

File 10 VBS 2017 Galactic Starveyors Recreation Rotation Overview

Purpose Statement

This 45 minute plan is designed to train and equip leaders to conduct LifeWay's *Galactic Starveyors* VBS recreation rotation.

Resources to Collect, Prepare, & Copy

Resources to Collect

- Step 1: Welcome
 - *VBS 2017 Music for Kids CD*

- Step 2: STAR Method
 - 2 sets of *VBS 2017 Inflatable Star Set*
 - Rec Card 1 "Galaxy Group Up"
 - Handout 1

- Step 3: Play Galaxy Group Up
 - Rec Card 1 Galaxy Group Up

- Step 4: Play Moon Orbit
 - Rec Card 5 Moon Orbit
 - 2 table tennis balls
 - 2 round, disposable paper (or foam) plates
 - 4 cones

- Step 5: Play Moon Rock Toss
 - Rec Card 10 Moon Rock Toss
 - 2 pairs of tongs
 - aluminum foil
 - 2 buckets
 - 2 cones

- Step 6: Play "Human Ring Toss"
 - Rec Card 12 "Human Ring Toss"
 - 4 hula hoops

- Step 7: Conclude
 - None

Resources to Prepare

- Step 1: Welcome
 - None to prepare

- Step 2: STAR Method
 - Gather the large and medium star from each of the Inflatable Star Sets. Use the remaining small stars as decorations around the room.
 - Use a permanent marker and write one large letter on one side of each large star: *S, A*.
 - Use a permanent marker and write one large letter on one side of each medium star: *T, R*.
 - Write the following words on the back of each corresponding star:
 - On back of S: *SAY the NAME*
 - On back of T: *TELL the RULES*
 - On back of A: *ACT OUT*
 - On back of R: *RELATE to the POINT*
 - Place the stars randomly around the room with the letters facing out.

- Step 3: Play Galaxy Group Up
 - None to prepare

- Step 4: Play Moon Orbit
 - Use two cones to establish the “Start” line.
 - Place a turnaround cone for each team approximately eight feet away from the “Start” line.

- Step 5: Play Moon Rock Toss
 - Tear aluminum foil into sheets and crumple sheets into balls. Make as many moon rocks as conferees who will be playing the game, providing equal amounts of rocks to each team.
 - Use two cones to establish the “Start” line.
 - Position a bucket about two feet away from the “Start” line.

- Step 6: Play “Human Ring Toss”
 - None to prepare

- Step 7: Conclude
 - None to prepare

Resources to Copy

- Handout 1

Focal Wall Description

No focal wall is needed.

Room Setup Description

Position chairs around the room to leave an open space in the playing area in the middle of the room. This will allow room for conferees to interact with the different games that will be demonstrated.

Decoration Suggestions

Use the *VBS 2017 Giant Inflatable Solar System*, *VBS 2017 Super Duper Sized Backdrop*, or *VBS 2017 Border* around the room.

You may also choose to hang up the VBS 2017 Scripture poster and the VBS 2017 motto poster from the *VBS 2017 Visual Pack* to help serve as a visual reminder.

Audio Visual Needs

- CD Player

Teaching Steps

1. Welcome (5 minutes)
 - Play the *VBS 2017 Music for Kids CD* and greet conferees as they enter the room.
 - Introduce yourself and share that conferees will review several games from the Recreation Under the Stars rotation for school-aged kids.
2. STAR Method (5 minutes)
 - Say: "Today I want to teach you the 'STAR Method' of leading kids recreation games."
 - Divide the room into four sections.
 - Assign the first section as the *S* group. Ask one volunteer from the section to find the star around the room with the letter *S* on it.
 - Assign the second section as the *T* group. Ask one volunteer from the section to find the star around the room with the letter *T* on it.
 - Assign the third section as the *A* group. Ask one volunteer from the section to find the star around the room with the letter *A* on it.
 - Assign the fourth section as the *R* group. Ask one volunteer from the section to find the star around the room with the letter *R* on it.
 - Lead the volunteers to hold the stars and stand in order with the letters facing out.
 - Share that there are four important steps each recreation leaders should follow when leading a rec game. Invite conferees to fill in the steps on the Handout.
 - Hold the Rec Card 1 Galaxy Group Up in your hand as you explain the STAR Method. (Underlined words are the blanks to be filled in on Handout 1.)
 - Ask the volunteer holding the *S* to turn the star around.

- Explain that leaders should SAY the NAME of the game kids will play.
 - Point out where to find the name of the game on Rec Card 1.
 - Ask the volunteer holding the *T* to turn the star around.
 - Share that leaders should clearly TELL the RULES of the game to the kids.
 - Point out where to find the “Prep” and “Play” or “Steps” on Rec Card 1 that explains the rules.
 - Ask the volunteer holding the *A* to turn the star around.
 - Comment that leaders should visually ACT OUT the position or movement of the game.
 - Point out where to find the illustration on Rec Card 1 that helps leaders understand how to act out the game.
 - Ask the volunteer holding the *R* to turn the star around.
 - Comment that leaders should always RELATE the game back to the POINT.
 - Point out where to find the “Make the Point” section on Rec Card 1 to help leaders relate the game to the Point.
- Point to each group in the room and ask them to yell out the instructions as you say the corresponding letter. Ask the volunteers to hold up their stars as you say them.
 - Say: “S” and point to the S group. Lead them to say: “SAY the NAME.”
 - Say: “T” and point to the T group. Lead them to say: “TELL the RULES.”
 - Say: “A” and point to the A group. Lead them to say: “ACT OUT.”
 - Say: “R” and point to the R group. Lead them to say: “RELATE to the POINT.”
- Explain that each group should yell out their phrase each time you point to them throughout the conference.

3. Play Galaxy Group Up

- Invite the S group to stand in the middle of the room as you introduce the first game. (Note: if the group is small consider including everyone in every game or half the attendees every other game.)
- Point to the S group (in the middle) and say: “The first step of the STAR Method is to ...” Lead the group to say: “SAY the NAME.”
 - Say: “Today, our S group is going to play Galaxy Group Up.”
- Point to the T group and say: “The second step of the STAR Method is to ...” Lead the group to say: “TELL the RULES.”
 - Share that stars sometimes appear in groups called galaxies or constellations and in this game conferees will pretend to be stars.
 - Explain that you will call out a number, and all the “stars” or (conferees in the S group) must quickly get in the galaxy grouping you’ve called out and connect arms.
 - Explain that you will call time after a few seconds. Any stars who didn’t find a galaxy to group with will become shooting stars, running around the different groups of kids until the next number is called.

- Point to the A group and say: “The third step of the STAR Method is to ...” Lead the group to say: “ACT OUT.”
 - Say: “For example, if I called out the number 3, then I would quickly get in a galaxy group with 2 other people and we would connect arms.”
 - Grab two people standing close by and connect arms with them.
 - Encourage conferees to play the game.
 - Call out different numbers of groupings.
 - End the game by calling out the entire number of conferees playing the game, so they can become one giant group of stars.
- Point to the R group and say: “The fourth step of the STAR Method is to ...” Lead the group to say: “RELATE to the POINT.”
 - Say: “In the beginning, there was nothing. God created everything, including the stars in the sky. When we look up and see the stars it can remind us of how amazing God is, and how He had a plan for everything He created.”
- Thank the S group and ask them to return to their seats.

4. Play Moon Orbit (8 minutes)

- Invite the T group to stand in the middle of the room as you introduce the second game.
- Point to the S group and lead them to say: “SAY the NAME.”
 - Say: “Today, our T group is going to play Moon Orbit.”
- Point to the T group (in the middle) and lead them to say: “TELL the RULES.”
 - Explain that conferees will place a table tennis ball on a paper plate.
 - Share that conferees will balance the plate to keep the table tennis ball on it, using only one hand to hold the plate.
 - Comment that conferees will walk from the “Start” line, around the turnaround cone, and return to the “Finish” line.
 - Place the conferees into two groups. Guide them to line up behind the “Start” line.
- Point to the A group and lead them to say: “ACT OUT.”
 - Place a table tennis ball on a paper plate and hold it with one hand.
 - Walk with the plate to the turnaround cone and back to the “Finish” line.
 - Invite the group to play the game.
 - Lead the conferees to cheer for the group as they play.
- Point to the R group and lead them to say: “RELATE to the POINT.”
 - Say: “The moon orbits the earth about every 27 days. Can you imagine what would happen if the moon stopped its orbit? In today’s Bible story we learned that Adam and Eve’s relationship with God was broken because of their decision to disobey Him. Their choice had consequences, but God still wanted to be a part of their lives. God wants a relationship with you, too!”
- Thank the T group and ask them to return to their seats.

5. Play Moon Rock Toss (8 minutes)

- Invite the A group to stand in the middle of the room as you introduce the third game.

- Point to the S group and lead them to say: “SAY the NAME.”
 - Say: “Today, our A group is going to play Moon Rock Toss.”
- Point to the T group and lead them to say: “TELL the RULES.”
 - Dump the moon rocks on the floor and explain that conferees will use the tongs to pick up one moon rock and try to toss it in the bucket.
 - Share that the first team to get all of their moon rocks in the bucket will win the game.
 - Place the conferees into two groups. Guide them to line up behind the “Start” line. Place the bucket approximately three feet from the line.
- Point to the A group and lead them to say: “ACT OUT.”
 - Use a pair of tongs to pick up a moon rock. Toss the rock into the bucket.
 - Encourage the group to play the game.
 - Lead the conferees to cheer for the group as they play.
- Point to the R group and lead them to say: “RELATE to the POINT.”
 - Say: “The moon shines brightly at night. When Jesus was on the cross, the sky grew dark. Jesus chose to remain on the cross and die. He chose to die for your sins, and then He rose again! God’s plan created a way for anyone who believes to have a relationship with Him!”
- Thank the A group and ask them to return to their seats.

6. Play Human Ring Toss (8 minutes)

- Invite the R group to stand in the middle of the room as you introduce the fourth game.
- Point to the S group and lead them to say: “SAY the NAME.”
 - Say: “Today, our R group is going to play Human Ring Toss.”
- Point to the T group and lead them to say: “TELL the RULES.”
 - Explain that conferees will choose a volunteer to represent Saturn and that the conferees will try to put the “Ring” or hula hoop around Saturn.
 - Share that the volunteer may choose to have his hands raised to help guide the ring or have his arms by his sides to make the ring fall smoothly, but the volunteer may not move to reach the rings.
- Point to the A group and lead them to say: “ACT OUT.”
 - Ask a volunteer to stand and represent Saturn.
 - Pick up a hula hoop and toss it and try to ring the volunteer.
 - Invite the group to play the game. (Assign several volunteers to be Saturn if the group is large.) Appoint a “Ring Gatherer” from the group to retrieve the rings after they have all been tossed.
 - Lead the conferees to cheer for the group as they play.
- Point to the R group (in the middle) and lead them to say: “RELATE to the POINT.”
 - Say: “While you hoped your rings would find their way to where they needed to go, you had no way of knowing for sure they would land correctly. In today’s Bible story, God knew exactly what would happen. God raised Jesus from the dead and Jesus is alive! Jesus provides a way for you to have a

relationship with God. You don't have wonder at all. God wants a relationship with you!"

- Thank the R group and ask them to return to their seats.

7. Conclude (3 minutes)

- Invite conferees to fill in the blanks on the number of Under the Stars Games on the Handout. (Underlined words are the blanks to be filled in on Handout 1.)
- Hold up three fingers.
- Ask: "How many games are provided for each day that relate to the day's Bible content?"
 - Show your fingers and lead conferees to say: "Three."
 - Explain that three games are provided each day.
- Ask: "How many messy games are provided?"
 - Show your fingers and lead conferees to say: "Three."
 - Share that three messy games are provided.
- Ask: "How many water games are provided?"
 - Show your fingers and lead conferees to say: "Three."
 - Comment that three water games are provided.
- Ask: "How many other rec cards are at the end of all of the games?"
 - Show your fingers and lead conferees to say: "Three."
 - Explain that there are three additional rec cards that have suggestions for:
 - Glow-in-the-Dark Family Night
 - How to implement Bible teaching during rec
 - General recreation tips
- Ask: "As we end, how many more things do I want you to remember? Hint! The answer is on your handout!"
 - Show your fingers and lead conferees to say: "Three."
- Say: "Whether you are running around like a shooting star, catching flying comets, or attacking asteroids, remember these last three things as you lead rec: prepare, pray, and play."
- Invite conferees to fill in the 3 Last Things on the Handout as you explain each point:
 - Prepare: Know what you need to lead the games, but also know the Bible stories, Bible verse, and the Points for each day.
 - Pray: Ask God to help you as you lead each day.
 - Play: Participate, get involved, and have fun!
- Conclude and encourage conferees to remember the STAR Method as they teach in the Under the Stars Recreation Rotation.
- Point to each group one last time and lead them to say each step of the STAR Method.
- Close in prayer.



Under the Stars Recreation Rotation Overview



STAR Method for Leading Games:

S: _____ the _____

T: _____ the _____

A: _____

R: _____ to the _____

of Under the Stars Rec Games

Daily Games _____

Messy Games _____

Water Games _____

Extra Cards _____

TOTAL GAMES: _____

3 Last Things
