like Shaggy the musk ox, or running like Dash the dog.

**Teaching Tie-In:** Just as we obey the leader's commands, we need to obey the Bible's commands, too.

### BRING THE BIBLES

Stack several Bibles at one end of the room. Demonstrate how to carefully pick one up and bring it to a teacher at the

other end of the room. Have kids take turns "treasuring" the Bible as they carefully carry it to you.

**Teaching Tie-In:** The Bible is a treasure. It's God's special book. We must always handle it with care.

## Anytime Games

### Parachute Fun

Leaders and children hold a parachute or a sheet. Try any of these options or make up some of your own.

### IT'S SNOWING

Have the kids simulate snow falling using cotton balls or ping pong balls. Put the cotton balls on the parachute while kids are holding the handles. First, shake the parachute gently for a gentle snowfall. Next, shake a little faster for more snow. Finally, shake the parachute vigorously for a snowstorm.

Or, have the kids hold on to the parachute and close their eyes. Tell them not to peek. Have a leader place several hundred cotton balls in the middle of the parachute. Have the kids begin to gently shake the parachute as they open their eyes. The cotton balls will look like snowflakes. The kids can also follow leader commands of "up" (raise their arms up high over their heads), followed by "down" (return the parachute to waist level). This will pop the "snow" up high and look like snow flurries.

### SNOW FALL

Have two kids at a time go under the parachute and lie down. They will try to knock white balls they feel off the parachute. Keep rotating kids who are shaking the parachute and kids under the parachute.

### SUPER-SIZE SNOWBALL

On your signal, have the kids bring their arms straight up to make the parachute go straight up, filling itself with air. Then, the kids should take two steps in, bend over, and touch the ground. Pretend they've now made a super-size snowball.

### ICE HOLE

Roll white balls around on the top of the parachute and try to get them in the hole in the center.

### ARCTIC ANIMALS

Have the kids move in various ways to imitate Arctic animals. They can raise the parachute up and down like the tail of an Orca whale. Next, hold the parachute tightly and walk in a clock-wise direction, pretending they are gliding along like a narwhal. Then change directions. Next, try other locomotor skills as they hold the parachute: hop like an Arctic hare, walk like a polar bear, or run like a musk ox. (Believe it or not, a musk ox can reach speeds of 60 mph!)

# Day 1

# WELCOME TO THE ARCTIC

## Supplies

- Blindfolds, 1 per child
- Checklist of Arctic countries (see next page)
- 4 cones

## Pre-Prep

1. Choose a safe location with a level surface that is free of obstacles. Make the playing space large enough so children can spread out at least 2–3 arms' lengths apart. Mark the corners of the space with cones.

## Teaching Tie-In

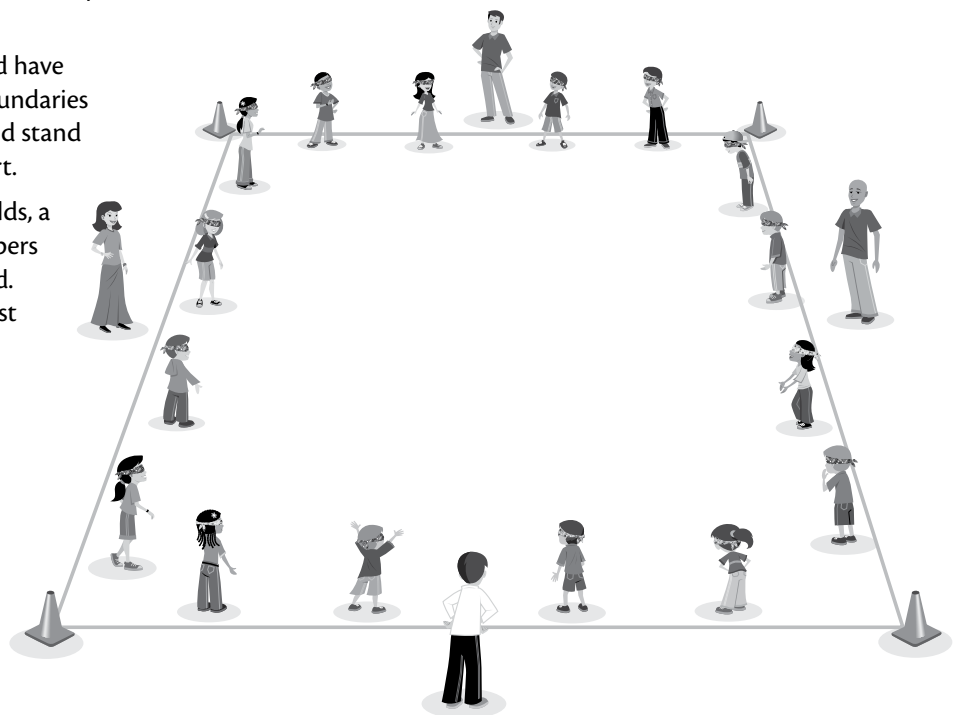
Today, we're playing a game called *Welcome to the Arctic*. The Arctic is a unique place like nowhere else on earth. There are eight countries in the Arctic—the US (Alaska), Canada, Denmark (Greenland), Iceland, Finland, Sweden, Norway, and Russia. Let's see if we can meet up with some friends from each country!

## Class Time Directions

1. Have the children huddle together with you as you share the teaching tie-in and explain the game.
2. Give each child a blindfold and have them spread out along the boundaries of the playing area. They should stand at least 2–3 arms' lengths apart.
3. As the kids put on the blindfolds, a leader walks around and whispers an Arctic country to each child. Once the leader assigns the first eight kids with one country each, go to the top of the list and begin assigning the next eight kids. Continue assigning the eight countries until every child has received a country

name. (Other game helpers can assist children with blindfolds or whispering the country names.)

4. On the "GO!" signal, all children begin to say their country's name and slowly walk toward the middle.
5. Once a child reaches someone who is saying the same country, the two should grab hands and continue saying their country's name.
6. When a group no longer hears its name being called from anywhere, they should freeze in place and stop talking.
7. The game is over when all children have found their country group.
8. At the leader's signal, the kids may remove their blindfolds.
9. One by one each group shouts out its country.
10. If time, play another round. This time, groups need to end up with one person from each country in each group. (8 countries = 8 people per group.) Each child calls out his country's name (Canada, for example) and tries to find one person calling out Iceland, one saying Finland, one Norway, etc., until all eight countries are in a group.



## List of Arctic Countries

- United States
- Canada
- Denmark (Greenland)
- Iceland
- Finland
- Sweden
- Norway
- Russia

## Tip Corner

- Substitute masking tape for the cones.
- It's okay to have uneven numbers of kids in the varying countries.
- If you don't have at least 16 kids, drop some countries to make it work. For example, if you have 8 kids, use 4 countries and assign 2 to each country.
- Group guides may want to surround the playing perimeter.

# DAY 1 OVERVIEW

## B—Book of Books

Lesson Focus		Bible Passages	
The Bible is the coolest book on the planet, unique in so many ways.		The Bible is One-of-a-Kind (Selected Verses)	
Bible Gem	Animal Pal	Cool Contest	
2 Timothy 3:16	Blizzard the Polar Bear	Frosted Food Fun	
Discovery Pass Science and Crafts	Klondike Corner Snacks	Glacier Gap Games	
Experiment: It's S'now Unique! Main Craft: Icebreaker Fishing	Scripture Scrolls Snowflake Cookies	Welcome to the Arctic Silly Snowmen	

## NOTES

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# Day 1

## SILLY SNOWMEN

### Supplies

Assorted equipment can be used to make silly snowmen on the ground, such as any of the following:

- Hula hoops (for the body)
- Cones (for hats)
- Beanbags (for buttons)
- Brooms, jump ropes, or hockey sticks (for arms)
- Scarves
- PLUS: 1 cone per team
- Smartphones (to take team pictures), 1 per team

### Pre-Prep

1. Place all the snowman-building equipment in the center of the play space.
2. Place a cone for each team approximately 50 feet away from the center pile.

### Teaching Tie-In

**Have you ever built a snowman?** Take responses. **Tell your neighbor what it looked like.** Do so. **Hey, are snowmen alive?** Wait for response. **No, of course not! Are people alive?** Wait for response. **Yes, of course! But here's a tricky question. Can a book be alive?** Take responses. **The answer is . . . usually not. But there is one Book that is alive. That doesn't mean it has a heart and lungs and stuff like we do. But it has supernatural power. Can you guess what book is alive?** Wait for response. **Yes, the Bible!** Read Hebrews 4:12. **WOW! It's living and powerful! There's no other book that's living and has supernatural power to change us!**

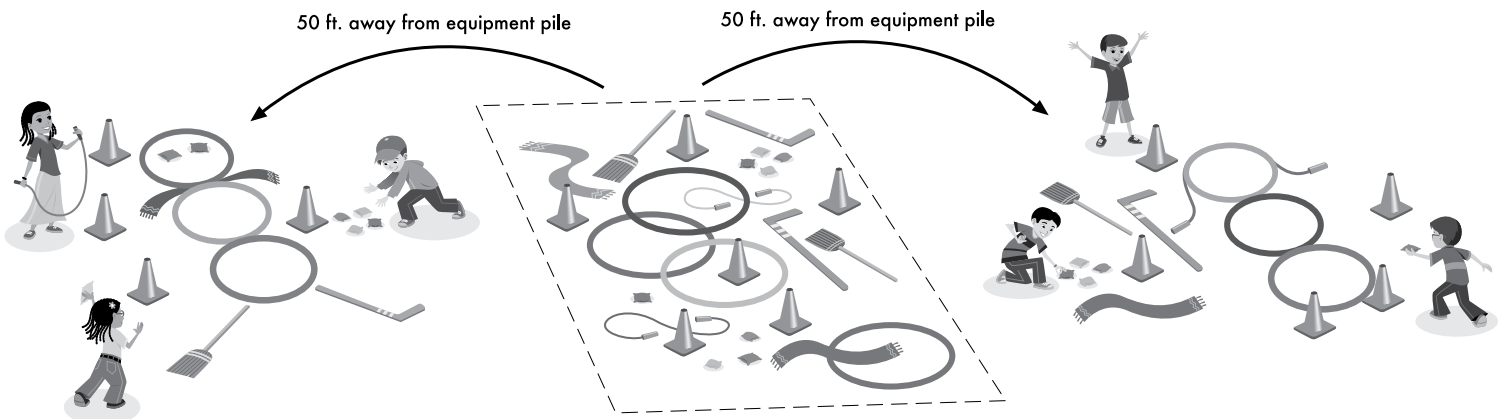
That's exciting to think about as we make our silly snowmen who are NOT alive. Let's check out how to make them!

### Class Time Directions

1. Divide the kids into teams and line them up behind their cones.
2. Give the teams time to talk about the parts of the snowman and what they want to use to build theirs.
3. On the "GO!" signal, the first child on each team runs and picks out something from the equipment pile to build with. The child runs back and high fives the next child, who repeats the process.
4. When all the equipment is collected, the children put together a flat, creative snowman.
5. Each team then takes a team picture with their snowman. Have the teams look at each other's and appreciate everyone's creation. Are they exactly alike? Is each one unique?

### Tip Corner

- If playing inside, have the children "skate" to the equipment (rather than run) by using paper plates as ice skates.
- If you want to play this game competitively, the winner can be the first team to collect 8 items and arrange them into a snowman.
- If teams are uneven, have designated kids go twice or put leaders on the team.



## SUPER SIMPLE IDEAS

Each day, two super simple ideas are suggested—an outdoor and an indoor. Depending on your space, however, the outdoor games may be able to be played indoors and vice versa. Check them out and adapt for your area.

### Outdoor Option: Scroll Roll

Use old sheets or plastic tablecloths, one per team. Each team begins at the start line. On the “GO!” signal, the first two players on the team run down to the sheet or tablecloth and pick it up so each is holding one corner at about shoulder height. They should proceed to “roll” themselves up in it like a scroll until the two players meet in the middle.

CAUTION: Do not cover head! They should just roll their bodies.

Then they should unroll themselves, and while still holding the open “scroll,” they should shout today’s memory verse. (“All Scripture is given by inspiration of God . . .” 2 Timothy 3:16.) Their teammates can shout helps to them if they need it. When they get the verse right, they drop the “scroll” and run back to the start line, where the next two players are ready to go. Continue until all have gone. First team done wins.

### Indoor Option: What’s it Pointing To?

Explain that the Bible is one big book made up of 66 little books. Every one of the little books is pointing to the same thing. But what is it pointing to? In this treasure hunt, teams try to figure that out.

Each team attempts to find five index cards that are hidden around the area. (Write these out and hide them ahead of time. The cards should each have one letter on them. When put together, they should spell J-E-S-U-S. Each team should have different color letters on their cards, such as one team with all blue letters and another with all red letters.)

On the “GO!” signal, the teams try to find the hidden cards. The first team to find all five of their color and get them in order wins. Make sure to remind them at the end that every book of the Bible points to Jesus.

## JUST FOR THE YOUNGER SET

Each day, three options are listed for the younger set. All three work with Pre-Primaries and most with Toddlers. (Some even work for the older kids!) In addition, the Toddler Games starting on page 7 are great ideas. Because the little explorers’ attention spans are short, it’s good to have several shorter games like these. Use one at a time, or if you have at least three leaders and twelve kids, it works well to set up three daily stations using the three options. The kids rotate in small groups from one option to the next, spending approximately a third of their time at each. You can also substitute other games in this guide (including the aforementioned Toddler Games) in place of any of these options.

### Option 1: B-I-B-L-E

Have the kids do a thematic movement, such as hopping like an Arctic hare, swimming like a polar bear, running like a husky dog, skiing, snowmobiling, skating, walking through thick snow, making a “snow angel” on the ground, etc. Every little bit, yell “Freeze!” When everyone is frozen, hold up the word “BIBLE” and have everyone shout out the letters: “B-I-B-L-E!” (You may want to sing together the song “The B-I-B-L-E.”) Give them a new movement and repeat. Continue, doing a different movement every time.

### Option 2: Falling Snow

Explorers walk with giant paper snowflakes on their heads. First, remind them that every snowflake is unique and wonderful just like them. Next, explain that everyone will try to walk as fast as they can without their giant snowflake falling off their heads. Don’t use hands to hold it on. If it falls, pick it up, put it back on top of the head, and keep going. Everyone begins at the start line and walks on the “GO!” signal. Make

sure there is room between kids so they don’t run into each other. Or, another version is to run this as a relay race and divide into two teams.

(To make the snowflakes for each child, use coffee filters, giant coffee filters, or large sheets of copy paper folded and cut into snowflakes.) If time, they can also try carrying snowflakes in their hands, between their knees, or in other creative ways.

### Option 3: Blizzard Says

Remind kids that our animal pal today is Blizzard the polar bear. God made polar bears big and powerful. Play a “Simon Says” game using the name Blizzard instead of Simon. Some commands may include: “Blizzard says read your Bible” (make hands into a Bible shape), “Blizzard says pray to God” (put hands together like praying), “Blizzard says obey your Bible” (salute), “Blizzard says go to church” (walk in place). You may also want to have sidewalk chalk and/or bubbles and have Blizzard tell the kids to draw a snowman or catch a bubble.



# Day 2

## ***SNOWBALL FIGHT***

### Supplies

- “Snowballs” (see Pre-Prep #2)
- Masking tape
- 4 cones
- Optional: 2 large buckets of water and sponge balls

### Pre-Prep

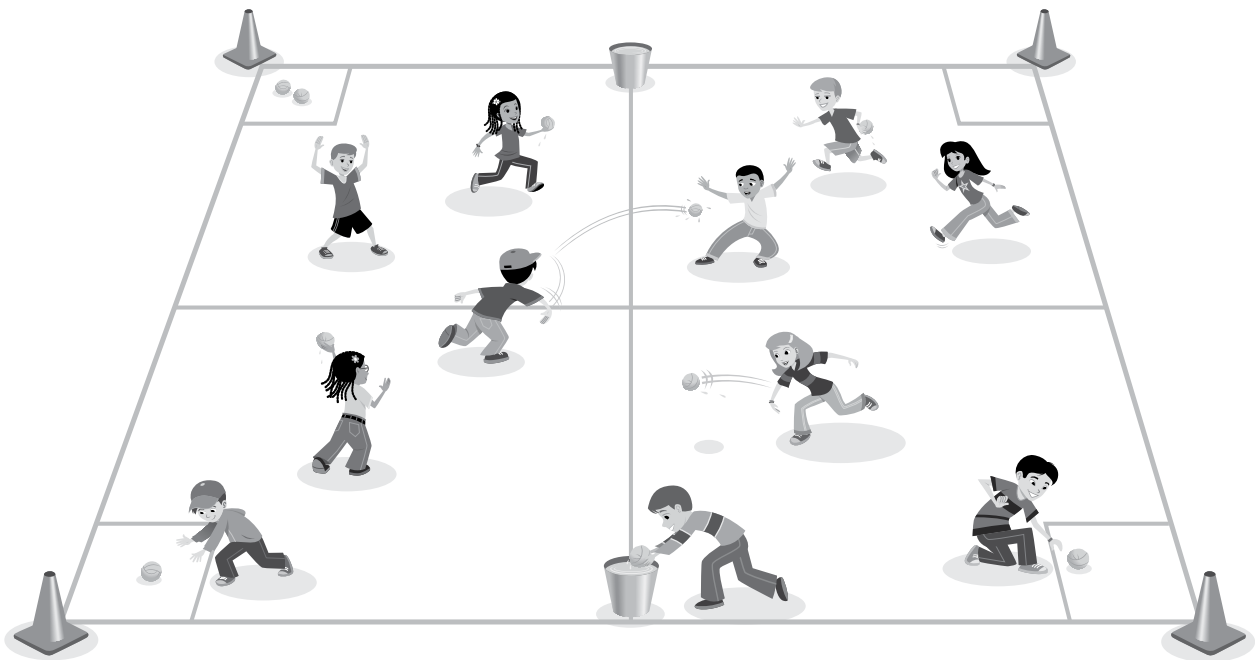
1. Make a large four square court using four cones for the four corners and masking tape for the outline of the court. Make a masking tape box in the back corner of each square, and place the water containers as shown in the illustration if using sponge balls.
2. Make “snowballs” by rolling white socks, crumpling white paper into balls, or using any soft, white, hand-sized balls. Cotton balls can also be used (although they don’t go very far) or ping pong balls. Sponge balls can also be used if you are wanting a water element. The buckets of water can represent melted snow.

3. Put an equal pile of “snowballs” in each square, approximately in the middle of the team’s space.

### Teaching Tie-In

Have you ever had anybody throw a rock at you? Throwing rocks—bad! Today, we’re talking about a guy named Saul. He was a mean and sinful guy who stood by giving approval to the throwing of rocks that actually killed a Christian man named Stephen. Can you imagine throwing rocks so much that you kill someone? And all because you hate them because they’re a Christian? Wow, that’s very sad!

But the great news is that God changed Saul and he became a completely different, kind person. Saul repented of his sin and believed that Jesus died and rose from the dead to pay for his sin. His life changed, and Saul loved and cared for Christians. God the Holy Spirit changed Saul and made him more like Jesus, and God can change us, too.



So today, we'll have our own turn at throwing things, but not rocks. We'll throw pretend snowballs, just for fun. Let's hear more about it!

### Class Time Directions

1. Divide players into four teams. Have each team stand in their square. Decide how long the round will last—2 to 3 minutes, or whatever you want. It can change depending on the round.
2. On "GO!" players grab snowballs (one at a time) and throw them into any of the other teams' squares.
3. When time is called, players count the snowballs they have in their area and in their smaller tape box in the corner. Count 1 point for each ball in their area and 3 for each in their tape box. Lowest number of points wins that round.

### Tip Corner

- Children should try not to intentionally hit other children but just get their snowballs into the other team's yard.
- If playing with water, remind them that if they accidentally get hit with the "melted snow" there's no win or lose—just enjoy.
- You may want to put an actual box or bin in each team's corner rather than just having a tape outline of a box.
- A simpler version of this is to have just two teams. Instead of a four square court, put only one line between them. On "GO!" both teams start throwing the snowballs as fast as they can. After a designated amount of time, such as two minutes, stop and see which side has the least snowballs. That team is the winner.
- Have the kids pick up and reset the game for the next group before they leave.

## DAY 2 OVERVIEW

### I—Incredible Impact

Lesson Focus		Bible Passage	
The Bible's message has had an incredible impact on the earth.		Saul's Life is Transformed (Acts 9:1–22)	
Bible Gem	Animal Pal	Cool Contest	
Psalm 119:105	Snowball the Arctic Hare	Chilly Cheers	
Discovery Pass Science and Crafts	Klondike Corner Snacks	Glacier Gap Games	
Experiment: Slip and Grip Main Craft: Northern Lightscape	Snow Ball Butterflies Tundra Transformers	Snowball Fight Mad/Glad Game	

### NOTES

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# Day 2

## MAD/GLAD GAME

### Supplies

- ❑ Cones, tape, or rope for start line
- ❑ Hula hoops, 1 per team
- ❑ Small white balls, 2 per team (can be “snowballs” from the Snowball Fight game)
- ❑ Red cardstock, 1–2 sheets per team

### Pre-Prep

1. Set up a start line with the cones, tape, or rope.
2. Cut and laminate the red cardstock so each team has ten 3 x 5-inch pieces.
3. Put the hula hoops a distance from the start line. These will be used to make the perimeter of a frowny face.
4. Put 2 small white balls as eyes in each hula hoop.
5. Form the 10 red papers into a frowny face within each hula hoop.

### Teaching Tie-In

Today, we're playing a game called *Mad/Glad Game*. It kind of reminds me of Saul whom we talked about today.

He was mad at the Christians and put them in prison and even had some of them killed. But God came to him in a light, and Saul became a follower of the Lord. He repented of his sin and believed that Jesus died and rose from the dead to pay the penalty for his sin. That made him glad.

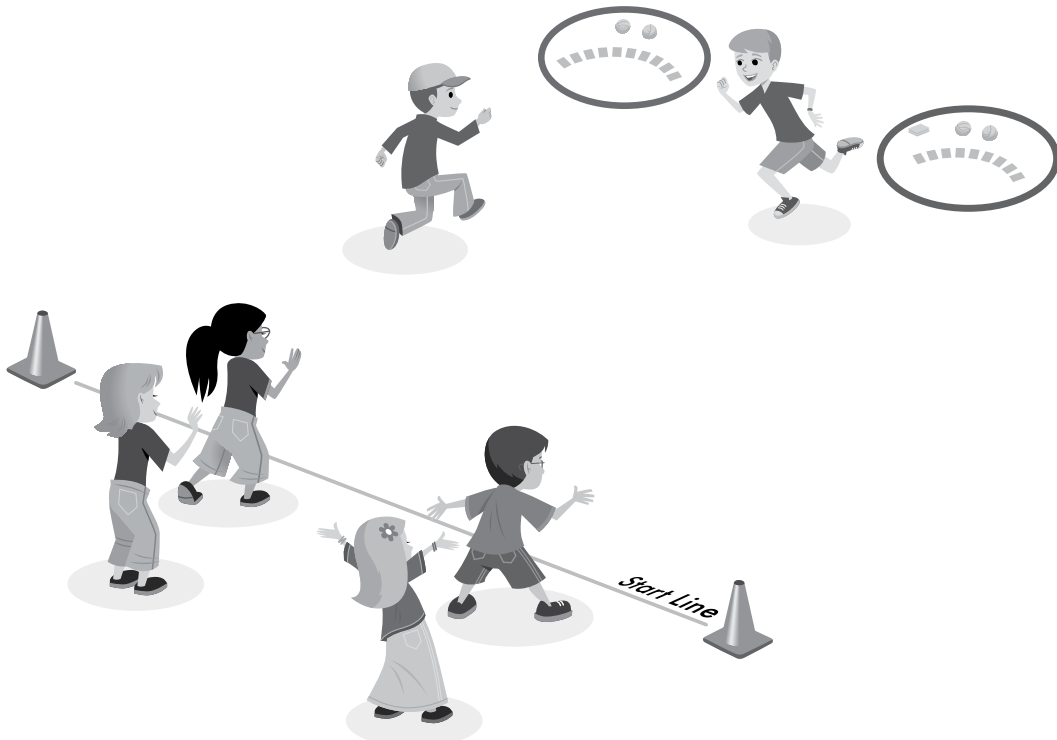
God can change us from mad to glad, too. Let's play this *Mad/Glad Game* as we think about that.

### Class Time Directions

1. Divide players into teams with 5 per team. They will each go twice. If you don't have exactly five per team, have kids go extra times to work out to ten turns per round.
2. This game is a relay race. One player at a time races down to his team's “face” and repositions one of the red pieces of paper into a smiley face.
3. The first team that changes its mad face to a glad face wins.

### Tip Corner

- Have group guides play if you need more people.



# SUPER SIMPLE IDEAS

## Outdoor Option: Tunnel Tag

This tag game can be played both indoors and outdoors. Create a large space with boundaries. Have one child pretend to be an Arctic fox. All other children pretend to be Arctic hares running from the fox. When the fox tags a hare, the hare freezes in place, standing with legs spread apart. Frozen hares can get active again when another hare crawls through their legs. If a child runs outside of the boundaries, that “hare” is out of that round.

## Indoor Option: Winning Walruses

Ask if they’ve ever seen pictures of a walrus. Explain they have long tusks that are used for defense against predators, digging for food, and even for pulling their heavy bodies onto land. In fact, walruses are the only animal whose teeth help them walk. For this relay, the kids will pretend to be walruses. They will use their extended arms to hold themselves up and to drag their feet behind them on the floor. Set up a cone a short distance from the starting point. Children will drag themselves along the floor toward the cone using only their arms. When they reach it, the kids stand up and run back to the next awaiting “walrus.” The first team to have all their walruses finish wins.

## JUST FOR THE YOUNGER SET

### Option 1: Snowflakes and Sunshine

Depending on how many are playing, choose one or more people to be taggers and one or more to be those who can unfreeze kids. (Give a pool noodle to each of the “unfreezers.” Make sure the noodles are no longer than 18 inches so the kids will have control over them.) When play begins, everyone runs around and tries not to get tagged by the taggers. If they do, they must freeze (stay in place) until released by a ray of sunshine (a tap with the pool noodle by the “unfreezers”). Change taggers and those with pool noodles often.

### Option 2: Snowball Toss

Have explorers aim and throw “snowballs” at various targets using either an underhand or overhand throwing motion. (“Snowballs” can be rolled-up white socks or any soft white

balls.) Targets can be baskets, a suspended hula hoop, or a small play tunnel on a table through which the “snowball” is thrown and caught in a basket on the ground on the other side.

### Option 3: On the Path

Put down a long rope path that winds and curves. Don’t make the rope straight. Add a few obstacles along the way for interest such as two pool noodles running parallel about 12 inches apart, a series of ropes to step over, cones or balls placed here or there, etc. Have everyone line up at the beginning of the rope path. One at a time, walk down the path, trying not to fall off to the right or the left or touch an obstacle. Allow a little space between each explorer before the next one begins. Remind them that the Bible is like a light on a path. It tells us everything we need to know for salvation and wise living.

# Day 3

## BATTLE FOR THE BASE

### Supplies

- Tarps or heavy plastic sheeting, 1 per team (see Pre-Prep)

### Pre-Prep

1. Spread tarps onto the playing field. Each tarp should be big enough for every child on the team to stand on but not much bigger.
2. Plastic tablecloths can be used for tarps (although they may rip—the sturdier the plastic, the better).

### Teaching Tie-In

**In the Arctic, there is a layer of soil called permafrost. This layer remains frozen all year. But when people begin to build on the permafrost, it can start to melt. After awhile, their homes or buildings start to sink. It's not a good base. And you know what? According to the Bible, it's not wise to build our lives on things that don't last. We need to build our lives on God's Word because it's an unchanging base. Jesus said that heaven and earth will**

**pass away, but God's words will never pass away (Matthew 24:35). Wow, God's Word is one solid base!**

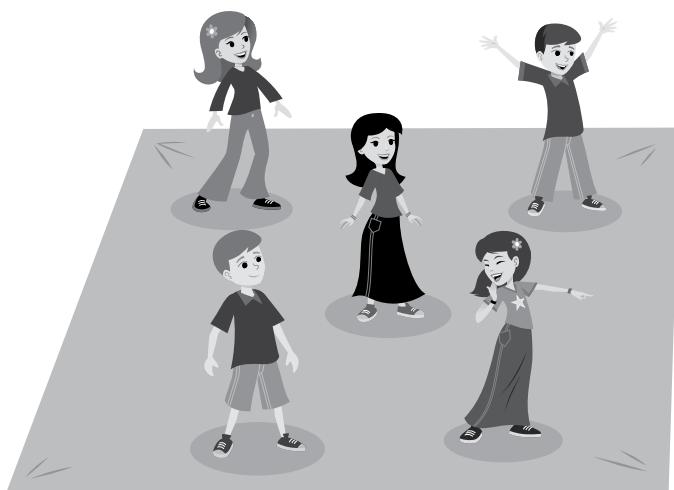
**In today's game, we're going to try to take our base and actually flip it over!**

### Class Time Directions

1. Divide the kids into teams.
2. The object of the game is to flip your team's tarp to its other side while your team is standing on it. Your entire team must figure out a way and work together to flip the tarp without touching the ground with your hands. Every person on the team must stay on the tarp at all times. The tarp must be completely flipped over on its opposite side.
3. The first team to successfully finish wins.

### Tip Corner

- Give the teams a couple minutes to create a plan before beginning to play.
- This game works best with Juniors. Try other Day 3 ideas that follow for the Primaries and younger.





# DAY 3 OVERVIEW

## B–Bedrock Base

Lesson Focus		Bible Passage	
The Bible is the bedrock foundation to build our lives on.		The Wise Man Builds His House on the Rock (Matthew 7:24–29)	
Bible Gem	Animal Pal	Cool Contest	
Matthew 7:24	Spike the Narwhal	Polar Dress-Up Day	
Discovery Pass Science and Crafts	Klondike Corner Snacks	Glacier Gap Games	
Experiment: Solid Ground Main Craft: Lil' Log Cabin	Happy Hearts Ocean Jammers	Battle for the Base Make It or Break It	

### NOTES

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# Day 3

# MAKE IT OR BREAK IT

## Supplies

- ❑ 20–30 plastic little people (such as Fisher-Price® or Duplo® people)
- ❑ 10 white paper or styrofoam plates
- ❑ 2 plastic play houses (or boxes to represent houses)
- ❑ Cones, tape, or rope for start line

## Pre-Prep

1. Make a start line for each team.
2. Place five paper plates around each team's half of the field. Place the play houses or the boxes representing houses at the back middle of each team's playing area.
3. Distribute the play people on the paper plates with 2–3 per plate.

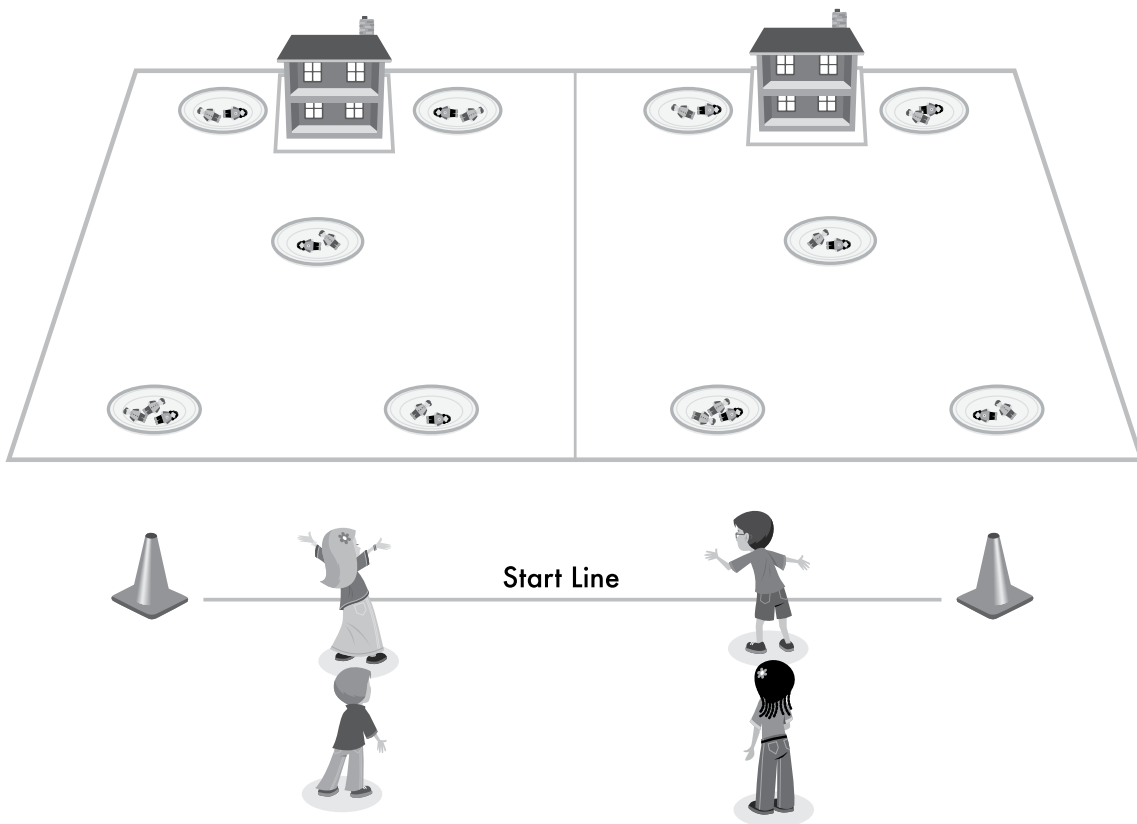
## Teaching Tie-In

You know, Jesus said that heaven and earth will pass away, but God's words will never pass away (Matthew 24:35). God's Word is the most solid thing on the planet, unlike the many shaky foundations on which we can build our lives. Some people are just living for themselves and for whatever seems right and fun to them. But the only real joy in life comes from doing things God's way. And the only way to know God's way is to read the Bible! Aren't you thankful we have God's Word as our bedrock base?

In today's game, *Make It or Break It*, we'll try to get off some shifting ice chunks and make it to "solid ground." Let's check out how to play!

## Class Time Directions

1. Divide the kids into two teams and line them up at their start line.
2. On the "GO!" signal, the first person on each team runs to one of the plates (which serves as an "ice



chunk”), rescues a plastic person off the ice chunk, and runs the person to his/her team’s play house (which represents solid ground). After putting the play person in the play house, that team member runs back and high fives the next person, who does the same thing.

3. The first team to get all the play people off the ice chunks and safely in the play house wins.

## Tip Corner

- As with any relay-type game, make sure the teams have an equal number of players. If they don’t, have a leader join or designate a child on the team to go twice.
- This game works best with Primaries and younger.

# SUPER SIMPLE IDEAS

## Outdoor Option: Rock, Shovel, Snow

This is an active, whole body version of the game “Rock, Paper, Scissors.” (Rock smashes shovel, shovel scoops snow, snow covers rock. Rock is a fist. Shovel is a scooping hand. Snow is fingers fluttering down.) Divide the kids into two teams. Each team will have a safe zone/line. Create a center line 20 feet between each team’s safe zone/line. The center line is where teams meet to compete. First, each team huddles in their safe zone and collectively decides which symbol they will act out. Then the teams walk to the center line and face each other chanting, “Rock, shovel, snow” three times before showing the symbol of their chosen object. The team that shows the more powerful symbol chases the other team, tagging as many players as possible before they reach their safe zone. If tagged, they join the opposite team. The side with the most players wins. Or, the side with more of their original team members wins.

## Indoor Option: Ice Chunks

This is a court-style game of “musical chairs” where children pretend to be Arctic land animals swimming in the ocean. These animals need time to rest on floating ice chunks (paper plates).

Place eight or more paper plates at different locations on the ground. Have everyone start pretending to swim (overhand motion) around the ocean. When the leader yells, “Ice chunks!” everyone runs to stand on a paper plate (any plate). The last person or people to touch a paper plate is out. As the group gets smaller, reduce the number of paper plates until there are only two people ready to land on a single ice chunk. The game ends when the last animal stands on the one surviving ice chunk. (The other who arrived second is out.)

# JUST FOR THE YOUNGER SET

## Option 1: Floating on Thin Ice

Explain that ice chunks break off and float in water in the Arctic Ocean. Animals often end up on floating ice chunks. Create a relay race with two teams. (Or play non-competitively with each child receiving two plates and following the directions below, adapting to be played individually rather than in teams.)

Each team is given two paper plates as pretend ice chunks. The first child on a team places the paper plates on the floor and steps onto each one successively. When reaching the second plate, pick up the first and move it in front of the second. Keep placing a plate and stepping onto it while traveling to a cone. Pick up the plates and run back to the next player. The first team to have all players travel on “ice chunks” wins.

## Option 2: Ring Spike

Gather a long pool noodle and several pool rings. Remind the kids that our animal pal today is Spike the narwhal. God made Spike with a really long tooth (also called a tusk). Scientists aren’t sure what it’s for, but of course, God knows! We don’t know many things, but God knows everything!

Our pool noodle is going to act as Spike’s long tooth. While a leader holds the pool noodle, the kids need to throw the pool rings and try to ring Spike’s tooth.

## Option 3: Salmon Toss

Explain that God made salmon, which are a kind of fish that live in the Arctic. They can be blue, red, or silver.

Explorers try to catch a soft toy fish, representing the salmon, with a fish net. The fish is tossed underhand and high by a leader.

Tip: A butterfly net can be used if using small fish.

# Day 4

## CIRCLE UP

### Supplies

- ❑ Many “snowballs” (wadded up white socks)
- ❑ Buckets, 1 per “wolf”
- ❑ 4 pillows

### Pre-Prep

1. Gather the socks and make into “snowballs.”

### Teaching Tie-In

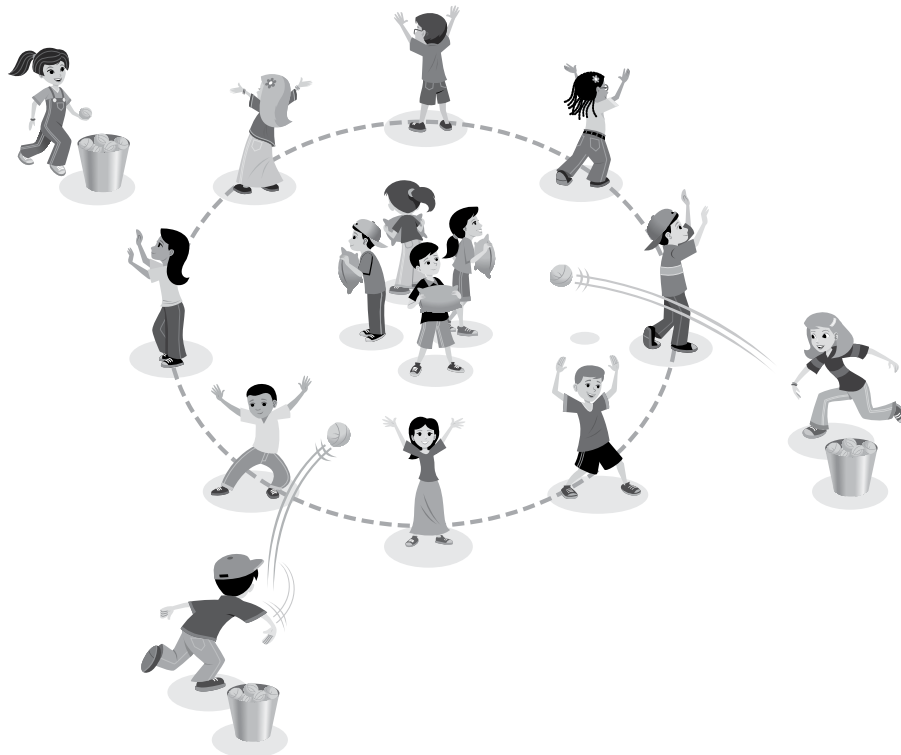
The Bible is a Letter of Love telling about God’s love for us and the salvation He offers to us when we repent of our sin and believe that Jesus died and rose from the dead on our behalf.

Today’s animal pal reminds us of love and care. It’s Shaggy the Musk Ox. God has created the musk ox to survive the harsh environment of the Arctic. Musk oxen have a special love for their young. When threatened, they circle up to protect their young calves from predators. The oxen form a tight circle facing out with the young oxen inside. Our *Circle Up* game is a tag game where predators

on the outside try to tag the young calves on the inside. Let’s listen to how to play.

### Class Time Directions

1. Choose a couple children to be the predators (wolves).
2. Choose four children to be baby musk oxen (calves). They should each hold a pillow.
3. The remaining children form a circle around the calves, making sure there’s enough room that they don’t fall onto each other or the calves. They should face outward.
4. Position the predators around the circle so they are spread out. Each should have a bucket of snowballs.
5. On the leader’s signal, the wolves begin to throw balls over the heads of the musk oxen or straight through the circle as they try to hit the calves’ pillows with a snowball. The calves attempt to keep their pillows from being hit with a snowball.
6. Those forming the circle try to block the balls from getting into the middle and hitting the pillows.



7. No kicking or hitting is allowed. Only blocking is permitted.
8. Once a calf is tagged (its pillow is hit with a snowball), that calf joins the large circle. The predator also joins the circle. Someone in the circle becomes a new wolf trying to tag a remaining calf.
9. Keep playing until all the calves have been tagged.
10. If the leader determines a predator has had sufficient time but has been unsuccessful in tagging a calf, a new wolf can be chosen to let more children be involved.

**Tip Corner**

- If a group is exceptionally large, two circle games can be run simultaneously.
- You may want to have the tagged calf join the circle but have the predator remain on the outside rather than having him join the circle.

# DAY 4 OVERVIEW

## L-Letter of Love

Lesson Focus		Bible Passage	
The Bible has a thrilling theme running throughout its pages.		The Gospel is a Message with Love (Selected Verses)	
Bible Gem	Animal Pal	Cool Contest	
Romans 5:8	Shaggy the Musk Ox	Bible Books Challenge	
Discovery Pass Science and Crafts		Glacier Gap Games	
Experiment: H2Ohhh!!! Main Craft: “White as Snow” Globe		Gold Nuggets Snow S’Mores	
		Circle Up Finding Your Way	

**NOTES**

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# Day 4

# FINDING YOUR WAY

## Supplies

- White index cards (66 per team), and 4 different colors of markers, 1 each (See Pre-Prep #1)
- Or Books of the Bible pattern (see back of book or DVD-ROM) and 4 shades of cardstock, 2 colors per team
- 2 Bibles

## Pre-Prep

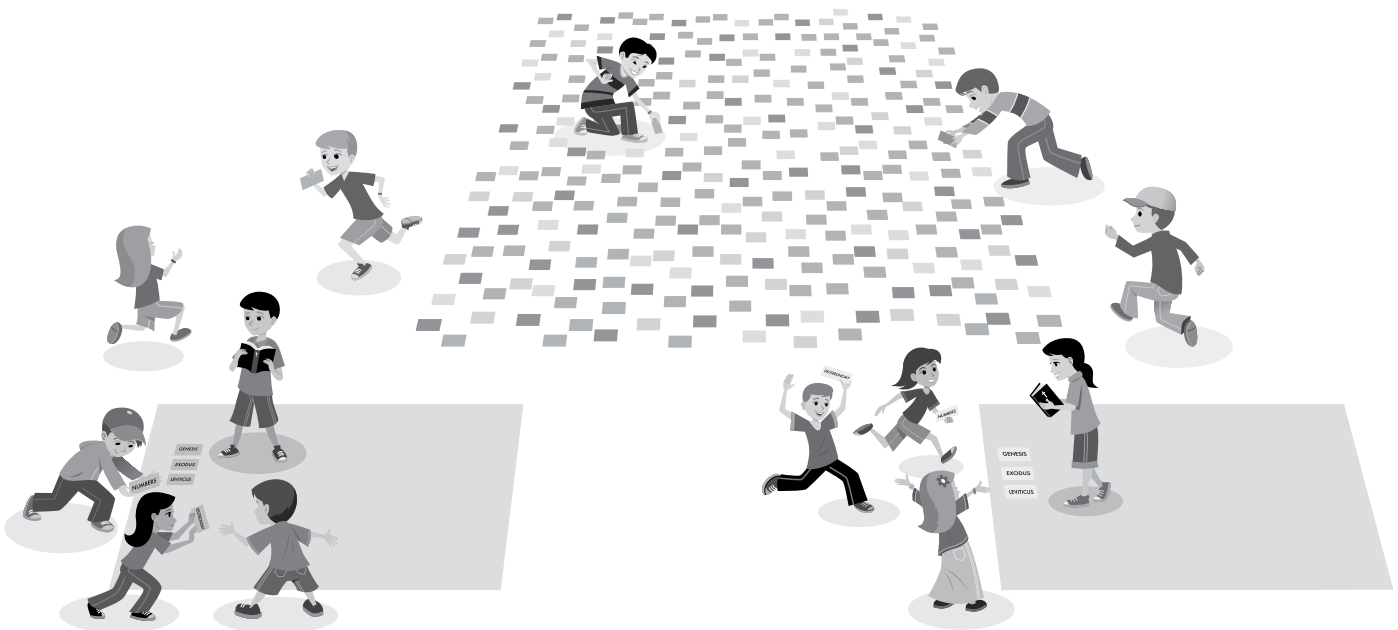
1. Make sets of Old Testament and New Testament cards by writing the name of each book of the Bible on one card. Or copy the Books of the Bible pattern (at the back of this book or on the DVD-ROM) onto cardstock of different colors and cut out. Each team will need an Old Testament set and a New Testament set. For example, Team One's Old Testament set should contain 39 cards, all written in red or printed on red paper. Team One's New Testament set should contain 27 cards all in purple. Team Two's Old Testament set can be green and their New Testament set can be orange.
2. Place all the sets of cards around the yard or room. They don't have to be hard to find. Just scatter them out so the kids have to run around to retrieve them all.

## Teaching Tie-In

**Because the Bible is such a treasure, it's really important to learn how to find your way around in it. It's a collection of smaller books—66 in all! As you find your way around the Bible and read it, it will help you find your way through life. Let's play this game to help us find our way!**

## Class Time Directions

1. Divide the class into two teams.
2. On the "GO!" signal, team members run to find all their cards in a certain category. First round they should look for only their New Testament cards. (Make sure they know what color they are looking for.)
3. As they're retrieving their 27 New Testament cards, they should work together to get them in the right order. They can use the Table of Contents in their Bible.
4. The first team to get them in order wins.
5. If time, continue with a second round, this time looking for the Old Testament books.
6. If time, do one more round with all 66 books!



## Tip Corner

- You may want to laminate your cards if you are going to be outside and bad weather is predicted.

# SUPER SIMPLE IDEAS

## Outdoor Option: Buddy Stand

Talk about musk oxen and how they stand together to help each other out. (See the Teaching Tie-In for the *Circle Up* game for more info.)

Remind kids that for survival in the wilderness, people should never travel alone. This is a buddy activity where they must work together to achieve a goal. Pairs sit back-to-back. They link arms and attempt to stand together. Keep trying with larger and larger groups (trios, foursomes, etc.)

Tip: It may work better with bare feet if a grassy area is used. Also, this game can be played indoors.

## Indoor Option: Ice Skating

Give each child two paper plates and have them spread out. They stand on them and slide feet along as though skating. This works best on a tile or wood floor. VBS songs can be played. Encourage them to move slowly at first then a bit faster. They can also practice spin moves and accentuate arm movements.

Tip: The leaders can make it even more fun by holding a stack of skates (plates) and pretending they're different sizes. Ask, "What size skate do you need?" Then pretend to search through the "skates" and hand the child the right size.

# JUST FOR THE YOUNGER SET

## Option 1: Memory Motions

Shout out today's memory verse and have them shout it back to you. ("... Christ died for us" Romans 5:8.) Do again even louder. Now choose some fun motions to do that will keep you moving and toasty warm. Everyone says the verse together while doing the motions. Examples include jumping jacks, high stepping, rubbing your head and patting your tummy at the same time, jumping up and down, and turning around.

## Option 2: Super Cool Sleep

Explain that ground squirrels are one of the only Arctic animals that hibernate. This means they escape to burrows under the ground and sleep for about eight months. To get ready for all those months of sleep, God designed them to gather lots of food ahead of time and store it.

Divide kids into two teams, and have each team pass ping pong balls or cotton balls (which represent the ground squirrels' food) down a line. First time through, have them just pass them from one to the next and put them in a bucket at the end of the line. Next time, pass them over their heads and into a bucket at the end. Then, try passing them through their legs and into the waiting bucket. Finally, pass them under/over to the bucket.

## Option 3: Heart Hunt

Cut out a bunch of hearts from construction paper. Hide/scatter them around the playing area.

Ask the kids who the Bible is all about. (Jesus) Ask them if Jesus loves them. (Yes) Explain that there are hearts hidden all around to remind them of God's love: God showed His love for us in that while we were yet sinners, Christ died for us.

On the "GO!" signal, everyone tries to find a designated number of hearts, such as five. Before they leave, have them put the hearts back around the playing field.

# Day 5 IDITAROD RACE

## Supplies

This game can be played with all or just some of the following supplies. Read through the directions and decide how simple or elaborate you want to go.

- Lightweight plastic winter sleds, 1 per team (see Tip Corner)
- Cloth clothesline, 50 feet per sled
- Pairs of sturdy gloves, 1 pair per child—this is a must!
- Optional: husky dog stuffed animals, 1 per team
- Optional: small cups of toasted oat cereal, 1 per child
- Optional: small cups of drinking water, 1 per child
- Set of five signs (1 set per team): START, CHECKPOINT #1, CHECKPOINT #2, CHECKPOINT #3, FINISH
- Cones, 4 per team

## Pre-Prep

1. Loop the clothes line to the handle of each sled and tie a knot.
2. Make the Iditarod course as shown in the drawing, laying out one zigzag course per team. Put the signs in the appropriate places. Allow approximately 30 yards between each checkpoint.
3. Line sleds up at the START.
4. If using the optional supplies, place the following at the following spots: At CHECKPOINT #2, place the small cups of toasted oat cereal. At CHECKPOINT #3, place the small cups of drinking water. Also, at CHECKPOINT #1, position leaders to act as vets.

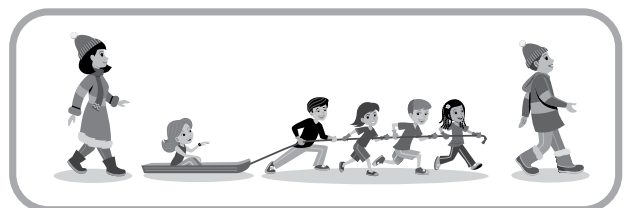
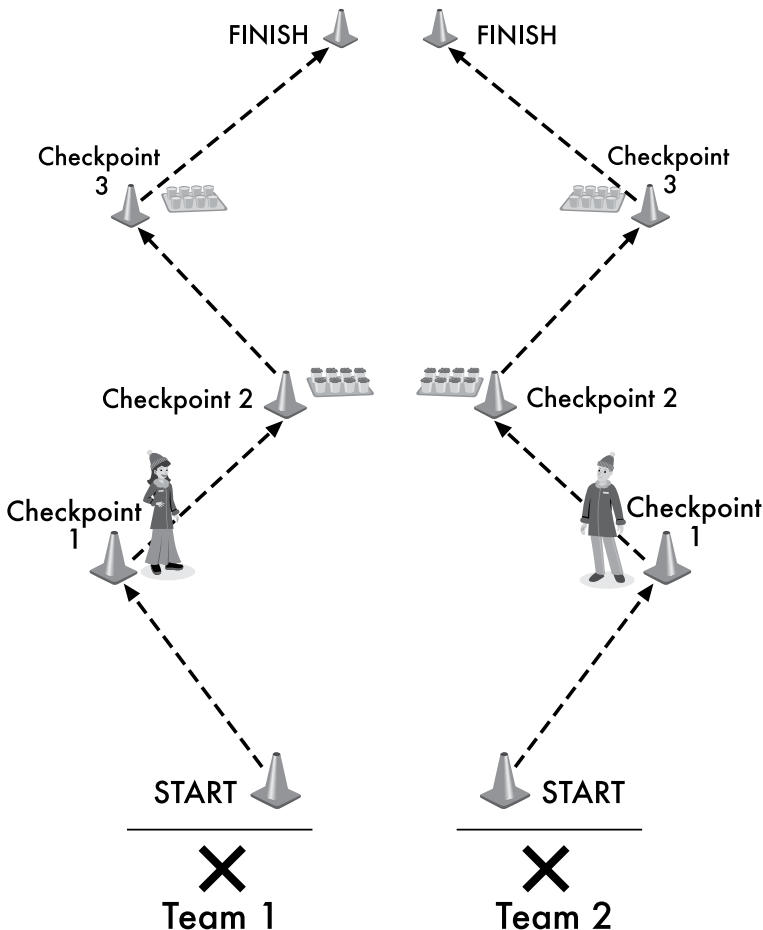
## Teaching Tie-In

Every year, there's a special dogsled race in Alaska called the Iditarod. The dogs who run in it are so eager and excited to do so. They're a great reminder of being eager and excited to explore the Bible!

Today, you're going to love running your own version of the Iditarod Race with you as the eager dogs needing to make it to various checkpoints. Listen up for how to play!

## Class Time Directions

1. Divide into two or more teams and line each team up at its start line. One child will be the musher (the person sitting on the dog sled). The rest will be the "dogs." The "dogs" need to each put on a pair of gloves. This is a must!
2. Explain that the goal is to head to each checkpoint and then to the finish line, just like in the Iditarod Race. (If you are doing any of the optional steps, explain that in the real race, each dog is checked by a vet, fed, watered, and equipped with new protective



TEAMS

booties for its feet at each checkpoint, which this race will simulate.)

3. To start, all “dogs” must hold on to the rope, and the musher must sit on the sled. DO NOT allow children to wrap the rope around their fingers or hands, and make sure they are wearing gloves.
4. On “GO!” the “dogs” pull the sled to CHECKPOINT #1. They must walk (NO RUNNING) with a group leader in the front of the rope and another leader at the back. This is a necessary safety precaution.
5. Once they arrive at CHECKPOINT #1, a designated person acts as the vet and looks at each person’s feet (“paws”) before allowing them to move on. Once getting the go ahead, switch mushers and then move to CHECKPOINT #2, remembering not to run.
6. Note: You will switch mushers at each checkpoint. If a musher falls off the sled at any point in the race, the team must return to the prior checkpoint.
7. At CHECKPOINT #2, the “dogs” eat the toasted oat cereal. To eat it, they cannot use their hands at all. The musher collects the cups. Remember to switch mushers.
8. Now head to CHECKPOINT #3, remembering not to run. There, the “dogs” drink the water without using their hands. The musher collects the cups. Remember to switch mushers.
9. Finally, they move to the finish line, remembering not to run but walk. When they arrive, at least one team

member needs to say all five memory verses. The first team to successfully do so wins. Others can help them.

### Tip Corner

- To play a simpler version, don’t have the various supplies at each checkpoint, but just walk or speed walk from checkpoint to checkpoint. However, the food and drink options (eaten without using hands) are a huge hit with the kids!
- If the musher or “dogs” fall, the team needs to immediately come to a complete stop and get back on or back up before continuing.
- If you’re playing outside and are concerned about damaging the grass, use a stuffed animal dog instead of a real person on the sled.
- If you’re playing inside, you may want your sled to be a carpet square or scooter.
- At the end of the race, you may want to announce a red lantern winner to the team that finished last. This is done at the Iditarod.
- Downsize and simplify this course if playing it with the younger kids.
- This is an absolute favorite game! To ensure safety, make sure leaders are in front and at the back of each dogsled team to monitor speed and make sure they are walking and not running. Also, make sure every child is wearing a pair of gloves, that you use a soft cloth clothesline, and that the clothesline is not wrapped around the kids’ hands or fingers.

## **DAY 5 OVERVIEW**

### **E—Exciting to Explore**

Lesson Focus		Bible Passage	
The Bible is exciting to explore! Let’s learn it, love it, and live it.		Mary Loves to Soak in God’s Words (Luke 10:38–42)	
Bible Gem	Animal Pal	Cool Contest	
Psalm 119:162	Dash the Siberian Husky	Mission Money Mania	
Discovery Pass Science and Crafts	Klondike Corner Snacks	Glacier Gap Games	
Experiment: Arctic Exploration Main Craft: The Amazing ACE Dogsled Race	Treasure Treats Husky Puppy Chow	Iditarod Race Broom Hockey	

# Day 5

# **BROOM HOCKEY**

## Supplies

- ❑ Light plastic ball (approximately 6 inches)
- ❑ 2 portable soccer goals (or just use a rope or masking tape line)
- ❑ Pool noodles in two different colors for the two teams, 1 noodle per child
- ❑ 2 brooms

## Pre-Prep

1. Set up the goals or the rope/tape line approximately 50 yards apart.

## Teaching Tie-In

**Today we're learning about the Bible's account of Mary and Martha and the time Jesus came to their house. Mary spent time with Jesus while Martha was serving and cleaning. It's not a bad thing to serve and clean. But sometimes we're like Martha and get so distracted and busy, we don't spend time in God's Word as we need to.**

**As we get out Martha's broom and play Broom Hockey, let's remember not to get so busy with life that we neglect the most important things.**

## Class Time Directions

1. Divide into two teams and give each player on one team a pool noodle in one color and each player on the other team the other color pool noodle. Tell them which goal is theirs.
2. Choose two goalies and give each a broom.
3. The game begins with the leader dropping the ball between two opposing players in a face-off manner. The kids use their pool noodles as hockey sticks. They may hold it with one hand, two hands, or bend it in half and grip both ends with one hand, forming a large loop.
4. Children try to score by hitting the ball into the other team's goal. (The goal represents Mary and Martha's house, and the goalie "brooms" it away.)
5. There are no side or end lines so the ball can roll freely with no stoppage of play. The goalies use their brooms to try to bat the ball away.
6. Repeat the face-off after each goal.
7. Keep score. Whichever team gets the most goals in the allotted time wins.

## Tip Corner

- Six-inch Gator Skin® balls work great, but any light-weight plastic ball can work.



# SUPER SIMPLE IDEAS

## Outdoor Option: Dash!

Remind the kids that Dash the Siberian husky is today's animal pal. Set up a variety of team races using short distances. The kids have to run as fast as they can. Variations can include racing fast by jumping over obstacles (sticks, ropes) or having traditional Olympic length 50-meter and 100-meter dashes.

Note: See Option 2: Dash! (Young Child Version) for more ideas.

## Indoor Option: Inside "Outposts"

Tell the kids people travel to wilderness outposts in the Arctic for hunting and fishing. Divide into small groups of 3–4 kids each, preferably with a teen or adult helper in each group. Give each group a piece of paper and writing implement. Kids travel from the starting "camp" to different "outpost" locations in the church/VBS meeting place, collecting autographs from leaders or other workers stationed at the outposts. The team that collects the most autographs and returns to the original camp in the designated time wins.

Tip: Have a loud signal to help kids know when to return.

# JUST FOR THE YOUNGER SET

## Option 1: Iditarod Race

Explain that the Iditarod is a race in Alaska that's over 1,000 miles long. Many call it "The Last Great Race on Earth." It is a race with people, dog teams, and sleds. Divide into two teams. (Or play non-competitively by letting kids just take turns doing the following.)

Mark start and finish lines. Children will walk through parallel obstacle courses pulling small plastic sleds. The sled should have a soft rope attached for the children to hold. Each child should wear a pair of mittens or gloves. Make sure they do not have hands or fingers wrapped around the rope. If able to find enough ahead of time, put a husky stuffed animal on each sled at race time. The first team to get everyone through and back to the starting line wins.

## Option 2: Dash! (Young Child Version)

Remind the kids that Dash is today's animal pal. Set up a variety of running challenges. The kids have to run as fast as they can, pretending to be Dash. They have to bark when they start and end each challenge. Variations can include running on all fours, crawling fast, or jumping over obstacles.

## Option 3: Top-of-the-World Tunes

God made our bodies so they warm up when we move around. This is especially important for those who are outside in the Arctic. Have explorers dance, run, or move around to VBS music, trying to stay warm. When they hear the music stop, they must freeze. A variation can be finding a partner when the music stops.

# ADDITIONAL GAMES

## BUDDY WALKERS

### Supplies

- Pairs of “buddy walkers,” 1 for every 2 children

### Pre-Prep

Make buddy walkers. See [YouTube.com/AnswersVBS](https://www.youtube.com/answersVBS) for an instructional video.

### Class Time Directions

1. Pair up and give each twosome a buddy walker.
2. Both children must stand on the buddy walker and hold on to their corresponding ropes. They will work together to cross country ski across the play space.

## CATCH THE FISH

### Supplies

- Pre-printed pictures of various Arctic fish, seals, and whales
- Pool noodles, 2 per fishing spot

### Pre-Prep

Create a “shoreline” start line. Place the pool noodles at the shoreline, and the pictures scattered out in the playing area a little ways past the shoreline.

### Class Time Directions

1. Explain that harpoon spears are used in the Arctic for fishing and hunting. They are used to hunt fish, seals, and whales.
2. Have kids stand behind the “shoreline” in spots spread apart. They throw the noodles, attempting to hit the pictures in the field.
3. After two attempts, each child retrieves the noodles he threw and gives them to another child. OR play as a relay and have kids stand in line, taking turns at throwing.

## POLE TO POLE

### Supplies

- Sign: Arctic Shore
- Sign: Antarctic Shore

### Pre-Prep

Set up the Arctic shore sign at the start line. Set up the Antarctic sign a *very* long distance away. One of the game leaders goes to the Antarctic location.

### Class Time Directions

1. Explain the Arctic tern is a bird that migrates from the Arctic to the Antarctic and back each year. That is over 44,000 miles!
2. The kids will run a “cross-country” type of race, from Arctic shore to Antarctic shore and back to Arctic shore.
3. When each runner reaches the Antarctic shore midway through his race, he has to count aloud to 20 for the leader before running back to the Arctic shore.

## ICE CASTLE

### Supplies

- 60 clear or white cups (30 per team)
- Posterboard, 1 piece per team
- Flat playing surface
- Timer

### Pre-Prep

Put the 30 cups and one piece of posterboard at each team’s spot.

### Class Time Directions

1. Divide the group into two teams, spaced a distance apart.
2. Teams have 5 minutes to build a free-standing tower out of cups. Use the posterboard as a base.
3. At the end of 5 minutes, the tallest tower wins.

### Tip Corner

- If you are playing this outside and it is windy, try to find somewhere to play that blocks the wind, and suggest that team members stand in such a way to be wind blockers.



## MELT THE ICE

### Supplies

- Ice cube trays
- Small, plastic toys
- Water

### Pre-Prep

The day before, place small plastic toys in ice cube trays. Cover with water and freeze. Make one per child.

### Class Time Directions

1. Distribute an ice cube to every child.
2. See who can use their hands to melt the ice cube the fastest.
3. All kids should keep melting their ice cubes until they receive their toys.

## NO FOUNDATION

### Supplies

- Large beach ball, cage ball, or any lightweight inflatable ball that's at least 36 inches
- Many lightweight play balls or foam balls such as Gator Skin® balls
- 8 or more cones
- Large stuffed Arctic sea animals and fish, gymnastic style mats (to look like icebergs), any item that would look like it belongs in the Arctic waters

### Pre-Prep

Create a large rectangular play space. Randomly scatter the obstacles, animals, mats, etc., inside the space. Place the large ball in the center. Place an even number of balls on each end of the field (which is each team's end line).

### Class Time Directions

1. The object of this game is to get the giant ball (our "snowball") to roll over the opposing team's end line.
2. Divide the kids into two teams and line them up behind their team's end line.
3. On the "GO!" signal, the kids pick up balls on their line and throw or roll them at the giant snowball.
4. Children may leave their end line and run in the middle to retrieve balls, but they must run back before they can throw them.
5. Children may not touch the giant snowball with any part of their bodies. If they do, the other team automatically wins that game.
6. After a team scores, reset and play another game.

## FLOATING ON THIN ICE

### Supplies

- Paper plates, 2 per child
- Bandanas in two different colors, one color for half the kids and another color for the other half
- Masking tape or rope

### Pre-Prep

Create a start line about 20 yards wide (adjust as necessary) and a finish line that's about 50 yards away from the start line.

### Class Time Directions

1. Divide into two teams. Give each team their color bandana and have them hang them from the side waist of their pants. Also give each child two paper plates, which will serve as their ice chunks.
2. The goal is to cross the Arctic Ocean on your ice chunks without falling off the ice chunks or being caught by the opposing team (having your bandana pulled).
3. On "GO!" everyone begins to move from the start line to the finish line as if crossing the Arctic Ocean. Start by having each player place one ice chunk (his plate) in front of him and one behind. Step on the one in front, then pick up the one behind and place it in front. Step on that one and pick up the one that's now behind. As players move across the ocean in this way, they also need to be watching that nobody pulls their bandana.
4. The first team to get a designated number of players safely to the other side first wins. (This number will vary depending on how many are on each team, but half of the team is a reasonable goal.)

## DRESS FOR WINTER SUCCESS

This game is best suited for Juniors and Primaries.

### Supplies

- Winter outdoor clothing, multiple pieces
- Cones or tape

### Pre-Prep

Make start and finish lines approximately 20 feet apart with cones or tape. Place a pile of clothes at each start line.

### Class Time Directions

1. Divide into teams of 4–6 each, and line them up on the start line.
2. On “GO!” the first person on each team puts on the winter clothes (whatever amount you decide—one to four things) and runs down to the other cone. He takes the clothes off there, then runs back.
3. The next person in line runs down, puts the clothes on, and runs back with them on, then takes them off.
4. Continue to alternate like this until everyone on the team has had a turn.
5. First team to get all players through wins.

## SNOW ANGELS

This is best suited for older children with whom the packing pellets won’t create a choking hazard.

### Supplies

- Large supply of packing pellets, cut in half
- Large tarp or plastic tablecloth

### Pre-Prep

Cut the packing pellets in half. The pellets are our pretend “snow.” Place the pellets (as many as possible) on a play surface (large tarp or plastic tablecloth).

### Class Time Directions

1. Kids push the “snow” into a pile and lay down on top of it. Teach them to make snow angels by moving their arms and legs back and forth.

## COLOR CONES

### Supplies

- 21 pine cones sprayed 7 different colors (green, black, blue, gray, white, red, yellow)
- 21 cones plus 4 for boundaries
- 7 hula hoops (preferably to match the 7 pine cone colors)

### Pre-Prep

Mark off boundaries for a large rectangular playing area. Place the cones randomly throughout the playing area with a pine cone under each one. Set the hula hoops in seven different locations around the playing area.

### Class Time Directions

1. Divide into seven teams of two or more players per team.
2. Each team’s goal is to recover one of each color of pine cone, or seven total, and place them in the safety of their hula hoop circle.
3. On the “GO!” signal, one person from each team runs into the playing area and turns over a cone. If the color is one the team doesn’t have yet, that runner carries it to the team’s hula hoop. If the color is one they already have, the runner places the cone back over that pine cone. The runner runs back to tag the next team runner.
4. Team members outside the playing area may yell to their team runners where a pine cone is located or if they have that color or not.
5. The game ends when one team gets all seven different colored pine cones in its circle.

### Tip Corner

- This game is good to play on Day 4. Use the seven colors to review the gospel: green is for perfect garden, dark is for man’s fall into sin, blue is for God’s judgment through the Flood, gray is for the Tower of Babel when God scattered everyone, white is for perfect Jesus, red is for Jesus’ death on the Cross and His resurrection, yellow is for heaven.

# SIDEWALK GAMES

## SNOWFLAKE FUN

### Supplies

- Sidewalk chalk, 1 piece per child
- Timer

### Pre-Prep

None

### Class Time Directions

1. Each child has a piece of chalk. On the start signal, everyone draws snowflakes for 30 seconds–1 minute.
2. See who has drawn the most in 30 seconds–1 minute.
3. Try again, but this time, each snowflake needs to be unique. Give them 1–2 minutes.

## SNOWMAN TOSS

### Supplies

- Sidewalk chalk
- Beanbags

### Pre-Prep

Use sidewalk chalk to draw a giant snowman.

### Class Time Directions

1. Players take turns throwing beanbags, trying to reach the head, the middle, or the bottom of the snowman.
2. The head earns 3 points, the middle earns 2, and the bottom earns 1.

## FOUR SQUARE PLUS

### Supplies

- Sidewalk chalk
- Playground ball
- 4 pairs of mittens or gloves (either all mittens or all gloves)

### Pre-Prep

Draw a four square game board.

### Class Time Directions

1. Players put on mittens or gloves and play four square.

## TOASTY TIC-TAC-TOE

### Supplies

- Sidewalk chalk
- 2 sets of winter objects, 5 items per set (such as gloves, mittens, or warm socks)

### Pre-Prep

Draw a large tic-tac-toe board with sidewalk chalk.

### Class Time Directions

1. Players take turns covering chosen squares with the winter objects (one object standing for the Xs and one for the Os).
2. The first team to get three in a row wins.

### Tip Corner

- If using warm socks, you'll need five socks of one color and five of another.

<b>Genesis</b>	<b>Ruth</b>	<b>Ezra</b>
<b>Exodus</b>	<b>1 Samuel</b>	<b>Nehemiah</b>
<b>Leviticus</b>	<b>2 Samuel</b>	<b>Esther</b>
<b>Numbers</b>	<b>1 Kings</b>	<b>Job</b>
<b>Deuteronomy</b>	<b>2 Kings</b>	<b>Psalms</b>
<b>Joshua</b>	<b>1 Chronicles</b>	<b>Proverbs</b>
<b>Judges</b>	<b>2 Chronicles</b>	<b>Ecclesiastes</b>

<b>Song of Solomon</b>	<b>Hosea</b>	<b>Nahum</b>
<b>Isaiah</b>	<b>Joel</b>	<b>Habakkuk</b>
<b>Jeremiah</b>	<b>Amos</b>	<b>Zephaniah</b>
<b>Lamentations</b>	<b>Obadiah</b>	<b>Haggai</b>
<b>Ezekiel</b>	<b>Jonah</b>	<b>Zechariah</b>
<b>Daniel</b>	<b>Micah</b>	<b>Malachi</b>

<b>Matthew</b>	<b>Romans</b>	<b>Philippians</b>
<b>Mark</b>	<b>1 Corinthians</b>	<b>Colossians</b>
<b>Luke</b>	<b>2 Corinthians</b>	<b>1 Thessalonians</b>
<b>John</b>	<b>Galatians</b>	<b>2 Thessalonians</b>
<b>Acts</b>	<b>Ephesians</b>	<b>1 Timothy</b>

<b>2 Timothy</b>	<b>James</b>	<b>2 John</b>
<b>Titus</b>	<b>1 Peter</b>	<b>3 John</b>
<b>Philemon</b>	<b>2 Peter</b>	<b>Jude</b>
<b>Hebrews</b>	<b>1 John</b>	<b>Revelation</b>