




CROSS

PREVIEW PROGRAM ONLY
NOTED FOR USE
PLEASE PURCHASE



CREEK

**ONE DAY
VACATION
BIBLE
SCHOOL**



CROSS CREEK

...CAMPING WITH AN ALTITUDE!

One Day Vacation Bible School

Whether your preference is snuggling inside a cozy cabin or investigating the woods, CROSS CREEK offers a wealth of opportunities for blending fun and faith in just the right quantities. Refresh, revive and rejuvenate just a short trip from the hectic pace of real life.



CROSS CREEK brings God's Word to life as students visit two Bible Stations in one day. **THE MOOSE TRAP** and **FISH TALES CABIN** teach kids to become strong followers of Jesus.

CROSS CREEK students and leaders gather at **LONE PINE LODGE OPENING** to meet Hallelujah Hal and Woody. Eat at **HALUWASA COOKHOUSE** and enjoy games at **THE DUCK BLIND**. Visit **ONCE IN A BLUE LOON BIBLE THEATER** for As The Worm Squirms Bible skits. Sing wilderness songs at **HOOTIE OWL NEST**. Create a special deep woods craft at **CRITTER CRAFT CABIN**. Visit **THE BEARLY HOME**, a magical cottage in the Deep Woods!

CROSS CREEK foods are served at various times throughout the day. Options include camping breakfast, lunch and dinner. Toss in an evening campfire snack and the day is complete.

CROSS CREEK furnishes basic preschool curriculum ideas (Ages 4-5). Preschool students join the **CUB DEN** and participate in large group activities with older students. Home Base (*Private Classroom*) is optional for simple Bible stories, crafting, play and rest. Nursery kids of staff members become the **LUCKY DUCKS!** (*Birth-Age 3*)

CROSS CREEK is Christ centered and fun. The Deep Woods theme is a hook upon which to hang a memory and helps Vacation Bible School students build a firm foundation on Jesus while spreading the good news of salvation to their world.



HEADING FOR THE WOODS

"I lift up my eyes to the hills...." Psalm 51:7b

THESE SUGGESTIONS ARE A GUIDELINE.
Build an exciting Vacation Bible School using CROSS CREEK activities. Teach God's Word from your creative perspective.

CROSS CREEK includes preschool through grade six children.
 Involve grades 7-12 youth and college students as assistants.

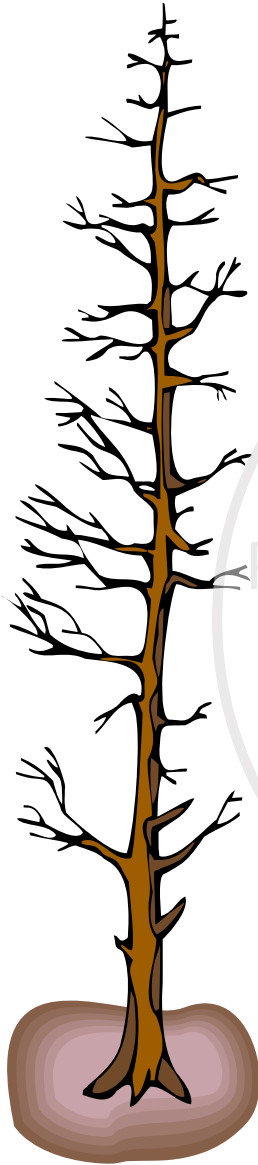
STUDENT GROUPS ARE COLOR CODED. Students become **Jesus Scouts** exploring an imaginary north woods region. Individual groups display color coded name tags which become a valuable tool when identifying stray students.

BIBLE STATION TEACHERS ARE RESPONSIBLE TO PREPARE ACTIVITIES IN THEIR STATION. Each Bible Station (MOOSE TRAP and FISH TALES CABIN) is repeated to separate groups during the day. As age levels change, adjust the teaching activities.

ACTIVITY LEADERS PREPARE SPECIFIC GAMES, FOOD OR ACTIVITY. Use curriculum suggestions to prepare before ONE DAY VBS begins.

PURCHASE SUPPLIES AS NEEDED. Give the bill to the director or ask for a check in advance. Look for sales, discounts for churches, catalog purchases and scrap materials from backyards. Use the church tax exemption number when appropriate.

CREATE EXCITEMENT. Have fun and students will catch your enthusiasm. Greet everyone with cheerfulness while moving from place to place. If you enjoy the day, so will your children!



Copy all pages needed for your local church. Make as many copies of each page as needed for personal use. Do not give this program to any other church or group. Instead, give interested folks our order form or address and toll free telephone number (888-236-5433). This allows CLOSE ENCOUNTERS MINISTRIES to continue production of exciting, inspiring, positive Christian programs at a low cost to churches across the nation.



FOREST RANGER!

“As a Christian, my job is to take care of the possible and trust God with the impossible.”



*Direct a One Day Vacation Bible School event your community will remember for years. Take young **Jesus Scouts** to two Deep Woods Bible Workshops and a variety of nature based activities to discover the importance of following Jesus. Divided into reasonable tasks, this One Day event is easily completed by a dedicated teaching team of **Nature Guides** under the directions of the **Forest Ranger** (That's you!). Your church and grounds will sparkle with the excitement of a unique, fanciful woodland complete with mini cabins, camps and cottages...a green cathedral!*

CHARACTER AND COSTUME. Have fun dressing as a Forest Ranger. Wear hiking boots and socks, dark shorts or denim jeans, white shirt with tie and a ranger hat, if available. Place shiny medals on one pocket of the shirt or wear a badge. Wear bright suspenders over the shirt. A backpack is appropriate. Carry a hiking stick.

DELEGATE RESPONSIBILITY. This event must be a team effort. Never apologize when asking for help. Trust the staff to carry out their tasks.

PRACTICE A POSITIVE APPROACH. Statements like “We can’t do it”, “We never did it this way”, “There is no money”, or “No one will teach” have no place in this program. If the Forest Ranger’s attitude is right, even the grouchiest saint responds cheerfully.

PRAY! Pray for the staff, the students and the set up. Take each detail before the Lord and then—Relax!!!

PLAN! Read this workbook and note areas requiring special attention. List details you must handle personally. Meet with the staff.

ADAPT! When it is necessary to adapt **CROSS CREEK** to accommodate your local church, complete those changes during preliminary planning to avoid staff confusion.



SET UP. Give the team adequate time to set up their activities. Decorate during the week prior to **ONE DAY Vacation Bible School** making sure that everything is in place before the big day.

STAFF PRAYER. Plan a five minute session one half hour before the day begins. Those who attend appreciate the “*upward boost*”.

PRESCHOOL ATTENDANCE. Read curriculum suggestions for CUB DEN kids. Adaptations may be necessary for preschool students. Speak to activity teachers to guarantee that all general activities are age appropriate. Eliminate complicated, frightening or exhausting activities.

PURCHASE OR MAKE THANK YOU GIFTS FOR STAFF MEMBER. There is nothing like appreciation to keep teachers coming back for more next year. Thank them privately and publicly.

CLEAN UP. When the last event of the day is over, clean up begins. CROSS CREEK is not complete until the church is in perfect order. Encourage staff to remove their props immediately. Provide a few empty boxes for supplies that may be stored for another event. Make the boxes and place in a dry space. Stay to help!

COMMIT TO THE LORD WHATEVER YOU DO,
AND YOUR PLANS WILL SUCCEED.
-PROVERBS 16:3



DECORATING CROSS CREEK

*“The best things you can give children
next to good habits are good memories.”*

–Sydney J. Harris



Design a simple yet colorful nature decor. Students and guests attending CROSS CREEK, should enter a woody, natural environment filled with plants, animals, water and outdoor objects. Discuss decoration at the beginning of the planning process. Follow some of the curriculum suggestions and invent your own classic outdoor style. Teachers in individual activity areas decorate their rooms. Give special attention to LONE PINE LODGE OPENING.

Borrow items. Explain the ONE DAY program and ask if friends, family, church and community members have additional suggestions. Many attics, basements, old barns and sheds (*not to mention backyards and wooded areas*) are filled with perfect accessories.

Display signs outside each activity area. Signs should state which activity is taking place in that area. Print memory verses on brown paper with burned edges for a rustic look. Scatter slogans/fun sayings across every church wall. Some signs may be attached to sticks and placed in the lawn outside the church. Consider the following messages:

Treasure the Deep Woods!

Where is CROSS CREEK?

Just Outside the World...Where Love says it all.

Come To the Woods...The Journey Starts Here.

Fishin' For Jesus

Butterfly Crossing

Squirrel Crossing

Moose and Bear Everywhere



Honeybee Crossing
 Moose Crossing
 Hummingbird Crossing
 Up A Lazy River
 Summertime and The Livin' Is Easy
 Let's Open A Can of Worms!
 BEWARE Of the Skunks!
 Enjoy God's Great Outdoors.
 Trees Have Feelings Too...Don't They?
 Hug A Tree...Hug A Friend
 Jesus Is The ROCK Of Ages
 No Playing Possum Allowed
 Feed The Birds...Jesus Thinks They're Great!
 A Little Slice of Heaven in the Deep Woods.

Make a variety of life sized cardboard figures. Animals, trees, bushes, waterfalls and other woody items are appropriate. Lean figures against walls throughout the church. Use patterns included with the curriculum or draw your own. Make transparencies with the church copier. Project the image onto large pieces of cardboard or posterboard. Trace and color with tempera paint and/or markers. Cut out the figures with a utility knife. Find patterns in children's coloring books and on the internet.

Simple items create a natural woody atmosphere. Here are a few suggestions but keep your eyes open for other things available in your community.

- | | | | |
|-----------------------|---------------------|------------------------------|------------------|
| Wooden Benches | Lanterns | Old Tables | Baskets |
| Rocks | Stacked Wood | Bales of Hay | Loose Hay |
| Corn Stalks | Old Barrels | Potted Plants/Flowers | |



Add items purchased at local party stores or catalogs. Anything that fits the theme can be used. Think about stringing green, yellow and orange balloons together to form a long garland. S&S arts and crafts catalog, Oriental Trading Catalog and Terry's Village catalog offer fun theme decorations at reasonable prices.

Christian decorations are always appropriate. Fill the areas with scripture verses and symbols. Surround them with leaves, twigs and rocks to fit the nature theme.

Make a few scenes. Make freestanding backdrops by cutting an appliance box, painting large objects and zigzagging the box so that it stands alone. Place real objects in front of the backdrop for a touch of reality.

Play CD's or Audio Tapes. Quiet Christian music is nice. Look for outdoor sounds like bird song, thunderstorms or water for that outdoor feel.

Optional Decorations. Think about outdoor, woodsy items you enjoy seeing in the woods. Use what is available.

1. Make a waterfall by using a small water pump. Cover container with rocks, silk flowers and greenery to make it look like an outdoor pond. A running stream of water makes a terrific background sound to any activity.

2. Fill a child's pool with rocks, small plants, turtles and goldfish.

3. Scatter a few stuffed mice, frogs, bees, bugs etc. in appropriate areas. Borrow mounted animals from hunters or taxidermists. Place them in secure areas to protect them.

4. Live animals may be used but assign a caretaker for each animal. Critters must be chaperoned at all times. Consider these visitors: Bunnies, mice, snakes, birds, raccoons, ferrets, worms, bugs, beavers, woodchucks, possums, fawn turtles. Ask for help from a local pet shop.

5. Wall of Woods. Build a wooded area using long carpet tubes (free from the carpet store) as tree trunks, green, orange, brown construction paper leaves, silk greens, wild flowers, weeds, small trees, rocks, twine, bare Christmas trees (pines). Back light the wall using small lights on the floor shining upward.

6. Cut live pine boughs and heap them in corners, along hallways or in other appropriate areas. The fragrance of the woods will fill the church and will look beautiful too!



S&S arts and crafts catalog offers decorative items at excellent prices. For a free master copy of the current catalog, call 1-800-9232. For your convenience, order items through CLOSE ENCOUNTERS MINISTRIES at 1-888-CEM-LIFE (236-5433). Here are a few suggestions. Prices may change.

TISSUE FLOWER JUMBO GROUP PACK. Decorate in colorful style. Giant flowers are terrific fun. Plant your own Deep Woods meadow. Includes assorted colors of precut tissue paper, stem wire and instructions. 8 ½" diameter. RMA-GP56 \$44.99 per pack of 84.

JOINTED AUTUMN TREE. Printed both sides. Wow! 4 feet tall! Make your own Deep Woods, orchard or pathway. This one is truly beautiful. RMA-PY866. \$4.99 each

JOINTED CORN STALK. Printed both sides. Wow! 5 feet tall! RMA-PY854 \$4.99 each

AUTUMN LEAF CUT OUTS. Printed 2 sides. Size: 6". Eighteen per package. RMC-PY1351 \$2.99 per pack.

GIANT TULIPS. Imagine these 64" tall tulips decorating your VBS. Set of 2 tulips, 1 red and 1 yellow with adjustable stems will become the centerpiece of any display. RMC-PY765 \$17.99 PER SET OF 2.

BUTTERFLY CUTOUTS. SEVEN PER PACK. Size: 5" to 12". Printed 2 sides. RMC-PY271 \$1.99 per pack.

FLOWER CUTOUTS. Size: 16" Printed 2 sides. Four per pack. RMC-PY343 \$3.99 per pack.

BUZZING BEES. Art tissue bees. Yellow honeycomb tissue bee comes with a 36" hanging string. Size: 14" x 18". RMC-PY777 \$11.99 per set of 2.



Oriental Trading company catalog offers a wide variety of appropriate games and gift items. If you do not have their delightful free catalog, call toll free 1-800-228-2269. Order directly through the company. Prices may change

FISH SHAPED WIND SOCK. 57" Nylon, multicolored with purple, green, red, yellow, blue stripes. VW-5/562 \$9.95 each.

LEAP FROG POTATO SACK. 24" X 36". Play all your favorite picnic games with this burlap sack printed with bright green frogs. VS-16/465 \$4.95 each.

FROG JUMPERS WITH WIGGLE EYES. 1 1/4" plastic, assorted styles and colors (4 dozen per unit) VW-36/1561 \$4.95 per unit

2" RUBBER DUCKY SQUIRTS. VW-39/311 \$4.95 per dozen

6" VINYL JUMBO FISH SQUIRTS. Very real looking! Assorted colors. VW-39/282 \$9.95 per dozen

3/4"-1 1/4" INSECT STICKERS. Assorted styles. (12 stickers per poly bag with header, 12 bags per unit). VW-9/785 \$5.95 per dozen.

4 1/2" satin/velour BEAN BAG FROGS. VW-6/960 \$7.95 per dozen.

6" Plastic FROG PENS. VW-9/785 \$5.95 per dozen.

14" INFLATE FROG BEACH BALLS. Assorted colors. VW-49/175 \$9.95 per dozen.

1 1/4" PLASTIC INSECT RINGS. Each on an adjustable plastic band. Assorted styles. (6 dozen per unit) VW-24/1260 \$3.95 per unit

FROG CATCH GAME. Each set includes 2-8" round adjustable catch paddles and a 3 1/2" bean bag frog. (3 pieces per set, poly bag with header). VW-20/133 \$6.00 Set.

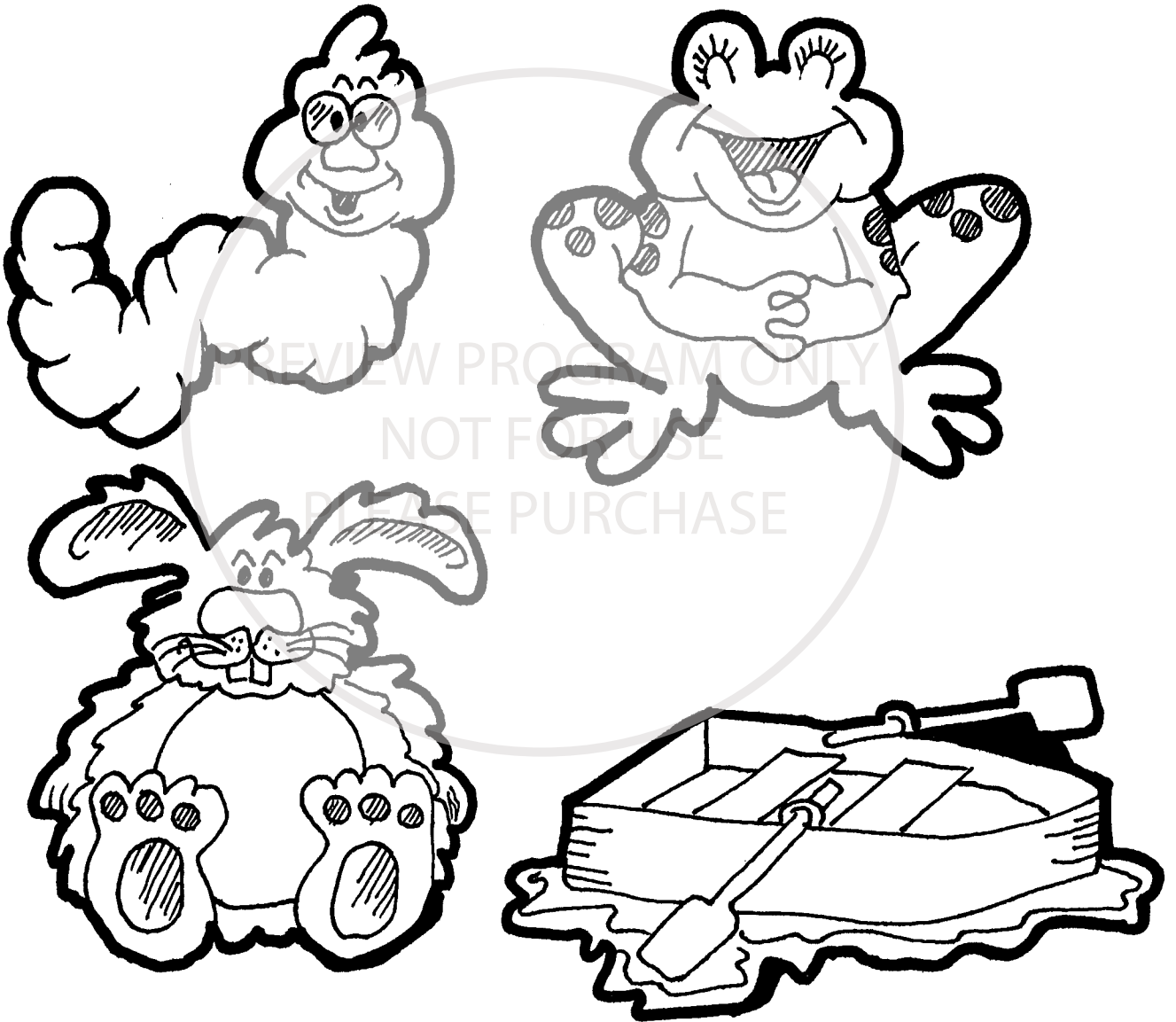
12" x 10" LEAP FROG GAME. Scatter the plastic 7 1/2" numbered lily pads in front of the frog, step back and throw the 2" bean bag frogs onto the big frog, let it bounce off and add up the total points. The one with the most points wins. (15 pcs. Per set) VW-12/1656 \$12.95 Set.

PLUS MUCH MORE! LOOK FOR YOURSELF!



FUN WITH WOODLAND FIGURES

Coloring books, children's books and other resources provide fun background figures. Enlarge each figure using a transparency made on your copier, placed on an overhead projector and transferred to cardboard.



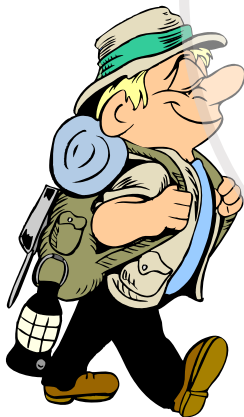


CROSS CREEK STAFF

*“Train your child in the way you know you should have gone yourself.”
–C.H. Spurgeon*

*Staff choice will make or break CROSS CREEK.
Do NOT be satisfied with “any warm body”.
Aim for the best people to fill each teaching spot.*

RECRUIT. Be aggressive. Approach people personally with a specific task. Explain the job fully--No sugar coating allowed!!!



ADVERTISE. Place a worship folder staff recruitment insert for two or three Sundays. Give people with specific requests their place immediately. Explain the insert during worship announcement time dressed in Deep Woods outfits. Give this introductory effort the personal touch. The leaders do not have to be expert Nature Guides, just willing to learn a few things about the woods. (*See Bulletin Insert sample.*)

PICK AND CHOOSE. For vacant positions, ask people who will do a good job. The Lord will honor your attempt to have the best staff possible. Pray about staff choices and if someone says “no” assume another person is waiting to fill that place. Use young teens, older teens, men, women and senior citizens as staff members.



CROSS CREEK STAFF MEETING

Plan one staff evening to explain exactly what will be expected.

Stress 100% attendance so no other meeting will be necessary.

Seat staff according to work areas.

Distribute lesson plans to each group. Build in “Chatter” time to create excitement as teachers and helpers plan the day.

Preview the entire program.

The staff needs an overview of all events taking place throughout the church.

Be available to answer questions, assign classrooms, give inspiration.

Be the person in charge—The Forest Ranger!

After the meeting, the Forest Ranger’s attention turns to other areas.

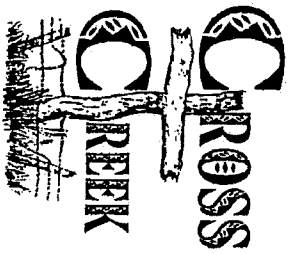
Trust the Nature Guides to carry out their responsibilities.

The telephone is the staff lifeline.

Call the Nature Guide of each area to verify progress.

Ask questions and check on how things are going.





ONE DAY VACATION BIBLE SCHOOL CROSS CREEK SCHEDULE

GROUPS	9:30 TO 9:45	9:45 TO 10:15	10:15 TO 10:45	10:45 TO 11:15	11:15 TO 11:45	11:45 TO 12:15	12:15 TO 12:45	12:45 TO 1:15	1:15 TO 1:45	1:45 TO 2:00
PRE SCHOOL THE CUB DEN	R E F E S T R A T I O N & O P E N I N G									
KINDER-GARTEN MUD PUPPIES	BEARLY HOME	FISH TALES CABIN	FISH TALES CABIN	ONCE IN A BLUE LOON THEATER	ONCE IN A BLUE LOON THEATER	DUCK BLIND GAMES & GUESTS	DUCK BLIND GAMES & GUESTS	THE MOOSE TRAP	CRITTER CRAFT CABIN	CRITTER CRAFT CABIN
GRADES 1 & 2 TURTLE TROOP	FISH TALES CABIN	CRITTER CRAFT CABIN	BEARLY HOME	BEARLY HOME	BEARLY HOME	THE MOOSE TRAP	THE MOOSE TRAP	DUCK BLIND GAMES & GUESTS	ONCE IN A BLUE LOON THEATER	ONCE IN A BLUE LOON THEATER
GRADES 3&4 MOUNTAIN SPROUTS	DUCK BLIND GAMES & GUESTS	BEARLY HOME	FISH TALES CABIN	FISH TALES CABIN	CRITTER CRAFT CABIN	CRITTER CRAFT CABIN	ONCE IN A BLUE LOON THEATER	THE MOOSE TRAP	BEARLY HOME	BEARLY HOME
GRADES 5&6 FLYING EAGLES	ONCE IN A BLUE LOON THEATER	DUCK BLIND GAMES & GUESTS	THE MOOSE TRAP	THE MOOSE TRAP	THE MOOSE TRAP	FISH TALES CABIN	CRITTER CRAFT CABIN	BEARLY HOME	BEARLY HOME	BEARLY HOME

CROSS CREEK...CAMPING WITH AN ALTITUDE!

Become a **Nature Guide!** Grab your backpack and join the troops of ONE DAY Vacation Bible School adventurers. Come into the woods and prepare our young **Jesus Scouts** to follow Jesus! List in order of priority, three spots you are willing to fill.

CROSS CREEK ASSIGNMENTS

.....REGISTRATION	Name Tag and Registration team	LEAD/HELP
.....PHOTOGRAPHER	VIDEO/SNAPSHOTS/DIGITAL	
.....ART CREW	Make and Set up Decorations	LEAD/HELP
.....HOOTIE OWL NEST	Songs Of The Wilderness	LEAD/HELP
.....HALUWASA COOKHOUSE	Woodland Morsels	LEAD/HELP
.....THE DUCK BLIND	Woodsy Games	LEAD/HELP
.....ONCE IN A BLUE LOON	As The Worm Squirms Players	LEAD/HELP
.....CRITTER CABIN	Crafts!	LEAD/HELP

CROSS CREEK KIDS

.....CUB DEN	Preschool Fun (Ages 4-5)	LEAD/HELP
.....LUCKY DUCKS	Staff Nursery Fun (Birth-Age 3)	LEAD/HELP

CROSS CREEK BIBLE CABIN STAFF

.....BIBLE CABIN #1	THE MOOSE TRAP	LEAD/HELP
.....BIBLE CABIN #2	FISH TALES CABIN	LEAD/HELP

- | | |
|--|-----------------------------|
|I HAVE NATURE/RUSTIC CABIN PROPS! | I WILL LEND THEM! |
|I WILL DONATE SNACKS! | TELL ME WHAT YOU NEED! |
|I WILL GIVE A FINANCIAL DONATION! | IT'S AN ETERNAL INVESTMENT! |
|I WILL PRAY FOR THE CROSS CREEK TEAM! | IT'S WHAT I WANT TO DO! |

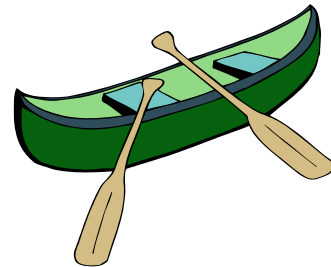
CROSS CREEK DATE:

CROSS CREEK TIME:

MY NAME _____ **TELEPHONE** _____

**Need more details? Ask our very own Forest Ranger!
Hit the trail for the Deep Woods!**

I CAN CAMP, CANOE?



GROUPING THE JESUS SCOUTS

CROSS CREEK is broadly graded.

*The curriculum is appropriate
for age four to grade six.*

*The goal in grouping students is
to provide five student groups
of approximately equal size.*



LUCKY DUCKS NURSERY

(BIRTH-AGE 3): The Nursery is separate from the rest of CROSS CREEK. Two choices are apparent when planning nursery classes: Will we open this for the community or will we provide a babysitting service for our teaching staff?

COLOR CODE EACH STUDENT GROUP FOR VISUAL IDENTIFICATION

1. **CUB DEN PRESCHOOL** (Ages 4-Pre Kindergarten 5): GREEN
2. **MUD PUPPIES** (Kindergarten): GOLD
3. **TURTLE TROOP** (Grades 1-2): RED
4. **MOUNTAIN SPROUTS** (Grades 3-4): BLUE
5. **THE FLYING EAGLES** (Grades 5-6): ORANGE

Overlap ages in any group except the CUB DEN (Ages 4-5).
If twenty student are in one group and five students in another,
switch some students regardless of age or grade.

Keep neighborhood friends together for their comfort.

Visiting cousins appreciate joining their family members group.



REGISTRATION TEAM

“Children spell love ‘T-I-M-E’”.

–Dr. Anthony P. Witham



The Registration Team makes name tags and runs CROSS CREEK registration. The job is too big for one person. If there is a tangle at registration, Vacation Bible School could be delayed as much as 30 minutes. Mark registration tables with color coded group names and grades of student groups. As soon as students have completed registration, move them into LONE PINE LODGE OPENING already in progress.

PRE REGISTRATION. A registration card simplifies arrival by having name tags prepared for pre-registered students. Register through the church newsletter, worship bulletin and take home forms. Telephone families and visit nearby neighborhoods with flyers.

Consider how much information is needed. Ask for name, grade or age, emergency telephone number and contact person. If cards are the basis for church growth, address, parent names and specific information for local church follow up.

OPTION: In these days of severe food allergies and health problems, consider a line for diet restrictions and environmental allergies.

NAME TAGS. Give each CROSS CREEK group a name and color identity. Make tags in group colors. To preserve name tags, cover with clear contact paper or purchase clear plastic sleeves or badge necklaces.

HATS AND SCARVES. With the theme lending itself to a scout troop theme, consider purchasing baseball caps and scarves for the entire group. Painters caps are available through S&S arts and crafts catalog. Print CROSS CREEK on each cap or student names. Colors of the scarves should match team colors. Scarves may be homemade if desired!



CROSS CREEK REGISTRATION FORM

NAME _____ AGE/GRADE _____

ADDRESS _____

TELEPHONE _____

PARENT NAMES _____

EMERGENCY CONTACT _____

TELEPHONE _____

HOME CHURCH _____

ALLERGIES (FOOD AND ENVIRONMENT) _____



NAME _____ AGE/GRADE _____

ADDRESS _____

TELEPHONE _____

PARENT NAMES _____

EMERGENCY CONTACT _____

TELEPHONE _____

HOME CHURCH _____

ALLERGIES (FOOD AND ENVIRONMENT) _____



PUBLICITY

Promotion is vital to Vacation Bible School.

Be clear and concise.

*People must know WHAT is going on
and WHEN it will be occurring.*



CHURCH BULLETIN. Begin advertising for team members. Include reminders in the weekly bulletin until CROSS CREEK begins. Include registration forms.

CHURCH NEWSLETTER. Print quick, catchy announcements and include registration forms in the monthly newsletter. For example:

CROSS CREEK ADVENTURERS NEEDED! Come to ONE DAY Vacation Bible School and enjoy a Deep Woods Encounter with Jesus. Kids become Jesus Scouts and journey through the north woods where cabins, lodges and trails await. Teachers are experienced Nature Guides. Don't miss one minute. **I CAN CAMP, CANOE?**

CROSS CREEK...CAMPING WITH AN ALTITUDE. Why not plan to come to ONE DAY Vacation Bible School where the cool breezes blow through our north woods theme. Become a follower of Jesus in one of the most fun ways ever. Get a free Jesus Scout hat and scarf!

WORSHIP SERVICE GREETERS. Greet people coming into church for worship. This is a great reminder that **CROSS CREEK...CAMPING WITH AN ALTITUDE** is coming. Dress in costume. Hand out Registration Forms.

LOCAL NEWSPAPER. Take black and white photographs of people in costume. Send a news release several weeks before **CROSS CREEK** to insure publication. Invite a reporter and photographer to visit your ONE DAY VACATION BIBLE SCHOOL while in progress.



COLORING CONTEST. Sponsor a coloring contest in Sunday School. Choose one picture. Award prizes and create excitement for ONE DAY VACATION BIBLE SCHOOL.

VISIT THE PULPIT. Wear a Deep Woods costume and visit the pastor during announcement time. Give this real flair so the congregation becomes excited about ONE DAY VACATION BIBLE SCHOOL. Announce the date, time and ages of students.

LOCAL TELEVISION. Ask a local television station to tape a feature story. This is great publicity and encouragement. Do not assume a crew will NOT come. Call and ask!

DENOMINATION NEWSPAPERS AND MAGAZINES. Does your denomination have a communication network? Send pictures and a well written article. You may be surprised to find your church featured in the next edition.

SIGNS AND POSTERS. These are the most common forms of publicity. Although considered the least effective, placing signs and posters in stores, offices and other well traveled spots brings attention to your program. Attach tear off sheets stating basic information.

CHURCH SIGN. Place a large sign at the church announcing date and time. Use the Deep Woods theme to draw attention to the sign by flying banners and lighting the sign at night.

CROSS CREEK!
...CAMPING WITH AN ALTITUDE

ONE DAY VACATION BIBLE SCHOOL

DATE:

TIME:

I CAN CAMP, CANOE?



PHOTOGRAPHY

Pictures are a unique way to remember the work and the rewards of a visual ONE DAY program. Ask the church photographer to wear a colorful backpacking outfit. Assigning a person/team to take pictures is not necessary to the success of CROSS CREEK. Think about using photography as a connection for people who would not ordinarily be involved and think about the memory making possibilities.



ENCOURAGE VISITORS TO BRING CAMERAS. Amateur photographers usually stand at one side to take pictures and should not disrupt events. This is a good way to involve parents and church members who visit each decorated area.

ASSIGN A PHOTOGRAPHY CREW to take pictures for the church. Underwrite the cost of film and developing from Vacation Bible School resources.

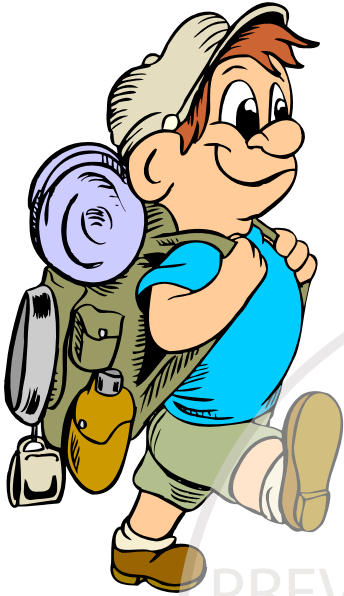
35 MM COLOR PRINTS. Take staff and student pictures. Facial close ups are the most popular shots.

VIDEO. Assign someone to video all events. Some things can be staged for filming but it is fun to record as events are taking place.

SELLING PICTURES. Be prepared to quote a video price. Do you want to cover the cost of the tape or help defray ONE DAY VBS costs? Prepare a sign up sheet including the cost. Keep a copy in the church video library!



DRESSING FOR THE GREAT OUTDOORS



Part of the fun of CROSS CREEK is bringing the Deep Woods theme to life with props and costumes. This is not difficult or expensive. All teachers, helpers and activity leaders should dress in costume. Follow a few tips and let your Nature Guide imagination run wild.

The same outfits can be worn by male and female Nature Guides. Think rugged outdoors man/woman! Since the summer season is traditionally an outdoor season, wear clothing that reflects a hike in the woods on a summer day.

SHIRTS: Wear t-shirts that have an outdoor design. Screen printed fishing shirts or nature designs look terrific. Many Christian catalogs have shirts that have Christian sayings imprinted on woods styled shirts. Plain browns, greens, oranges or other natural colors work well. Consider wearing a sleeveless vest over the shirt.

PANTS: Wear khaki shorts, cargo pants or slacks/jeans that could be worn into the woods. Hiking shorts are perfect and often have large pockets on the sides that are appropriate for carrying items necessary for groups.

HATS: Wear an outdoor hat. This can be a slouchy fishing hat with a brim and a few fishing flies attached or a large brimmed straw hat with silk flowers. Baseball caps and visors are also appropriate.

SHOES: The perfect shoes are the sturdy hiking boots worn with heavy socks. If not available, wear substantial tennis shoes with socks. Avoid sandals since they would not be good walking shoes in the woods.

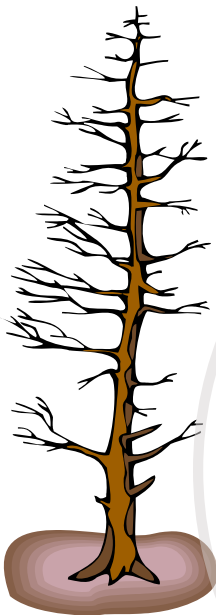
ACCESSORIES: Think about items you may have in your home. Wear a backpack filled with camping gear. Attach a flashlight, canteen, compass and other items to a belt. Seek out a boy scout and borrow equipment for the week. Carry long walking sticks!

JESUS SCOUTS: Students are members of the uniformed “Jesus Scouts”. Issue group colored t-shirts, cap and scarf. Inexpensive pins may be awarded like badges for attendance bringing friends, etc. Students come dressed in summer clothing—shorts, shirts, tennis shoes.



LONE PINE LODGE

...THE OPENING



LONE PINE LODGE is a thirty minute opening designed to introduce events, pray, make announcements, collect offering, spark enthusiasm and sing, sing, sing! The skit establishes two Deep Woods characters and prepares students for the day. Add a short Christian music video or group game if desired. As students are registered and assigned a group, seat them and incorporate them into the activities as quickly as possible. It should appear that they are joining a party already in progress.

If there are “early bird” students—and there always are—consider starting ahead of time with Christian music videos, crazy games like “Simon Says” and a huge beach ball toss accompanied by music. If an early morning breakfast has been served, gather the group as quickly as possible to begin the formal portion of the day.

FOREST RANGER: The ONE DAY VACATION BIBLE SCHOOL Director becomes the leader of the pack who oversees all events of the day. Lead the Opening and maintain a cheerful attitude throughout the day.

DECORATE: Concentrate decorating efforts in the sanctuary or large meeting room. See the section, DECORATING FOR CROSS CREEK for more ideas. Reproduce the following ideas or use your imagination and props at hand to create the Deep Woods Lodge ambiance.

Backdrop: A backdrop is optional. To make one, use cardboard or rolled paper. Draw the front porch of a log cabin with the front door in the middle and windows on either side. This provides the spot to place typical porch furniture and accessories.

Furniture: Position an old porch swing, wicker furniture, rocking chairs, wooden benches, foot stools, picnic table or other major pieces on the lodge porch.



Accessories: Think about items that all cabins and cottages have laying around. If you have these things in your attic, basement or garage, pull them out and polish them up for a day at Vacation Bible School. Old lanterns, large flower pots with flowers, watering cans, buckets, gardening tools, wheelbarrow, firewood, gazing ball, garden statuary. Your LONE PINE LODGE becomes a place of wonder and enjoyment for the entire group.

Sign: Hand print a rustic sign–LONE PINE LODGE. Place it in a prominent place on stage.

Microphone Stand: Decorate the microphone stand with vining green garlands. Wrap the silk vine around the stand and attach firmly with tape.

BACKGROUND MUSIC: Play tapes or CD's of Christian country music, fiddle music or other relaxing tunes. Find recordings of outdoor sounds. Many are available that play insect sounds, storms or bird song. Play the music/sounds to establish the theme as people arrive

COLLECT OFFERING: Collect money in a unique container. Consider metal or wooden buckets, watering cans or wicker baskets. Ask teen leaders or students to hold the containers as people enter LONE PINE LODGE OPENING. Students contribute their offering before they find their seat. Decide where to donate the offering and if a special cause is designated, let families know. There may be worthy ministries the church could support.

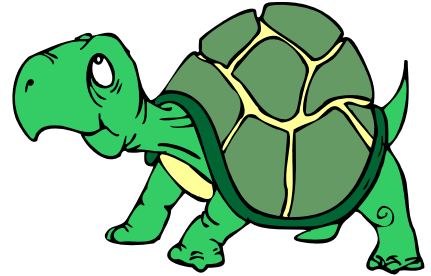
CHAIRS OR NO CHAIRS: If meeting in a gymnasium or fellowship hall, consider allowing groups of students to sit on the floor. Mark the seating area with separate signs in group colors. Students enjoy the different look and position. Colorful blanket may be spread to mark the group areas.

SYNCHRONIZE YOUR WATCHES: Begin on time even if students and staff are still gathering. Plan to welcome the group, sing a few songs, make announcements, perform the skit and dismiss. End on time to guarantee groups move to their first activity on time. Direct latecomers to their first activities as they arrive.



LONE PINE LODGE SKIT

Rehearse the skit before Vacation Bible School begins. The skit may be performed in two sections at the Opening and Closing. Do not memorize the parts. Speak loudly and clearly. Dress in costume.



HALLELUJAH HAL AND WOODY

The LONE PINE LODGE SKIT features “*Hallelujah Hiker Hal*”, an inexperienced city slicker vacationing in the Deep Woods. Eternal optimist “Hal” is short on nature experience but long on faith. “*Woody*” is an experienced woodman and caretaker of Lone Pine Lodge. He has no patience for this bumbling greenhorn who keeps circling the lodge. These characters can be played by guys or gals.

CHARACTER COSTUMES

HALLELUJAH HIKER HAL: Hal wears an overabundance of hiking accessories. If possible, wear a huge hiker’s backboard complete with sleeping bag, canteen, flashlight, etc. This is in addition to a basic hiking outfit. Shirt, short, hiking boots and socks, sunglasses, hat, Bible and camera around the neck. Carry a large, open road map.

WOODY: Woody wears simple summer hiking clothing. Shorts or jeans, plaid shirt, hat, hiking boots and socks. A small backpack may be added as an accessory.

One or both characters may carry long walking sticks. These sticks can be made from dowel rods or think trees cut for this purpose.



MORNING AT LONE PINE LODGE–PART 1

HAL: *(Coming down the aisle from the back of the room.)* Hellooo! Hellooo! Anybody here? Is ANYBODY here? I am so lost. I can't find my way out of a paper bag. The map says I'm supposed to be on top of Spaghetti Mountain by now. Oh Lord, if You ever helped me before, help me now. The only one who knows where I am is You. Please let me in on the secret. Oh, look! LONE PINE LODGE. I'm saved! I'll just rest here awhile. *(Sit on a chair in an exhausted position.)*

WOODY: *(Coming down the aisle from the back of the room carrying a bucket.)* Whew! It's gonna be a hot one. I'll need a little extra water for the deer. I'm sure glad tourist season is over. Those silly city people never get the hang of livin' in the Deep Woods. I don't have the time of day for 'em. *(Spotting Hal...)* Hey! Who are you? Get off my porch!

HAL: *(Jumping up...)* Who me? Who am I? Wait a minute, I'll think of it. I'm...I'm...well, I can't remember. You're making me nervous. I'm LOST. That's what I am. I need help. And I'm...Hey, never mind who I am. Who are YOU? I don't have any money so don't think you can rob me.

WOODY: I know the likes of you. You're a city greenhorn who thinks hiking in the woods is easy and you are testing yourself against nature. You never really trained but...how hard can it be? And now you're lost!

HAL: I will have you know I am a very good hiker. I am well known in my circle of friends as THE HALLELUJAH HIKER. You can call me "Hal" for short. I have never been lost. I was once bewildered for three days, but never lost. Who are you?

WOODY: Woody's my name and camping's my game. I'm caretaker of LONE PINE LODGE and a trained Nature Guide.

HAL: *(Shouting...)* Hallelujah! I prayed and the Lord showed me the way to your door.

WOODY: Tone it down a bit. You're gonna scare the squirrels. I hate to tell you, but it's me and NOT "The Lord" who's gonna get you turned around. I never took much stock in religious stuff. Did you ever think that if you were so special to God you wouldn't have gotten lost in the first place?



HAL: Never gave it a moment's thought, Woody. God ALWAYS knows where I am. On my end, it a little different and sometimes I end up in a jam.

WOODY: Well, I'm gonna tell you how to get your tail out of here and then I expect you to skee-daddle. You are interrupting my "communing with nature". Keep it simple and tell me where you are headed.

HAL: *(Cheerfully...)* Glad you asked. My map says I should be at Spaghetti Mountain. I always wanted to see Spaghetti Mountain. I've sung that song since I was a kid.

WOODY: Song? What song?

HAL: You know....*(Singing...)* "On top of Spaghetti, all covered with cheese. I lost my poor meatball, when somebody sneezed. It rolled off the table and onto the floor. The last time I saw it, it rolled out the door."

WOODY: Stop! Boy, you are a character! Spaghetti Mountain is due north from Lone Pine Lodge. Take that trail and you should be finding your meatball in about an hour.

HAL: Hallelujah! I'm on my way. I am eternally grateful to you, Woody. You have been God's servant today.

WOODY: Don't wanna be God's servant. Just want to be left alone. Hallelujah Hal, this is where we part company.

HAL: We'll leave God's work up to Him. Thanks for your help. Farewell! Hallelujah! *(Walk cheerfully to the back of the room and disappear.)*

WOODY: Good riddens! God's servant. Like He'd care about me. Never in a million years. I've got real work to do. Those deer still need a little extra water. *(Pick up bucket and leave the area.)*

IMMEDIATELY HAL RETURNS TO THE AREA...

HAL: Woody! Pal! Buddy! Where are you? I'm lost again. Come and help your old friend!

WOODY: *(Entering...)* Oh no, what a putz! I ought to leave him to the bears. I can't do that because I took the Nature Guide oath: *(Stand at attention and salute while saying...)* "I will never leave a hiker in the woods no matter how dumb and no matter how he/she, insert name her, has disobeyed safety regulations." Follow the sound of my voice. You can do it.



HAL: Woody! Pal! Buddy! Friend for life! I owe you one. I was a goner. And here you are in the nick of time to save my life. I thought I'd be singing in the heavenly choir today. And here you are. God's servant...yep...that's what you are.

WOODY: I can't take another word...not another syllable...not another sound! Listen! Do you hear it? No, you don't hear it because it was silence and you wrecked it. Oh, I have a headache.

HAL: I know God can take that headache right out of you. I'll pray.

WOODY: Whatever you do, don't pray. Don't speak. Don't even look at me. You have gotten yourself lost one more time. This is serious business, Hal. You could get yourself killed out there. I'm sure you want to go to heaven but I doubt you want to get up a busload to go today.

HAL: I get it, Woody. I have become a pest of the worst kind. I thought you wanted to help me but you think I'm a "doofus" to avoid. Point me out of the woods. I won't bother you again.

WOODY: Wait. Maybe I've been a bit harsh. It's just that I don't want to hear stuff about God. And you're just too, well, too....cheerful. Couldn't you meet me halfway and stop all the Hallelujah God talk. Save it for someone who cares.

HAL: Let's have a peanut butter sandwich and I promise I won't say one "hallelu...hallelu.." Well, you know what I mean.

WOODY: Come on, Hal. I'll give you a crash course...HIKING 101.

HAL AND WOODY LEAVE THE ROOM TOGETHER.



MORNING AT LONE PINE LODGE–PART II

Hal and Woody walk down the aisle together...

WOODY:...And if you look at the moss on the tree, you will know which direction is north.

HAL: Wow! Nobody ever explained it like that. I sure appreciate your guided tour to Spaghetti Mountain. What a beautiful spot. It only took an hour but I never would have found it. Boy, my dogs are tired. Let's sit on the porch and talk.

Hal and Woody sit down in comfortable chairs on the porch...

WOODY: You mean Jesus talk. Don't start, Hal. I know all about God. There's nothing new you can tell me. I've been down some mighty dark paths and God wasn't there for me.

HAL: He's always there, Woody.

WOODY: Not for me. I had a family once. We lived in the Deep Woods. We went to the little church on the main road. My little boy loved the woods and he loved Jesus. He got lost behind our cabin. Oh how we looked for that little bugger. I prayed and prayed. I just knew God wouldn't let me down. But He did. I don't have my little boy anymore.

HAL: I'm sorry, Woody.

WOODY: Don't be. God didn't much care to answer my prayers. I drifted off alone after that. I'm happier this way.

HAL: How so? Seems like you are awful touchy about God talk, as you call it. You're not the only one to have it tough. I'm pretty much alone these days. I could get bitter or better. Jesus is my Savior no matter what the circumstances. These adventures in the woods mean a lot to me as I get back to the basics of life.

WOODY: I choose to be bitter. I'm outta here. I have to check up on a few bear traps. *(Leave.)*

HAL: *(To himself...)* I guess I have to admit I'm not much of a woodsman. I can get lost just looking into the woods. I wonder where Woody is. Maybe I should go look for him. *(Leave.)*



WOODY: (*Limping back to the lodge....*) Hal! Hal! Where are you? Who knew that old bear trap would snap on my leg. I'm hurtin' for certain. That city slicker isn't around and I'm up a creek without a paddle. I can't walk out of the woods by myself.

I did a lot of thinking thanks to Hal. I haven't thought about God in a long time. I finally figured out that it wasn't God's fault my little boy got lost. In fact, all the bad things that happened to me were lessons that taught me how to live better. After all, I can live in the Deep Woods. Well, mostly I can survive alone. Today I could use a little help. Hal! Hal!

It figures. When I need him the most, he's off on his own. What can I do? What can I do?

"Dear Lord, it's been a long time since I've made connections with You. I know I've been a nasty bugger but I've been thinking. I need You. There is no one to help me but You. Hal says he's never lost from You so I'm counting on You to find me too. Help me. I need to know You are there. Amen."

HAL: (*Calling from a distance....*) Woody! Where are you? I'm lost again.

WOODY: Over here! I'm here! Follow my voice! I need you, Hal.

HAL: Here I am! I'll help you, buddy.

WOODY: Hallelujah! Thank God! You made it.

HAL: Whoa! Are my ears hearing correctly?

WOODY: I'm hurt, Hal. But I need to pray. Hurry up. Tell me the words to say. I want to be God's servant for the rest of my life.

HAL: Just tell him what's in your heart.

WOODY: "Dear Lord, I've been a rotten person for a long time. My friend Hal has been telling me about you. I need You to forgive my stubborn sins. I'm sorry I hated You. Make me Your child. I'll be forever grateful. Amen."

HAL: Hallelujah! It's done! You are Heaven Bound!

WOODY: Whoo, that felt good. I'm a Christian! I'm a believer in Jesus. No more lonely nights in the Deep Woods. I can talk to Jesus any time I want.



HAL: Woody....

WOODY: I am the happiest person on earth....

HAL: Woody....

WOODY: I'm saved!

HAL: Woody....

WOODY: What?

HAL: Do you think you are sounding like someone we both know?

WOODY: Who? Ohhhh...I sound a lot like YOU! I get it. It's Jesus that make you so Hallelujah-Shouting-Happy!

HAL: Yep! I told you God would not give up on you. He is faithful to finish what He begins and He began a great work in you.

WOODY: And to think I said you were a putz. You have ended up being the best city slicker, greenhorn friend I ever had.

HAL: Thanks for the compliment, I think. I might have been lost in the Deep Woods but God knew the direction He wanted me to travel. It's time to head for the main road.

WOODY: Yeah, friend. Now that my soul has been fixed it's time to fix my leg. Go that direction.

BOTH CHARACTERS HEAD TO THE BACK OF THE ROOM LEANING ON EACH OTHER AND SINGING, "HAL-LE-LU, HAL-LE-LU, HAL-LE-LU-YAH! PRAISE YE THE LORD!"



HOOTIE OWL MUSIC NEST

“Sing to the Lord a new song....” Psalm 33:3a



HOOTIE OWL MUSIC NEST is a 30 minute music session held just before lunch. Students and staff meet in a large group. Sing a variety of familiar choruses and lively Christian songs. The ONE DAY VACATION BIBLE SCHOOL schedule provides time during LONE PINE LODGE OPENING and the CLOSING for singing.

Choose upbeat songs that are easy to learn in a short time. Plan several more songs than you can teach in 30 minutes, just in case the students learn the choruses quickly. Keep the session moving.

DECORATION. Meet at LONE PINE LODGE OPENING. No additional decoration is needed.

PRAISE AND WORSHIP TEAM. Choose a few people who stand with microphones and music stands. They become the song leaders. This appealing style is contemporary and is enjoyed by children and youth.

MUSIC. Use our song suggestions or create your own slate of songs. Prepare to sing for an evening program or just sing for the fun of it.

ALL THE BEST SONGS FOR KIDS. 230 Praise songs, Choruses, and Children’s Favorites for Preschool Through Preteen. This is one of the best treasuries of praise and worship songs we have seen in a long time. Songs are divided by age group and by topic for easy reference. Alphabetical and topical indexes provided. Songbook format includes melody, words, piano accompaniment and chord symbols. Flexible and easy to use.

All 230 songs are recorded on cassettes and CD’s in a split channel format. It’s so easy to teach with CD’s! Try it! You’ll love it. CLOSE ENCOUNTERS MINISTRIES offers everything needed to perform these great kid songs! Call us for pricing details at 1-888-CEM-LIFE (236-5433). Here are a few suggestions from this series:



EARLY CHILDHOOD SONGS FOR CROSS CREEK

Clap Your Hands
Jesus, We Just Want To Thank You
Praise Him, Praise Him
Hush!
God Made Our Wonderful World
If I Were the Wind
What A Wonderful World
All Things Bright and Beautiful
I Often Think of God
Wonder Song
This Is My Prayer
+ Many Other Easy to Teach Songs

EARLY ELEMENTARY SONGS FOR CROSS CREEK

We Were Made To Love The Lord
Creature Praise
This Is the Day
Praise Him in the Morning
If You Can Sing A Song
A Great Big God
+ Many Other Fun Songs

LATE ELEMENTARY SONGS FOR CROSS CREEK

Sing and Celebrate
Great Big Beautiful World
The New 23rd
It's A Miracle
No Mountain High Enough
The Trees of the Field
I'm Gonna Hide God's Word Inside My Heart
Heart To Change the World
Servant of All
Make Me a Servant
There Is a Redeemer
+ Many More Songs Kids Love

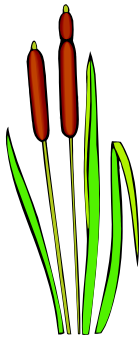
**Here are some songs you may have on hand.
Look for these choruses and enjoy the Deep Woods theme.**

As The Deer
Awesome God
Go, Tell It On the Mountain
I Will Make You Fishers of Men
Tis A Gift To Be Simple



THE DUCK BLIND

...GAMES AND GUESTS



This is a 30 minute recreation activity. Decide what activities your leadership team feels comfortable doing. Use active, fast paced games that encourage running, jumping, laughing and comradeship. Guests may be invited as available in your local community. A mixture of games and guests may be the effort that makes the day fun!

DECORATION. Choose an indoor or outdoor area large enough for running, jumping, ball playing, relay races and circle games. If outdoors, select a grassy spot away from traffic. Fill the area with colorful flags and brightly colored pennants. (Available in *Oriental Trading Catalog*.)

GAMES AND EQUIPMENT. Organize supplies needed for individual games before ONE DAY VACATION BIBLE SCHOOL. Choose games that are age appropriate. When the preschool group arrive, play gentle games. (Preschoolers have great attachments to balloons. They will definitely cry if asked to break their balloons during a game.) Older students love rough and tumble activities. Adjust event rules for your group. Keep a few simple first aid items on hand: Band-Aids, fresh water, ice pack.

REWARDS. Award stickers to winning students and winning teams. At the end of each session, award stickers to everyone. Pieces of soft candy are popular prizes. Gather a variety of soft candies like Hershey Kisses, Twizzlers, candy corn or small treats that will not become lodged in children's throats. Do NOT use peanut based candies due to allergies.

GUESTS. Choose a few community people to share tips on Deep Woods survival, how to build a fire, hiking safety, packing for a camping trip, pitching tents, etc. Communicate specific instructions to the guests before ONE DAY VBS. Greet your guests and stay with them during each session.

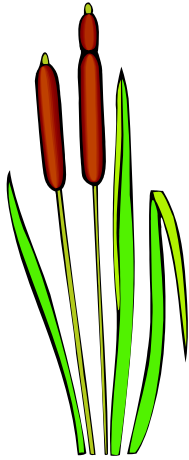


HOOTIE OWL MUSIC NEST

Enlarge Hootie Owl by using a transparency made on your copier, placed on an overhead projector and transferred to cardboard.



DUCK BLIND GAMES



Use traditional games that are favorites of your local group. Purchase a game book for more ideas. If you need help planning a game schedule, use some of these favorites.

CAN ON A LOG: Set tin cans up on a log or board about two feet apart. There are two teams, standing in any convenient position on a throwing line. They throw “stones” at will, each trying to knock over their opponents can. When this happens the successful team gets one point. If a can is knocked over in error by the wrong team, it counts against the thrower. The cans in every case must be set up by a designated leader, and not by the children. This prevents accidents. “Stones” can be soft rubber balls, tennis balls or ping pong balls.

TREES IN THE WOODS: Kids take positions as trees anywhere on the playing field but they cannot be behind anything. “It” is blindfolded and tries to move about the area trying to catch one of the players who then becomes “It”. Any person who is in danger of being caught may move one or two steps in any direction. Once a player has moved two steps, he must stand still and hope for the best. The idea of the game is not to use a step until necessary, become once the steps are gone, the player must remain stationary.

STEAL THE BACON: Equipment—One bean bag or stuffed animal or tied rag or tied socks. (*The preacher’s “Holey/Holy” socks work great!*) Divide students into two equal teams. The students stand side by side at opposite ends of the playing field. Assign each student on one team a number. Repeat number assignments for the other team using the same numbers. Place the bean bag halfway between the two teams. The bean bag represents the bacon. To begin the game, call out one of the numbers. Students whose numbers are called run toward the bacon. The student who reaches the bacon first grabs it and runs behind his team line to be safe. If the student reaches his team line before being tagged, he wins a point. If not, the other team earns a point. Play until each number has been called.

DODGE BALL: Play your favorite version of this popular game. Use large basketballs/volleyballs/beach balls as the dodge balls.

BLANKET BALL: Equipment—One full sized blanket per group, several balls of varying sizes per group. This activity involves groups of 6 to 10 students using a blanket to bounce balls. Give each group a blanket. Students spread out evenly around the outer edges of the



blanket. Place one ball on the blanket and tell the teams to shake the blanket so that the ball goes up in the air. Assign one student to be the ball retriever for each group. Have each group experiment with tossing the ball to different heights without allowing the ball to hit the ground. Place several balls on each blanket and ask the groups to toss the balls into the air. Have them catch as many balls as possible. When all the balls have fallen to the ground, send the retrievers after them. Time the groups to see which group can keep the balls in the air for the longest time.

Another BLANKET BALL game that is fun is placing one ball or bean bag onto one of the group blankets. That group tosses the ball to the other team who must move as a team and catch the ball in their blanket. That group tosses it back to the first team. Award one point for each successful catch.

ANIMAL RELAY: This is a great relay for younger students who compete in a relay pretending to be animals. Divide the students into groups of four or five. Set up the relay course with about 20 feet in between markers. Demonstrate the desired animal movement before allowing students to begin the race. Call out the name of the animal that is to be imitated and show the movement. The first person in each line will race from the starting line to the finish line and back to the starting line as that animal. After each student has been the first animal, assign a new animal to imitate. CRAB WALK–KANGAROO WALK–ELEPHANT WALK–GORILLA WALK–FROG HOP.

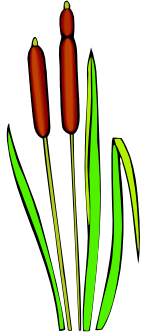
TRAIN RELAY: Equipment–Objects each team runs around. Divide the students into two teams. Ask each team to stand single file behind the starting line. They place their hands on the shoulders of the person in front of them. Run through the designated course. Once the team finishes the course, the person in front runs to the back and becomes the caboose. Continue until each person has been in the front. Winning team is seated at finish line first.

BALLOON SMASH: Equipment–String, lots of balloons. Tie one or two inflated balloons to the ankles of each student. When the whistle blows, each player must try to smash the balloon of other players while protecting his own balloons. The player with the last balloon intact is the winner. *(Not for younger players who love “keeping” their balloon.)*

LEAP FROG RELAY: Groups line up single file at the starting line. The first player squats down and places both hands on his knees. The second player places both hands on the squatter’s back and leaps over the squatter. The third player leaps over the first two players. Continue in this way until the teams reach the finish line. First complete team to leap over the line is the winning team.



DUCK BLIND GUESTS



Guests may include community people who talk to students about life in the Deep Woods. Include local guests who are easily available and willing to spend a day with the groups. It is a plus if the guest is a Christian and is willing to share their testimony and how their faith in Jesus helps them in the great outdoors. Use these suggestions or find people available in your specific geographical area.

BOY SCOUT LEADERS

MOUNTAIN MAN/WOMAN ACTOR

LIVE WOODLAND ANIMALS

Check with your local SPCA

HUNTER/TAXIDERMIST

HOW TO BUILD A CAMPFIRE/COOKING CAMPFIRE MEALS

HIKING INFORMATION

MOUNTAIN CLIMBER/LUMBERJACK

CANOE/KAYAK EXPERTS

LOG HOME BUILDERS

PITCHING TENTS/SETTING UP CAMP



HALUWASA COOKHOUSE

Hallelujah What A Savior!

...WOODLAND MORSELS



CROSS CREEK students and staff can hardly wait to eat at Haluwasa Cookhouse! “Haluwasa” means “Hallelujah What A Savior”. Make this food area an enjoyable camping treat time. Serve simple camping foods and enjoy the company of your gang. Choose the meal option that best fits your situation.

1. Serve breakfast and lunch to students and staff. Add families and congregation for a celebration picnic at the conclusion of the day’s activities.
2. Serve lunch to students and staff. Prepare an evening family ice cream social.
3. Serve lunch to students and staff. Serve an evening family picnic tureen dinner.
4. Serve lunch to students and staff.

ONE DAY VBS IS MORE THAN COOKIES AND KOOL-AID! Host a visit to a lumberjack cabin cookhouse where the elite meet to eat. Prepare robust meals appropriate for the Deep Woods. Make the foods fun by naming them appropriately for the woosy theme. Use local foods that are proven kid favorites. Design the menu around a camp theme.

DECORATION. Create a cabin look. Set tables with red and white checked covers or picnic table covers. If possible, bring real picnic tables with benches into the area. Place old lanterns on the tables with jars of wild flowers. Scatter live flowers, weeds, tree branches through the room. Decorate the walls with rustic signs: LUMBERJACK BREAKFAST–Free Today, HALUWASA COOKHOUSE–Best Food In the Woods, GOD LOVES YOU! Place simple wood furniture in the corners draped with quilts, pillows and crocheted doilies. Stack cast iron pots and pans in corners and on tables. Anything that looks like it will fit in a cabin will fit in the cookhouse. Check your attic, basement and garage for fun items.



COSTUMES AND SERVING. Follow the costume suggestions in the curriculum. Add full, white aprons for each kitchen worker and server.

1. Greet Haluwasa guests with the sharp ring of a triangle or the sound of a metal spoon on a metal bowl. Shout “Come and get it!” and give instructions. Escort them to their seats.

2. Serve food on simple trays or platters.

3. Treat each guest with respect. Say “please” and “thank you”. Listen to them when they speak or ask a question.

4. Serve informally. Place pitchers of cold drink on each table. Add baskets of popped corn, potato chips or pretzels or a mixture of these salty snacks. Add a bowl of fresh fruit.



5. Pray before serving the food. Use a formal childhood prayer that can be repeated in unison or lead a prayer song.

6. Provide large garbage bins and communicate that student groups are responsible for cleaning their eating area.

MUSIC. Play soft Christian country music. “*Smoky Mountain Fiddlin’*” or another down home styled music works well. The musical mood should not overwhelm meal conversation.

TABLEWARE. Use simple paper products. Paper plates, cups, napkins and plastic ware work best. It is easy for clean up too! Have fun with bright colors by purchasing a variety of paper products in bright, outdoor picnic colors. Add woodland animal stickers to cups.

MENU. Give HALUWASA COOKHOUSE food an authentic cabin touch by naming each Deep Woods dish. Use the simple recipes suggested or search your own cook book for appropriate cabin dishes. Have fun with the food and the preparation.

GENTLE SUGGESTION TO THE HALUWASA COOKHOUSE TEAM

Do not provide alternative “safe” snacks for students who refuse to try unique menu items. Most students are willing to try a “no thank you” helping. Refill when students want more. Do not be held hostage to bad attitudes. If students refuse to eat what is served, they can eat when they get home. Complainers become enthusiastic, proud that they tried something new if you hold the line. The only exception should be for students with health concerns and those concerns will be listed on their registration form or verbally communicated by a parent.



BIG WOODS BREAKFAST

This is a terrific way to keep early arrivals busy while others are registering. Greet all students cheerfully and check to make sure they have registered. When they finish eating, move them quickly into the LONE PINE LODGE OPENING.

MENU: Choose a variety of breakfast menu items popular with kids. Keep the foods simple for quick preparation and easy clean up. Students pick up their foods buffet style and find a seat at the table of their choice. Choose from our list of suggestions or design your own BIG WOODS BREAKFAST menu.

Boxed cereals with milk and sugar
Fruits (Apples, oranges, bananas, grapes)
Doughnuts/Muffins
Scrambled Eggs and Toast
Bacon With Scrambled Eggs
Pancakes and Syrup
French Toast and Syrup

Lumber Jack Breakfast

Serve pancakes or waffles with plenty of butter and syrup. Add sausage links or bacon and scrambled eggs. Adjust portions according to size of guest. Serve cold milk and orange juice.

Banana Waffles

Move these homemade treats directly from the freezer to the toaster and serve with syrup or fruit for a fantastic cabin breakfast. Top waffles with sliced bananas, and syrup.

2 ripe bananas, mashed	4 t. baking powder
4 cups water	2 t. cinnamon
1 cup uncooked quick cook oatmeal	2 t. nutmeg
4 cups whole wheat flour	Vanilla extract to taste (optional)

In a large bowl, mix the mashed bananas and water. Add remaining ingredients and mix, leaving lumps in the batter. Cook on a waffle iron. Let the waffles cool on wire racks, put them in gallon sized freezer bags and freeze for up to 2 months. Makes 8 waffles. To speed the process for a large group, borrow several waffle irons and form an assembly line. (**WARNING:** Do not overload the electrical outlets in your church kitchen.)



UP A LAZY RIVER LUNCH

Even if no other meal is served, this meal is necessary. Make it a special time of food, fun and fellowship. Serve foods known to be popular with your students and staff. Seat students and their leaders in small groups. This provides leadership/organization during the half hour lunch.

MENU: Simple recipes are always best. Much of the food can be donated by church congregation volunteers. See this list for menu suggestions.

Hot Dogs With Buns and Jello Cubes

Serve a simple camping snack that includes hot dogs with a variety of toppings and brightly colored jello cubes. Serve with a cold beverage. Potato chips on each table complete the lunch. If desired, cut hot dog in bun in half for younger students.

Chicken Nuggets

Bake trays of chicken nuggets. Place bowls of dipping sauces on each table. Ranch dressing, honey mustard, ketchup and mustard. Serve with cold drink and fruit.

Fish Sticks and Macaroni and Cheese

What better treat in the Deep Woods than the catch of the day! Purchase frozen fish sticks to bake in the church oven. Serve with ketchup and mild tartar sauce or mayonnaise and pickles. Add baked macaroni and cheese, fruit and potato chips. Serve a cold, fruity drink.

Cross Creek Water Soup

Make large pots of vegetable beef/chicken soup. Add lots of fresh vegetables and noodles. Add cornbread or homemade bread. Serve with a cold beverage.

Bear Den Chili

Make your favorite MILD chili recipe. If several people are donating chili, they can be combined for easier serving. Provide grated cheese and sour cream as toppings. Add celery and carrot strips and saltine crackers. Serve with a cold beverage.

Squirrely S'Mores

Serve the traditional camping S'Mores by filling a cookie tray with graham crackers, Hershey chocolate bars and marshmallows. Top with another graham cracker and bake low until the contents are melted. Serve with cold milk.



Strawberry Fields Shortcake

Make or purchase your favorite shortcake biscuit. Top with fresh or frozen strawberries and whipping cream. Treat students to real whipping cream rather than Cool Whip or aerosol can creams. Whip the cream and keep cold in the refrigerator. Serve with a cold beverage.

Brownies With A Twist

Make your favorite brownie recipe—boxed brownies are great! When the brownies cool, spread with cherry pie filling. Cut into squares. Top with vanilla ice cream or whipping cream.

Rabbit Treat Cake

Make boxed carrot cakes and frost with plain frosting. Serve with icy cold milk.

PICNIC SUPPER AT CROSS CREEK

Publicize this meal to follow the Closing program. Invite student families and the church congregation to participate. After the wonderful events of the day, this is a perfect way to end the celebration.

MENU: Plan an informal picnic. Simple, inexpensive meats can be grilled outdoors by a few of the men (*just like at home*). Ask for pot luck/tureen dishes from each family represented. Serve leftovers from BIG WOODS BREAKFAST and UP A LAZY RIVER LUNCH!

- | | | |
|---|---------------------|-------------------------------|
| Hot Dogs/Hamburgers | Potato Chips | Potato/Macaroni Salads |
| Jello Salads | Melons | Baked Beans |
| Sandwiches | Relish Tray | Lasagne |
| Vegetable Dishes | Desserts | |
| Beverages: Coffee/Tea/Cold Drink | | |

DEEP WOODS ICE CREAM SOCIAL

Consider an evening celebration by preparing a beautifully decorated ice cream social. Use the CROSS CREEK theme for table decor. Offer homemade or store bought ice cream, homemade cakes and pies and beverages of choice.

**Use these ideas to spark your own imagination!
Just because we're in the woods doesn't mean we stop eating well!**



CRITTER CRAFT CABIN

...Creative Crafting for the Outdoor Gang

Give CROSS CREEK students an opportunity to make a keepsake of their ONE DAY Vacation Bible School experience. Offer a craft project that can be finished in about thirty minutes. If the project takes less than thirty minutes to complete, consider offering two separate projects at activity tables. Choose from the suggestions listed or design your own Christian keepsakes.



Decide if the CUB DEN preschool students will visit the craft area or complete their project separately with their leaders. Preschool crafts are suggested separately with their curriculum ideas.

These crafts are suggested from S&S arts and crafts catalog. Prices may change. SEE THE CURRENT CATALOG TUCKED INTO THE CURRICULUM. To receive a free copy of the master catalog, call their toll free telephone number, 1-800-9232. **CLOSE ENCOUNTERS MINISTRIES is an S&S dealer and can expedite your order. Call us toll free at 1-888-236-5433 to reserve the craft kits of your choice at current catalog prices.**

FISH BOOK KITS. Use your own wiggly eyes, yarn, glitter and more (also available through S&S) to decorate the fish shaped cover of these books. When complete, your kids can discuss the meaning and importance of the fish in Christian symbolism. They can use the 10 pages for writing down special prayers or their favorite Bible passages. Includes precut pages, precut covers and rainbow lacing. 6 3/4" w x 4 3/4" h. RMC-GP1528 \$11.99 PER PACK OF 24. 50 cents per project.

POMPON NOTE HOLDERS. Pack includes spring clothes pins, multicolored pompons, wiggly eyes, chenille stems, magnetic tape, non toxic glue and instructions. Make your own Deep Woods bugs. 3" long. RMC-PG548 \$13.99 per pack of 25. 56 cents per project.



CATCH THE FISH TAIL. Brightly colored fish make excellent wind socks or wall hangings. This fun pack includes kite cord, non toxic glue and paint, glitter, assorted colored bags, tissue paper, brushes and instructions. RMC-GP1363 \$14.99 per pack of 28. 54 cents per project.

PINE TREE PLANTERS. Watch pine trees grow with this complete kit. Comes with plastic flower pots, potting soil, pine tree seeds, non toxic acrylic paint, brushes and instructions. 2 ½" diameter. Germinates in 14 days. RMC-GP1018 \$16.99 per pack of 50. 34 cents per project.

BEADED FISH KEY CHAINS. Thread beads onto chenille stems to create individual fish shaped key chains. Includes assorted tri-beads, chenille stems, bead key chains and instructions. 2" x 4" RMC-RE129 \$10.99 per pack of 24. 46 cents per project.

FISH BEADS. These fun, chunky beads are easy to string, fun to wear and come in assorted bright colors. Mix with other beads for a unique look. Approximately 1 ½" long. 50 pieces per pack. RMC-BE913 \$8.39 per pack.

TISSUE ART CROSS. Includes precut self adhesive crosses, tissue paper strips, string and instructions. RMC-RE426 \$17.99 per pack of 24. 75 cents per project.

SPARKLING TILE CROSS. Colorfully adorn decorative crosses to hang anywhere. Includes assorted acrylic pieces, glitter, precut cross shapes, non toxic glue, string for hanging and instructions. 5" x 8" RMC-RE312 \$23.99 per pack of 24. \$1.00 per project.

SPROUT ART. The wonders of plant growth revealed. Just place one of the precut sponges in a little water on a 3" or larger jar lid (not included), sprinkle on the mustard seeds and form the growing chamber. Seeds germinate within 7-14 days and the sprouts are even edible! Kids can mark growth on the side of the enclosure. Kit includes assorted sponge shapes, acetate sheets, 3" clear plastic lids, mustard seeds, masking tape and an instruction guide. RMC-GP1261 \$24.99 per pack of 24. \$1.04 per project.

WOODEN BIRDS AND BUTTERFLIES. Decorate these figures with paint, markers, etc., and they become plant pokes or stick puppet characters. 2 ½" x 10 1/8" RMC-WD3362 \$5.29 per set of 12. 44 cents per project.

NATURE HAND FANS. Create a real stir with these cool hand fans designed to look like frogs, fish, bugs and more. Great to use as puppets. Includes cardboard circles, wooden handles, carbon paper, non toxic acrylic paint and glue, brushes, patterns and instructions. 8" diameter. RMC-GP858 \$9.99 per pack of 12. 83 cents per project.



MOSAIC SUPER FOAM NAMEPLATE. A great VBS activity that kids can make and take with them the same day! Create mosaic patterns with precut, self adhesive Super Foam tiles and sheets in assorted colors, precut black posterboard nameplates, pattern suggestions and instructions. Everyone can make a JESUS nameplate for their bedroom if desired. RMC-GP1499 \$24.99 per pack of 24. \$1.04 per project.

FISH NET WINDOW HANGING. Jesus said, "Follow Me and I will make you fishers of men." This is a perfect craft to represent FISH TALES CABIN. Includes jumbo craft sticks, white nylon netting, multi cultural people figures, non toxic glue and broad tip markers, kite cord and instructions. Size: 5 ½" x 6". RMC-RE437 \$7.99 per pack of 24. 33 cents per project.

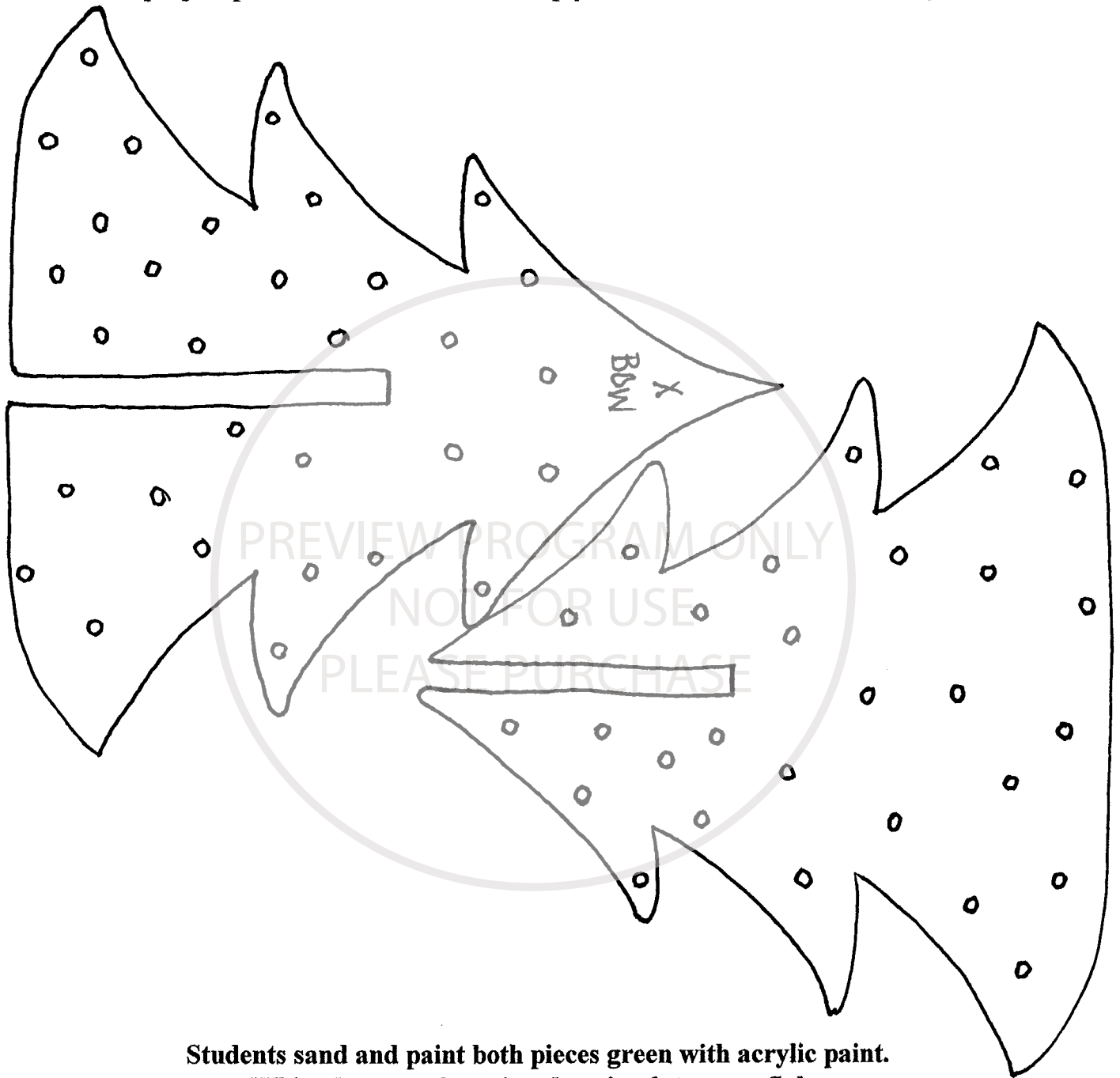
BIBLE SCHOOL TILE COASTER PACK. Economy sized coaster pack is ideal for VBS and youth groups. Complete with tiles, non toxic glue, grout, metal coasters and instructions. 2 7/8" diameter. Tile shapes may vary. RMC-TT703XX \$93.49 per pack of 96. 97 cents per project.

PREVIEW PROGRAM ONLY
NOT FOR USE
PLEASE PURCHASE



WOODLAND STANDING PINE TREE

This craft project is easy to complete. Ask several people who own woodworking tools to cut the project pieces at their homes. 1/4" plywood works best for durability.



Students sand and paint both pieces green with acrylic paint.

White dots may be painted to simulate snow flakes.

Let dry thoroughly. Finish with fixative spray if desired.

Fit two pieces together for a standing tree. Add a small bow to the top of the tree.

ONCE IN A BLUE LOON BIBLE THEATER ...As The Worm Squirms



This 30 minute theater event is a skit performed by a team of teens and adults in costume. Lead the group into a clear understanding of what it means to become a believer in Jesus. Take the students outdoors or decorate a room to look like a wooded area. If available, perform the skit under a large outdoor canopy, tent or pavilion.

PREPARATION: Decorate a staging area to resemble the Deep Woods. A classroom may be used if there is enough space for the actors and audience. This theater performance could be done for the large group if the FOREST RANGER Director wants to change the basic schedule. Keep decorations and preparations simple.

Seat students in seats or on the floor in the audience area. Darken the space with lighting focused toward the players. Play upbeat Christian music as students enter the theater area. Give them a few minutes to find a seat, chat and eat some popcorn.

SIGNS: Display fun and funny signs on the walls of the theater area. The signs may be printed on large pieces of cardboard. Use bright colors and trim with glitter. Shine lights up from the floor onto the side walls.

ONCE IN A BLUE LOON BIBLE THEATER
...As The Worm Squirms
COME TO THE BIBLE! LIFE IN THE WOODS!
SSSHHH,!!! ACTORS ARE ACTING!



REHEARSAL AND TIMING: Encourage actors to take their time, speak loudly and become the character they are portraying. Rehearse before the event, practicing the lines aloud.

ACTOR PREPARATION: Choose a small team of teens and adults. **DO NOT MEMORIZE PARTS.** Hold a copy of the skit. Mark individual parts with yellow high lighter for easier viewing. If desired, choose someone to be the father and the brother in the story. The Narrator will then only speak ...And the father said.... or,and the brother said....

Act out the parts as much as possible in an exaggerated fashion. Over play the parts and enjoy the rhyming quality of the story.

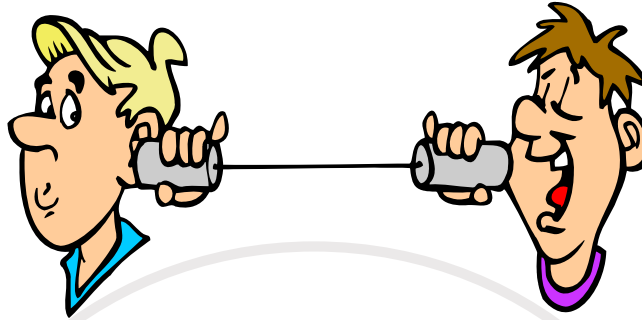
If mistakes are made, so what? Be casual and yet be aware of the messages being communicated. The short skit is designed to help students understand how important God's Word has always been. Told in a modern, fun style, the students will understand the message.

THEATER SNACKS: Provide a paper cup filled with popcorn for each audience member. It's a nice touch! Since this activity is done in small groups, it is easy to provide a cup as the group enters. Be sure to have plenty of popcorn so you can be generous throughout the event. Fill cups again at the end of the session if there is enough time. Be sure to provide a waste can for paper cups at the end of the show.

NARRATOR: The narrator is the bridge between the audience and the characters. He/She is also the leader of ONCE IN A BLUE LOON BIBLE THEATER. Dress as a hiker in shorts, t-shirt, hiking boots and socks, hat and backpack. Become the friendly woodsman who encourages students to become Christians because of exciting Bible messages about Jesus.



THE WASTEFUL KID



*A Bible story told in modern rhyme. No Holy Land costumes needed.
One male actor and the Narrator needed. If desired, add the father and
brother to the cast and have them speak their lines as printed.*

Story taken from Luke 15:11-32

NARRATOR: Hurry and get settled because today at ONCE IN A BLUE LOON THEATER The “As The Worm Squirms” Players present a very special peek into the life of a difficult, some say even sinful kid. I am sure you have never met anyone like him.

Let’s face it. People do not always do what pleases God. Why? Lean in while I whisper the reason. S-I-N! Yes, that’s what keep folks from loving God. And what is the letter of the alphabet in the middle of sin? **I**! Sin is always wanting to please **ME**! Instead of thinking “What will make God happy today?”, we think, “What do **I** want? What makes **ME** happy?”

Sin changes us from the inside out.

We begin by innocently thinking, “**I** want to go outside and play.”

That leads to, “**I** do not want to clean my bedroom.”

Which leads to thinking, “**My** mom is so mean.”

Which leads to saying out loud, “**I** hate you mom.

You never let **me** do what **I** want to do.

I wish **I** was somebody else’s kid!”

Bingo! Sin just happened. How do we know? Because the Bible says, “*Children obey your parents in the Lord, for this is right. Honor your father and mother which is the first commandment with a promise that it may go well with you and that you may enjoy long life on the earth.*” Ephesians 6:1



I think our guest is arriving. Let's see what's going on. We may learn something about sin. You never know. Sshhh, here he comes.

THE KID: *(Enter the stage with headphones, baseball cap, dressed in "cool" jeans and t-shirt. Ignore the audience and walk in rhythm to music unheard by audience.)*

NARRATOR: *(Shouting....)* Can you turn that thing off? Hey! I said, turn that thing off? *(Tap on shoulder)* Kid, I'm talking to you. Turn it off! I SAID, TURN IT OFF!

THE KID: Okay, okay. You don't have to shout. Who are you?

NARRATOR: I'm the Narrator. Who are you?

THE KID. I'm THE KID. My friends call me KIDDO and my dad calls me his Prodigal Son. At least that's what he used to call me.

NARRATOR: Ohhh, I know you. You're the guy from the Bible. The one who grabbed his dad's cash and made a run for it. What kind of son are you? You should know better. I can't believe you. You are every father's nightmare. Shame on you!

THE KID: Hold on! Do I get a chance to explain myself?

NARRATOR: I'm sure my friends would like to hear your pathetic explanation.

THE KID: I don't know why I should tell you anything. I don't know you. You don't know me. However, it is interesting. In fact, Narrator, you can help me tell my story.

NARRATOR: Let's do it! Kids, you are never going to believe what happened.

Come listen, come listen, come one and come all
To the tale of a boy who had a great fall.
With father and brother, his life was all set.
The farm and the money and life were all a sure bet,
He was happy, yes, happy, oh happy and yet....



THE KID

I wonder what life in the city is like.
Do they dress just like me? Do they ride a sleek bike?
I'm stuck on this farm far away from the light.
I'm stuck here, I'm stuck here, I can't be too bright.

NARRATOR

(And his father said) "O son, my dear son, the farm is not bad.
I've given you life, money, health...all I had.
When I die you will get all that's left, so be glad.
You'll be the big boss, our family kahuna.
Just share with your brother, and sing a glad tune-a."

THE KID

(And my brother said) "I'm oldest you know. I don't want to boast,
But when the time comes I should get the most."

See? That's what I thought.
That brother of mine
Is waiting for me to leave here. Well, fine!
Just give what's due and I'll fly the coop.
There's life in the city that I need to scoop.

NARRATOR

(His father said) "Oh son, my dear son, the farm is your home.
Stay here and work here. Don't try to roam."

THE KID

Just give me your money, oh father dear.
I need it right now to fly far from here!

NARRATOR

The father, who loved him, handed over the money.
The son, who was silly, hopped away like a bunny.
Life in the city wasn't quite what he thought.
He bought and he bought and he bought and he bought!



THE KID

And soon, when I dug in my purse for a coin
There were non and my friends ran away.
There's a lesson to "loin".

I now need a job, I need money you see.
I can't live in the city and let me be me.
I need a good job to buy more new clothes.
I want a new outfit, like those and like those.

NARRATOR

No jobs could be found in the big, big, big city.
He tried to be smart and he tried to be witty.
The only job he could find was in a pg pen.
He slopped all the hogs and remembered just when
Life at home was so peaceful on dad's lovely farm.
Where food did about and he came to no harm.

THE KID

I want to go home, I want my dear dad.
The job in this pig pen makes me mad, makes me sad.
I want to see trees and rivers and such.
Dad's workers at home get much, oh, so much.
If I could just travel to father and brother,
I'd stay there and work there, I'd want no other.

NARRATOR

So the son traveled home, all alone, with his duffle.
He walked with some fear. He walked with a shuffle.

THE KID

I know what to say. I know what to do.
I'll say, "Hello Father! So nice to see you."
I'll admit that I **SINNED**.
I'll beg to start over and over with him.
Yes, with him.



NARRATOR

When the son neared the farm, shaded eyes with his arm.
He saw his dear father running fast from the barn.
They hugged and they hugged and they danced in the road.
The father was crying, the son crying too.

THE KID

I tried to confess, all my sins to unload.
But my father had plans of his own to complete.

NARRATOR

Dad wanted to shout to the world, "My son's sweet!"

(His father said) "My son, my dear son, you are home at last.
The time you were gone went slow and not fast.
Come in to the house, take a bath, get a drink.
I need time to blink and to think in a wink."

THE KID

But father, I've sinned against heaven and you.
I've wasted your money and now I feel blue.

NARRATOR

Before he could finish, his dear father said....

"Hush, hush now, I tell you.

The servants will give you our best robe of red
Put rings on your fingers and shoes on your toes.
I won't take excuses. I won't hear your 'no's'!"

THE KID

So a party was planned and my family rejoiced.
They danced and they feasted on platters piled high
With the juiciest juices and a fatted calf's thigh.

NARRATOR

The end of our story now is in sight.
For the family was happy, so happy, that night.



THE KID

Except.....for one person, who lurked in the alley.
My brother was mad and kicked his cat, Sally.

NARRATOR

(His brother said) “I’m the brother who stayed. I worked long. I worked hard.
Do I get a party, do I get a card?
No, not me. It’s not fair!
I want some rejoicing for *me* on the stair.

This brother of mine wasted stuff on wild living.
And now they celebrate with even *more* giving.
It’s not fair, it’s not fair, it’s not fair, I say.
I want a party. I want to play.”

THE KID

(My father said) “I have heard your sighing, and crying and moaning.
What you don’t understand, so, is that you’ve been growing.
You’ve had all my wisdom, my love and my stuff.
Your brother ran away, said he’d had enough.
I thought he was dead but now he’s alive!
It’s right to rejoice for now he’s come home.
We’ll be here together no longer to roam.
So cheer up that face, join the party inside.
Next week we’ll invite your friends from far and from wide.”

NARRATOR

And now we’ve come to the end of our story.
It is told for God’s love. It is told for God’s glory.



NARRATOR'S LESSONS TO BE LEARNED

When Jesus told this story, He had lessons He wanted people to learn. Here they are!

1. I'M A SINNER-YOU'RE A SINNER! Isn't it neat that when THE KID decided to come home, he admitted he had sinned against dear old Dad? He asked only to be a humble servant on Dad's farm. Aha! I've got it. God's Word says, "*For all have sinned and come short of the glory of God.*" Romans 3:23 That means you and me.

2. FORGIVE ME! When THE KID got home, DAD never gave him the chance to ask to be a servant. He ran to his boy with a fancy outfit and a big "bling, bling" ring. Then he put shoes on his son's feet. DAD'S message was "*Welcome home, Kid! No strings attached. You are FORGIVEN!*" Bingo! That's what happens when we accept Jesus as our Savior—Forgiveness!

Abraham Lincoln was asked how he was going to treat the southern rebels when they had been defeated during the Civil War and returned to the Union of the United States. The questioner expected that Lincoln would take a terrible vengeance but the great president answered, "I will treat them as if they had never been away."

3. SING AND CELEBRATE! DAD called for his household and all his farm hands to stop work and enjoy a "*Welcome Home Kid*" feast! God rejoices when each of us accepts His forgiveness and comes home to Him.

God is always waiting for us to return home to Him. All He asks is that we believe that Jesus is God's Son. Jesus died and rose from the grave for you and me. Talk to God and the deal is sealed.

CLOSE IN PRAYER

Dear Lord, Forgive my sin. I believe You lived and died for me. I want to come home to You. Thank You for being my loving and forgiving Heavenly Father. In Jesus' Name, Amen.



THE BEARLY HOME

...COME IN FROM THE COLD!



This 30 minute activity is a visit to the Deep Woods home of the three bears. This fantasy style visit has a fun quality as well as a story teaching time. Use your imagination and have lots of fun with each group as they visit this unique cottage.

DECORATION: Turn your room space into a cozy bear cottage much like the home of Goldilocks' Three Bears Family. Set up the cottage room with lots of items that make it look like the Bears' home. Use curriculum Deep Woods decorating ideas and add items unique to this activity.
PREPARE HONEY AND BREAD FOR THE GROUP!

Set a table with three bowls amidst a wildflower centerpiece on a colorful country tablecloth. Place three chairs (*large, medium, small*) in the area. Three pillows stacked in a corner may represent the three beds upstairs. Decorate with lots of frilly doilies, an end table with lamp, floor lamp, family pictures in frames (*all bears, of course*), braided rug, frilly cottage curtains, fireplace, bookshelf, honey pots, stuff teddy bears, wicker baskets, pine boughs (*even a bare pine Christmas tree in one corner*), green swags, a large family Bible on the table, sign-**LOVE BEARS ALL THINGS** and other homey touches to make the BEARLY HOME look welcoming, woody and comfortably cozy. Use items you have available to make this a special place to visit. Set up a mailbox outside the door with the family address clearly printed:

**THE BEARLY FAMILY
 333 DEEP WOODS LANE
 CROSS CREEK, USA 77777**



COSTUME AND CHARACTER: Become a Nature Guide (See Dressing For the Great Outdoors) who is trying to visit the absent Bearly family. Since the family is not home, invite the group to come in and enjoy their cottage. The scene should resemble the famous story, “*Goldilocks and The Three Bears*”. Reassure the visitors that the Bearly Family is very friendly and will not mind the invasion. Perhaps they are hunting for blueberries or picnicking in the Deep Woods.

WELCOME TO BEARLY HOME!

(*Knock on the closed door.*) **Let’s see if anyone is at the Bearly Home today.** Hmm, no one seems to answer the door. Hel-lo! Papa Bear! Mama Bear! Baby! Come to the door. We have walked a long way to find your cottage.

Perhaps we should look inside and see if they are home. (*Open the door cautiously while calling.*) No one home. Let’s go in and look around. I’m sure they won’t mind. This cottage looks somehow familiar. Let’s see. Three bears, three bowls, three chairs, three pillows. What do you think? I think we have found the Deep Woods cottage of that famous Bear family we have all known and loved. Let’s sit in the cottage while they are away.

SERVE HONEY AND BREAD TO THE GROUP.

You’re smarter than the average bear although as we all know, the average bear is pretty smart. I bet you’re a real *bear* when it comes to your school grades. My advice is to study the *bear necessities* in case you spent too much time hibernating last winter. Am I un-*bear*-able?

Bear Information: It’s my job to tell you a little about these gigantic creatures. Bears can be found throughout the world. They are generally large animals who walk on their heels like humans. They have a large body, short legs, a stub of a tail, small round ears and forward facing eyes. The real giants are the grizzly bears and polar bears.

Did you know there are 18 types of black bear found in the United States and Canada? Black bears can be black, white, brown, cinnamon and even blue (*Blue Glacier Bear*). They weigh around 300 pounds but a really big one was killed in Wisconsin that weighed 802 pounds! They will eat nearly anything. They are fond of honey and destroy many beehives. The black bear has claws which are shorter and more curved than a grizzly bear. This allows it to climb trees. Often mother bears will encourage baby bears to climb a tree when there is danger.



I REMEMBER A STORY! MIRACLE IN A COTTAGE

Matthew 8:14-15: I remember a story about another little cottage. If I recall correctly, it happens on a day when a lot of people clamor to meet Jesus. Most are very, very sick. They have no hope unless a miracle occurs. Jesus is their miracle man. He healed a man in the synagogue. Then he healed the centurion's servant on the way home. The Bible says that each time Jesus performed a miracle, a little power left him. Miracles cost Jesus physical strength. No doubt Jesus was very tired.

Jesus finds himself in front of Peter's house after a busy day with these crowds of people. Since they were friends, Peter invited the group inside for rest and a delicious dinner. They discover Peter's mother-in-law sick with a fever. There were several kinds of fevers in those days. Some people think she had malaria, which was common. She met Jesus in a wonderful way that day. At Peter's cottage there was no publicity, no crowd to stare and be amazed. Here there was only a simple cottage and a poor woman tossing and turning with a common fever. Even the, Jesus gave all He had to give.

Jesus was never too tired to help. He was not the kind of person who was at their best in public and at their worst in private. No situation was too humble for him to help. In a crowd or in a cottage his love and his power were for anyone who needed him.

This miracle in a cottage tells us something about the woman Jesus healed. No sooner had he healed her than she busied herself in attending to his needs and to the needs of the other guests. She clearly thought of herself as "*saved to serve*". She could have taken a break and rested while others served her. He had healed her and her one desire was to use her health to be of us and of service to him and others.

When each of us meets Jesus, we have a choice. We can accept His gift of salvation and then go our merry way forgetting how much He loves us or we can meet Him joyfully and use our gift of salvation to serve others. That is the way we should use every gift of God.

JESUS LOVES THE THREE BEARS

Make an oversized story book with cardboard, colorful construction paper, ribbons and glitter. Print JESUS LOVES THE THREE BEARS on the cover. Place the script inside the covers. Sit in one of the three chairs to read the story.



I found a big story book that the Bearly Family must read to Baby Bear. Let's take a peek and see what they have been reading. It looks like a fairy tale or a pretend story but maybe we can learn something from it to help us learn more about Jesus.

Once upon a time, a wonderful man named Jesus went into the world to meet everyone who needed help. One winter day Jesus went for a walk in the Deep Woods. Pretty soon He came upon a cottage. He knocked and when no one answered, He walked right in. He discovered a delightful cottage home that was obviously owned by a bear family.

At the table in the cottage kitchen, Jesus found three bowls of porridge. He was very hungry but He noticed there wasn't much food in the little cottage so He didn't take porridge from any of the bowls. Instead, He found a loaf of bread and some honey in his backpack. Placing them beside the bowls, He prayed for the little bear family who lived and worked in that home.

Jesus decided He was feeling tired so He walked into the living room where He saw three chairs. The first chair was very large. When He sat in the chair, His feet did not touch the floor. *"I think the person who sits in this chair is the father bear in this cottage. He works hard and comes home to find rest."* The large chair had wooden arms that kept falling off. Jesus took out His carpenter tools (*He was a very good carpenter!*) And found just the right nails to fix the chair. *"There,"* said Jesus, *"Now father bear will have a nice place to rest at the end of his day."*

Jesus noticed that the pink chair in the middle of the room was a bit smaller. He sat in that chair. It was comfortable and soft but He noticed a few stains. *"Those look like tear stains,"* He said. *"I think I can wipe away those tears so Mother Bear will feel peace as her little family leaves her side."* He had just the right stain remover in His tool kit and soon the comfortable pink chair looked like new.

"Ahh," said Jesus. *"This is my favorite chair in the cottage. It is very small. It must belong to a bear cub."* He noticed the little chair was very old. Many bear cubs had spent happy hours sitting in it. It was worn and needed a fresh coat of paint. Jesus had just the thing. He found a small paint brush and a brand new jar of shiny red paint. Within a few minutes the little chair looked brand new. Jesus stood back and said, *"Many more cubs will be able to listen to stories in that chair."*



Jesus wondered where the family was who lived in the little cottage in the Deep Woods. He was very tired by this time so He went upstairs to the bedroom. Lo and behold, sleeping in the beds, were three very large, very tired bears! They barely moved as Jesus entered their room.

Jesus leaned over the largest bed and said, “Wake up. I need to speak to you.” The huge bear opened his eyes and growled in anger. *“Get out of my cottage! I don’t need intruders ruining my long winter’s nap.”* Jesus smiled and explained that He was walking in the woods and came upon the cottage. *“I mean no harm. I want to help your little family.”* Father Bear, seeing the kindness in Jesus’ eyes, smiled back, *“Let’s wake the family and see what they think.”*

“Mother Bear, open your eyes. Jesus is here and He wants to meet you. Come now, dear. Let’s get dinner ready for our Guest.” Mother Bear opened her eyes and saw her visitor standing in the corner. *“Oh my,”* she said, *“I must look a mess. I’ve been sleeping all winter!”* She jumped from her cozy bed and invited Jesus to take a little nap while she prepared dinner.

Jesus closed His eyes and slept comfortably in Mother Bear’s warm bed. When He awoke, He saw a pair of big brown eyes staring at him nose to nose. *“Hi Mister,”* said the little cub. *“I hear you’re going to eat dinner with Mama and Papa and me. Are you really Jesus?”*

Jesus smiled. *“Yes I am. Are you really a bear cub?”* The cub blinked his eyes and replied, *“Yes I am.”* Jesus reassured the little cub that He only meant to visit for a little while.

Father Bear greeted Jesus happily as the cub led Him to the kitchen. *“Thank you for not disturbing our porridge. It was all we had left when hibernation time began. We will eat it for breakfast tomorrow.”*

Mother Bear said, *“I noticed that you fixed all three chairs in our living room. We were afraid they would not last much longer.”*

Baby Bear said, *“I noticed how much you love us. Thank you for coming to visit our cottage in the Deep Woods.”*



After a delicious bear dinner of smooth honey, homemade bread and blueberries, Jesus waved goodbye to His new friends. The Bearly Family knew they would never be the same after meeting Jesus.

What can we learn from this story? It isn't like the original Three Bear story. What is different? *(Allow students to mention obvious differences between the Goldilocks version and this one.)*

What do we learn about Jesus? *(Kind, helpful, loving, patient, attentive to needs.)*

What do we learn about the bears? *(Angry, fearful, accepting, open, welcoming.)*

What do we learn about ourselves? *(Are we like Jesus or are we like the bears?)*

CLOSE IN PRAYER.

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BEARLY HOME BEARS

Make 3 large bears to stand in the background. Enlarge each figure using a transparency made on your copier, placed on an overhead projector and transferred to cardboard.

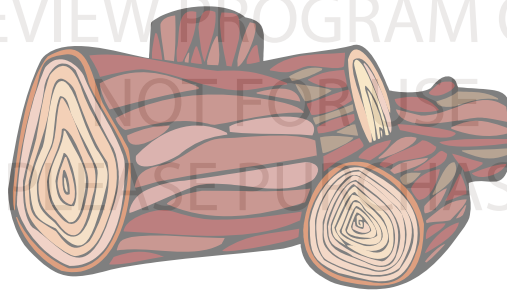




BIBLE STATION TIPS

*Two CROSS CREEK Bible Stations represent delightful Deep Woods locations in America's great woodland. Bible stories teach **Jesus Scout** students how to build their lives on the firm foundation of Jesus. Good news about Jesus is joyously proclaimed throughout the day. The Scouts enjoy a woodland activity, memorize a scripture verse and hear a Bible story. Follow instructions to make your Bible Station authentic by taking advantage of costumes and simple decorations.*

Individual student groups visit one 30 minute session in the morning and a different 3 minute session in the afternoon. Bible Station teachers agree to repeat their activity to six separate groups (*3 morning sessions, 3 afternoon sessions*). To ease the teaching load, consider team teaching (*two or more team members*) by participating in a small portion of the session. Trade responsibilities as groups change.



BIBLE STATION 1 : THE MOOSE TRAP OFF THE BEATEN PATH!

Memory Verse: *“Come to me....and I will give you rest.”*

Matthew 11:28

Bible Story: Rich, Young and On the Move

Matthew 19:16-30



BIBLE STATION 2 : FISH TALES CABIN
CATCH THE SPIRIT!

Memory Verse: *“Come, follow Me and I will make you fishers of men.”*

Matthew 4:19

Bible Story: Fishermen and Their New Fish

Matthew 4:18-22; Mark 1:16-38

DECORATE: Follow decorating suggestions in the lesson plan or create your own workshop design. Borrow appropriate items from church members, family and friends. Make some items from construction paper, poster board and cardboard. Use lighting to make the area intriguing or mysterious.

COSTUME AND CHARACTER: Become an enthusiastic Nature Guide. Follow the instructions in your lesson plan. Borrow, rent, make or dig into the back of your closet to dress appropriately.

MEMORY VERSE ACTIVITY: Teach the scripture verse by using a game, story or fun activity. Shorten the verse to match the age group as necessary.

BIBLE STORY: Tell the Bible story seriously. The students must be seated and quiet. Ask questions to encourage active involvement. Simplify material for younger students. Older students may read scripture and participate in discussion.

TIME MANAGEMENT: Students must complete their activities in one session. If suggested activities cannot be completed within the 30 minute time period or if the program has been adapted to shorter periods, choose the most important details and eliminate the rest.



BIBLE STATION 1

THE MOOSE TRAP

OFF THE BEATEN PATH!

SPIRITUAL THEME: *Coming to Jesus frees us from the sin trap! Everyone we meet has an opinion about how to live a fulfilling life on earth. Not everyone has the correct answer to life's issues. Listening to the right voice is important. Jesus is the only answer to sin. Let's begin our journey to heaven by getting...OFF THE BEATEN PATH!*

DECORATION: Design a small cabin hideaway in the Deep Woods. Follow our basic decorating ideas but add some unique items to this cabin. Hand print or use dry twigs to print: THE MOOSE TRAP. Darken the cabin area by lighting it with one small table lamp.

Fill the cabin with comfortable furniture, wooden tables, a fireplace with logs, plaid quilts and large pillows, rag rugs, metal or wooden buckets, cabin styled curtains at the windows, green potted plants, lanterns and rustic accessories.

Draw a large black shadow moose (black construction paper or cardboard spray painted black) following the basic pattern supplied. Make as many moose as necessary to line one, two, three or four walls of the room to give an effect that a herd of moose is observing the activities in THE MOOSE TRAP.

Any item that resembles a moose is appropriate in this area. Signs, antlers, trophy heads, pictures, stuffed moose. Check "Moose" internet sites for an array of moose items. Everything from moose yard figures to inflated moose heads are available...and oh so much fun!

Print some of the following signs and scatter them around cabin walls, doors and windows. Frame them with glued on twigs or grasses.

DON'T MOOSE AROUND



MOOSE AND BEAR EVERYWHERE
 MOOSE CROSSING
 IT MOOS-T BE LOVE!
 MOOSE AND SQUIRREL...GOOD FRIENDS

COSTUME AND CHARACTER: Become a Deep Woods Hermit who lives far away from people and ordinary life. The tone of your character should be that of quiet reflection on whether to believe in Jesus or ignore the message. Dress in mountain clothing.

WELCOME TO THE MOOSE TRAP!

It may be possible to rent a nature video of these beautiful animals in their natural habitat. Have fun teaching the students all you know about moose!

Moose Information: Let's talk about moose! Do you know much about this noble animal? It is the world's largest member of the deer family. The biggest moose live in Alaska but they live in all the northern forests in North America, Europe and Russia. Sometimes they are called Elk. They tend to live alone, have a deep call and a strong odor.

Moose are goofy looking. The most famous cartoon moose is Bullwinkle from the *Rocky and Bullwinkle* television show. Real moose have long legs and a huge body with a drooping nose. They have a beard under their chin (dewlap) and wear a short tail. I have seen brown moose and black moose and even a few golden brown beauties.

Moose grow to be huge—about 7 ½ feet tall! Males weigh from 1200 to 1600 pounds. Females weigh in at 800 to 1300 pounds. Only the bulls have antlers. In the wild, moose rarely live more than 16 years.

They have a big appetite and eat willow, birch and aspen twigs. A real treat is pond weeds and grasses. They eat everything in sight and it is common to see an entire wooded area “eaten up” to the height of 6 to 8 feet above the ground. Who eats moose? Grizzly bears and wolves think they are a tasty treat!



MEMORY VERSE: Teach the scripture verse by placing the words of the verse on large cardboard moose antlers. Allow the students to touch the words and say the verse as the antlers are passed around the group.

*Come to Me...and I will give you rest.
Matthew 11:28*

Come to me means “Come to Jesus”. Jesus wants each person to come to Him for salvation. His promise is that we will enjoy rest when we depend upon Him. Let’s learn today’s verse by saying it together.

BIBLE STORY: RICH, YOUNG AND ON THE MOVE

Matthew 19:16-30; Mark 10:17-31: This is one of the best loved stories in the gospels. It teaches an important lesson because it shows the right and wrong way to follow Jesus. People create reasons why becoming a Christian is just plain silly. If we listen carefully to the words of Jesus, we will know what pleases Him. We become faithful followers of Jesus by avoiding the TRAPS others got into because of their doubts.

One day a young man came running to Jesus. He was dressed in the latest fashions looking very much like an up and coming young businessman. He kneeled in the dust before Jesus and said, “*Teacher, what good thing must I do to get eternal life?*” This young guy was looking for happiness and peace with God. That was good! He wanted a list of rules that would earn “*brownie points*” with God. That was bad! God doesn’t work like that!

Jesus said, “*Why do you question me about what’s good? God is the One who is good. If you want to enter the life of God, just do what He tells you.*” The rich guy says, “*What in particular should I do?*” Jesus reminds him of the commandments God gave all people, “*Don’t murder, don’t commit adultery, don’t steal, don’t lie, honor your father and mother and love your neighbor as you do yourself.*”

The young man must have been listening closely because he replied, “*I’ve done all that. What’s left?*” Jesus said, “*If you want to give it all you’ve got, go sell your possessions, give everything to the poor. All your wealth will then be in heaven. Then, come follow me.*” Jesus was offering this young man the opportunity of a lifetime...to follow Jesus as one of His disciples. What will our young rich guy decide? What would YOU do?



Whew! It was going to be hard to give up his beautiful house, great clothes, young donkey, golden coins, jewelry and impressive job. It was the last thing the young man expected to hear. He thought there would be some simple law he could keep to make himself feel better about pleasing God. His face was sad as he walked away. He was holding on tight to a lot of and he couldn't bear to let any of it go.

As Jesus watched this young rich man go away, He told his disciples, “Do you have any idea how hard it is for the rich to enter God’s kingdom? Let me tell you, it is easier to gallop a camel through a needle’s eye than for the rich to enter God’s kingdom.”

Jesus’ story does not tell us how our young rich guy finished his life. What do you think he did? *(Let students respond.)* I like to think he turned around with a smile on his face and said, “I’ll do it! I’ll have a yard sale this very day. I’ll come with you and I will be certain that my treasures are in heaven!” However, I have a feeling that the cost to follow Jesus was too high and he went back to his life of privilege and luxury.

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MOOSE TRAP LESSONS:**COME TO JESUS****1. BEING YOUNG AND RICH ISN'T ALL IT'S CRACKED UP TO BE!**

Our television and music people tell us that the best thing about life is being young and rich. If you have all the newest gadgets, a great job and a beautiful or handsome partner, life will be perfect. Is that true?

God's Word says: "*Come unto Me, all you who labor and are heavy laden and I will give you rest.*" Matthew 11:28 All we need is found in God's plan for our lives. Don't believe a lie!

2. THE KEY TO KNOWING GOD IS NOT RULES AND REGULATIONS!

Our rich guy said he kept God's law. He was a very good person but he had not kept all the rule because his attitude toward his fellow man was wrong. In the end he was selfish and that is why Jesus challenged him to sell all and to give to the poor. Poor people could have taught our young guy a lot about God.

3. THE STUFF WE OWN IS NOT WHO WE ARE. Our young man was so tied to his stuff that nothing less than getting rid of all of it would save him. If you look at the stuff you own only as things for your comfort, they become a chain that must be broken. Name some of your stuff that would be hard to give up.

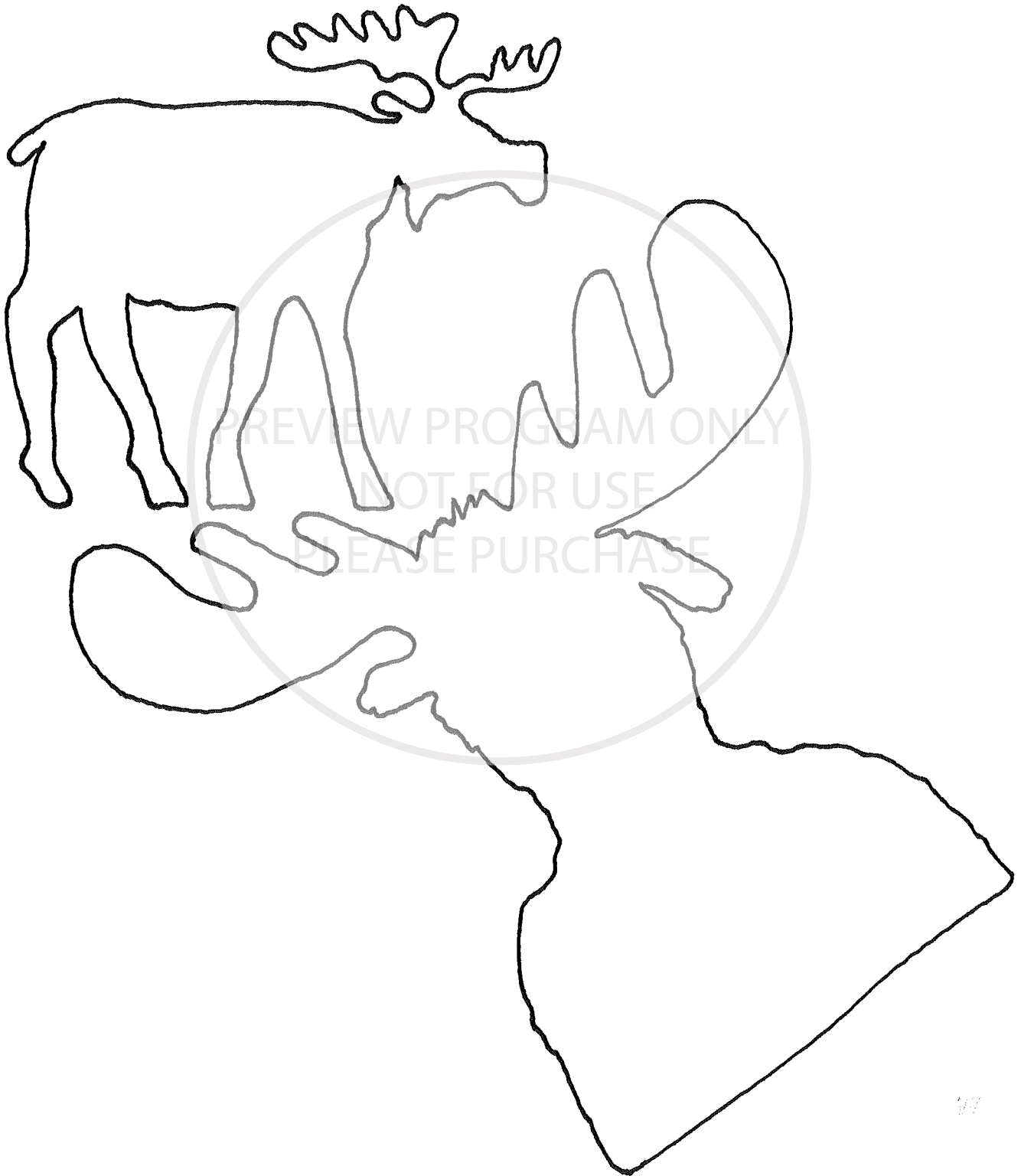
4. GOD LOVES US A BUNCH! God loves us so much that He gave Jesus, His Son, to pay for our sin. Finding eternal life is not piling up credit with God by keeping commandments and observing rules and regulations. We find eternal life by copying God's attitude of love and care through Jesus. To follow Christ is God's plan for each person on earth.

I am afraid that in the end, our young man turned away in great distress. He refused Jesus' challenge because he had great possessions. His tragedy was that he loved things more than he loved people and he loved himself more than he loved others. Anyone who puts things before people and self before others must turn their back on Jesus Christ. Do not be TRAPPED like the rich, young man.

CLOSE IN PRAYER

MOOSE PATTERNS

Use these moose shapes to decorate your workshop. Enlarge each figure using a transparency made on your copier, placed on an overhead projector and transferred to cardboard.



BIBLE STATION 2:

FISH TALES CABIN CATCH THE SPIRIT!

SPIRITUAL THEME: *Every new Christian must learn how to communicate with God. Let's discover why prayer is so important. This fun workshop highlights basic facts about prayer for elementary students.*

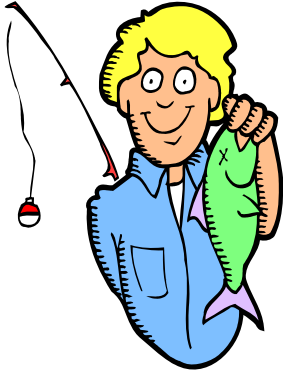
DECORATION: This is a wonderful fishing cabin! Make this an eye popping spot along the day's camping journey. Use curriculum decorating ideas and add unique fishing items. Use fishing rods (*no hooks*), fishing lures and flies, mounted fish borrowed from a sportsman (*or the famous mounted "singing" fish*), can of gummy worms, bait and tackle box, creel fishing basket, large and small fishing nets, small boat, wooden oars, pictures/figurines of fish, small lighthouses. Place a bowl of live goldfish in the cabin. Place fun fishing signs on all the walls:



A "REEL" EXPERIENCE
I LIVE-THEREFORE I FISH
GONE FISHIN'
BE LIKE JESUS-FISH FOR PEOPLE
RAINBOW TROUT-WALLEYE-PERCH-PIKE

COSTUME AND CHARACTER: Wear a typical fisherman's outfit of fishing vest, slouch hat with lures attached and hip boots. This is an area that can easily be led by men. Gals can do it too. Become an eager fisherman sharing the experience.





MEMORY VERSE: Our FISH TALES CABIN scripture verse is one that Jesus spoke. He knew that fishing was important to the people of Israel. They understood fishing. Jesus compares catching fish to catching people. Let's learn it together.

Come, follow Me and I will make you fishers of men.
Matthew 4:19

Easy to say. Hard to do! How do we follow Jesus so we can be fishers of men? One way is to establish a great prayer life. It doesn't cost any money. You do not have to be the right age or have a college education. Prayer becomes as easy as breathing for someone who really wants to know the Lord. When prayers beings in our lives, all other Christian qualities follow.

BIBLE STORY:

FISHERMEN LEARN TO PRAY

Matthew 4:18-22; Mark 1:16-38: (From "The Message") One day Jesus was walking along the beach of Lake Galilee. He recognized two brothers named Simon and Andrew. They were fishing by throwing nets into the lake. It was their regular work so they must have been fun to watch. Jesus said to the brothers, "*Come with me. I'll make a new kind of fisherman out of you. I'll show you how to catch men and women instead of perch and bass.*" Peter and Andrew put down their net and followed Jesus. They didn't ask questions, they just followed Him.

Down the beach, Jesus and the brothers discovered another pair of brothers. This time James and John were sitting in a boat with their father, Zebedee, mending their fish nets. Jesus made the same offer to them, "*Come with me. I'll make a new kind of fisherman out of you. I'll show you how to catch men and women instead of perch and bass.*" James and John were just as quick to follow Jesus. They abandoned their boat...and their father!

Now five men walked together as friends with a common goal, to please God in every way they could. No doubt, Jesus talked to them about what it meant to leave fishing behind and follow him. He must have told them he was the promised Messiah. They were to be part of a world wide plan to save people from their sin. Jesus **WAS** God's plan. They were going to be His messengers.



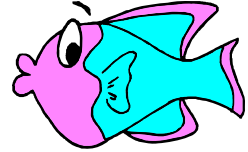
With these four friends, Jesus returned to Capernaum in Galilee. He used synagogues (*Jewish churches*) for meeting places and taught people the truth about God. God's kingdom was his theme. He healed people of their diseases and forgave bad things they had done with their lives. The four friends kept watching and learning from their Master. They copied Jesus as he showed them how to pray.

At the end of a long day that began with a walk on the beach at Lake Galilee, Jesus must have been very tired. After sleeping only a few hours he got up quietly and left the city. He found a place where he could be alone to talk with his Heavenly Father. Jesus prayed for strength to do the great work he had to do. Simon (*Peter*) found him there in the morning. After all, you cannot be a fisher of men unless you tap into God's power through prayer. Peter, Andrew, James and John learned how to fish for men and women just as Jesus promised.



FISH TALES CABIN LESSONS: TOP TEN PRAYER COUNTDOWN!

*Print the TOP TEN PRAYER LIST,
numbering them from 10 to 1 on large hand drawn fish. ---->
Attach them to the wall as you talk about each one.*



10. PRAYER IS A BIG “THANK YOU”! We do not have to keep asking God for things. It can also be used to give thanks for what you have already received. “Thank you” is a perfect prayer. **GIVE EXAMPLES OF THANK YOU PRAYERS.**

9. PRAY ANY TIME! Prayer does not need a special occasion. There are certain prayers appropriate to special occasions but you don’t need to wait for a special time to pray.

8. PRAY LONG OR SHORT! Prayer does not need to be long with big words. Whatever words you use, long or short, however your prayer comes out is fine. **PRAY A SHORT PRAYER.** (“Help!” “I need You.” “Come into my life.”)

7. PRAY FOR YOURSELF AND PRAY FOR OTHERS. If you know someone who could use God’s help, add them to your prayers. **WHO COULD YOU PRAY FOR?**

6. PRAY NO MATTER WHAT MOOD YOU ARE IN! You can be happy, sad, angry, scared or confused when you pray.

5. PRAY ANYWHERE. It can be done in your room or at the kitchen table. It can be done out in your yard, at the park or even at the zoo. **NAME SOME PLACES TO PRAY.** (Mention school. You will be amazed how many children think they are forbidden from praying at school.)

4. PRAYER CAN BE SHARED. It doesn’t have to be shared. It can be done alone or with friends or family. **WHO DO YOU FEEL COMFORTABLE PRAYING WITH?**

3. PRAY HOWEVER YOU WANT. There is no right or wrong way to pray.

2. PRAY OFTEN. Every day! Every hour! God’s Word says, “*Pray without ceasing.*”

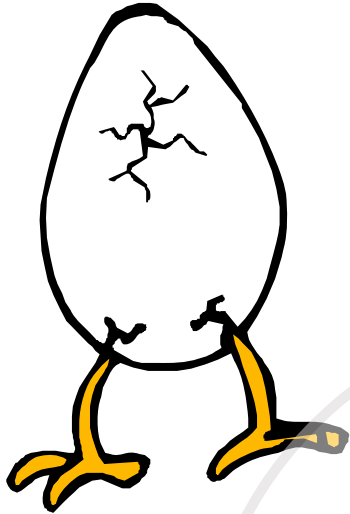
1. PRAYER IS TALKING WITH GOD. Prayer can be spoken or silent. It can be a song or a story. It can be a picture or a dance. Anything your share with God becomes a prayer communication with Him.

CLOSE IN PRAYER.

CATCH OF THE DAY!

Enlarge by using a transparency made on your copier, placed on an overhead projector and transferred to cardboard.





LUCKY DUCKS ...The Nursery

WHO SHOULD COME TO THE LUCKY DUCKS NURSERY? CROSS CREEK One Day Vacation Bible School is not designed for students under four years old who do not respond well to high activity so loved by other students. A separate space offers more security. Invite youngsters, birth through age three, who are children of teachers and helpers. It is your decision to open the nursery to the public.

HOW MANY HELPERS SHOULD WE ASK TO HELP IN THE NURSERY? Provide one helper per baby in charge of all care from bottles to changing diapers. If that is not possible, ask one adult and a variety of assistants to watch the children.

SHOULD WE PLAN ACTIVITIES? LUCKY DUCKS Nursery is a babysitting service but tell a few stories, sing some songs, play tapes and videos, give wagon rides and take walks. Decide how much to do by the ages of the children.

SHOULD WE FEED CHILDREN IN THE NURSERY? Ask the parents. They may want to provide snacks from home. If you do feed toddler snacks, be sure the food is safe and healthful. (**WARNING:** No popcorn, hot dogs, lollipops or hard candy which could get caught in a tiny throat.)

HOW SHOULD WE DRESS IN THE LUCKY DUCKS NURSERY? Wear washable clothing and shoes that are low and comfortable. The key to being happy in the nursery is to be comfortable. Theme costuming is not necessary.

WHAT SHOULD WE BRING FROM HOME TO MAKE LUCKY DUCKS NURSERY A PLEASANT PLACE? Bring Christian audio and video tapes, CD's and DVD's. Play music at a low, non threatening volume. Bring a small fan if days are hot and humid. Place the fan away from children, preferable on a shelf or high table.



CUB DEN ...PRESCHOOL

THIS AREA IS FOR PRESCHOOL STUDENTS AGE FOUR THROUGH PRE-KINDERGARTEN. Decide whether to include five year old students in this group or to allow them to become part of the kindergarten group.



THEME: THE CUB DEN kids study the same spiritual themes as older students. Use the curriculum as a study guide but provide plenty of rest time, play and simple crafting. At no time should you feel pressured to move the students to activities if they are crying or upset. Cancel or shorten your appearance in favor of free play time if the group needs rest.

TEACHERS: There should be one helper for every 2-3 CUB DEN students. Parental help is welcomed. Wear comfortable clothing and shoes. Make the ONE DAY event fun and relaxing. Students should be able to chatter and sing without being reprimanded. However, run away children or rudeness must not be tolerated.

HOME BASE: Choose one room where optional preschool stories, crafts, play and rest can take place. It is wise to have this separate space for criers and other students who need privacy during the day. Two separate ½ hour sessions (morning and afternoon) are reserved as an optional preschool Home Base time.

CRIERS: This preschool group is unpredictable in behavior. If a few children continually cry, ask helpers to keep them busy separately with play and coloring at HOME BASE. Movement around the building and grounds may be threatening for some younger students. If one or two children never calm down, it may be necessary to ask a parent to stay with their child or to take them home and try again next year. While we want to accommodate as many young students as possible, crying and temper tantrums discourage teachers, helpers and students. The child may be too young and will do better at a later time.



PLANNING A CUB DEN DAY



4 ½ hours is a very long day for preschool students. Plan the day around spontaneous rest and free time. Bring beach balls, balloons, bubbles and other outdoor toys to play indoors or outdoors. Purchase small story books from your local Christian bookstore. Use stories as extra teaching times.

NATURE WALK: This may be the highlight of the day. It is not a scheduled activity so insert it into times when a planned activity is not appropriate for the CUB DEN kids. When taking a walk, go with a nature bracelet. Put a band of duct tape (sticky side out) around each child's wrist. As children walk, let them pick up leaves, sticks and flowers and stick them to their bracelet. Upon return, discuss all the treasures they found. Talk about how our loving God made everything for our enjoyment and to meet our needs.

LONE PINE LODGE OPENING: CUB DEN kids may participate in the Opening if they can sit still, sing and respond. This is an opportunity to organize name tags and motivate the group before the day begins. If there are criers, ask a helper to take them to Home Base to color. This avoids chaos and distraction for older students.

HOOTIE OWL MUSIC NEST: Encourage preschoolers to participate in music time. Take them to music and stay with them. If the 30 minute session is too long, take them to Home Base for free play or coloring time.

ONCE IN A BLUE LOON BIBLE THEATER: This area consists of a Narrator directing opening and closing activities accompanying a skit entitled "*The Wasteful Kid*". It is a wonderful way for preschoolers to become involved in a Bible story told in classic Dr. Seuss style. Take them and enjoy the experience.



BIBLE STATIONS: Two Bible Stations are presented during the day. Take the group to each station for lessons on “Coming To Jesus”. They may not understand every concept but they will enjoy the decorations and the stories.

HALUWASA COOKHOUSE: Hallelujah What A Savior Cookhouse is the spot where *meals are served. Take young students to any meals provided. There may be a breakfast, lunch and supper or any combination of these meals. Sit with your students. Use this time as a bathroom and hand washing break. Everyone in the building eats at the same time so decide if you want to join the older students or eat separately at Home Base.*

REST TIME: Allow time for unstructured play and rest. Darken Home Base, play music or watch a video while encouraging quiet activity. Time is scheduled as options in both morning and afternoon sessions.

THE DUCK BLIND-GAMES AND GUESTS: Take your students to recreation. There are many games these young children will be able to play.

CRITTER CRAFT CABIN: The perfect preschool craft is one which can be completed with a minimum of teacher help. Provide coloring pictures and crayons for slow times. Modeling clay or Play Doh should be available. Stringing large beads is a favorite activity. Purchase one special craft project to feature as a keepsake. Keep the process simple and everyone will enjoy the experience. S&S arts and crafts catalog offers many projects for preschool students. Local craft stores may have ideas for projects. Speak to the CRITTER CRAFT CABIN staff to see what they have planned for your students. Add extra projects to be completed at Home Base.

