

# BIG



**SITE LEADER'S GUIDE**

**VACATION BIBLE SCHOOL**





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## THIS GO BIG! KIT INCLUDES

### **DIRECTOR'S GUIDE**

In the Director's Guide you will find everything you need to know about creating your own **GO BIG!** experience. You will find resources for understanding the Site Model, as well as tools for planning, implementation, and follow up. You will also find creative suggestions for how to use **GO BIG!** in other contexts.

### **LEADER'S GUIDE**

The Leader's Guide is the go to resource for all volunteers. This Guide will provide volunteer leaders with everything they need to know about their roles and responsibilities, volunteer policies, VBS timelines, supply lists, curriculum for the daily activities, ideas for the Family Remember and Celebrate Event, and more!

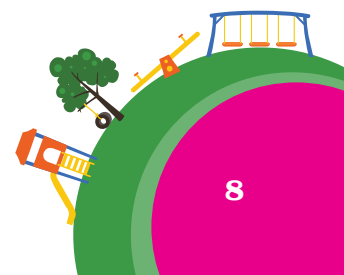
### **THE BIG GOD STORY FLIP BOOK**

This easy to print booklet can be given to children for use during their small group times. This booklet will serve as a fun and interactive tool to help children remember their **GO BIG!** experiences.

### **REPRODUCIBLE RESOURCES PACK**

To aid you in creating the best **GO BIG!** experience possible this pack will include reproducible documents such as the...

- Child Registration Form
- Site Leader Commitment and Application
- General Volunteer Application
- Supply Lists
- Incident Report
- Daily Sign-In Sheets
- FAQ's
- Daily Take Home Papers
- Reimbursement Form
- Sample Letters to Parents
- Evaluations
- Follow-up Suggestions for Leaders
- Next Steps for Parents



### PROMOTIONAL MATERIALS PACK

You will find here the materials to create the basics of your promotional campaign. This includes templates for...

- Promotional Cards
- Posters
- Site Welcome Banners
- T-Shirts
- A Digital Slide
- The **GO BIG!** Logo
- **GO BIG!** Thank-You Notes

### DAILY STORYTELLING VIDEOS

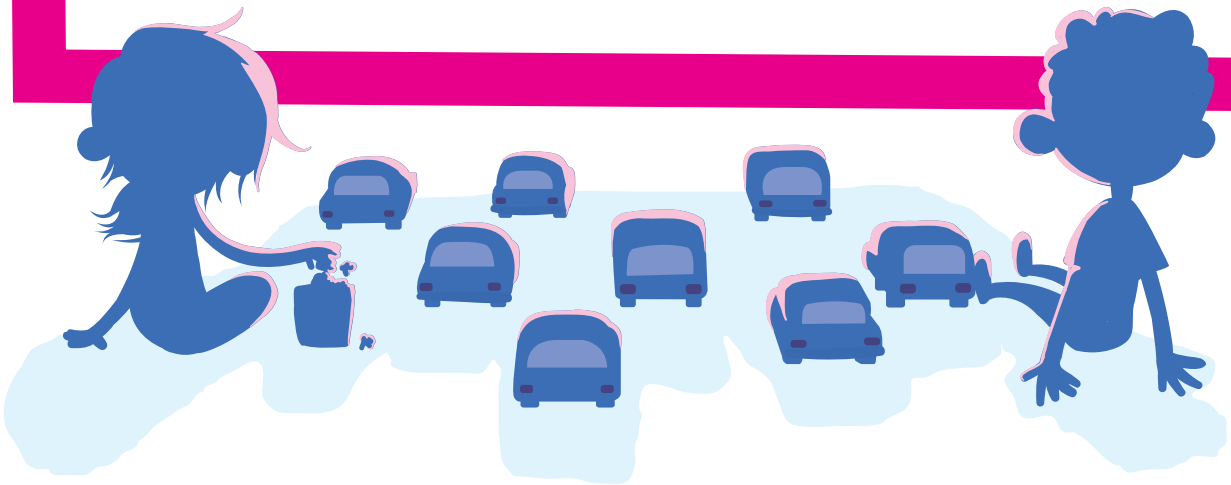
These videos offer the option of video storytelling in any of the **GO BIG!** contexts (off-site, on-site, or on mission).

### THEME SONG

This fun **GO BIG!** theme song is a great way to kick off the day at **GO BIG!**.

### VISION VIDEOS

We've created a few different videos that you can use to help cast the vision to your parents, leaders, and volunteers for **GO BIG!**



## THE VISION

As **GO BIG!** leaders, you will quickly find that you are not just the Game Leader, or just the Craft Leader, but rather, you are a full-fledged minister of God's grace in your own community, and you have assumed all of the responsibility and joy that comes with that. While this is no small deal, take courage that you are not alone, and remember that the call is not to be perfect. The call is to be the loving hands and feet of Jesus! As the week of **GO BIG!** approaches, you will most likely have moments when the task seems too big and the risk seems too great—after all, you are going to be sharing the gospel with your neighbors. In those moments, pray that God will open your eyes to the work He is already doing in your neighborhood and in your own heart. It is no mistake that He has called you to just this place, at just this time!

### OUR OPPORTUNITY

- To equip God's people to be ministers of His grace in their own communities. (Ephesians 4:11–13)
- To create a safe and loving environment for kids in our communities so that they can come to an understanding of who Jesus is.
- To live out the gospel in word and deed amongst our neighbors.

### WHY WE GO

- To be the church together in our neighborhoods. When we embody love for God in our love for our neighbors, people begin to see a new picture of who God is.
- To meet both the physical and spiritual needs of people in our communities.
- Because the Lord commissions us to go. We desire to be disciples, hearing the Word and following through in action. (Matthew 28:18–20)
- We have been given much, and to whom much has been given, much is required. (Luke 12:48b)

### HOW WE GO

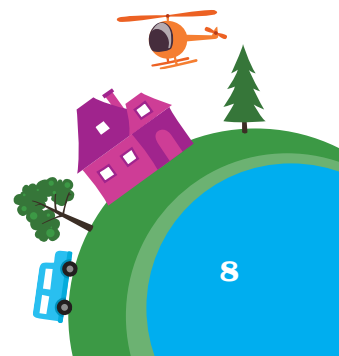
- **Intentionally:** We will be intentional in prayer and in building relationships.
- **Humbly:** We go humbly as servants, modeling after Jesus who came to serve not to be served. In humility we also recognize that the Holy Spirit goes before, with, and behind us.
- **Prepared:** We will work diligently and in unity to create environments where children and families will feel known, cared for, and loved.



# GO BIG! WEEK OVERVIEW

## SCOPE & SEQUENCE

DAY	PONDER POINT	BIBLE LESSON	MEMORY VERSE	CREATE
1	GOD IS CREATOR	GENESIS 1—3 CREATION	PSALM 139:14a	BACKPACKS
2	GOD SAVES	GENESIS 37; 43—45 JOSEPH	PSALM 117:2	ROCKS TO REMEMBER
3	GOD IS ALWAYS WITH US	ESTHER 1—10 QUEEN ESTHER	DEUTERONOMY 31:6	BRACELETS
4	GOD LOVES YOU AND ME	LUKE 2:1—21; 22:39—24:12 JESUS	JOHN 3:16	LOVE MAGNETS
5	GOD WANTS US TO BE PART OF HIS STORY	GENESIS— REVELATION: THE BIG GOD STORY	MATTHEW 28:19	FRAMES





## BASICS OF A GO BIG! SITE

As you begin preparing for your site, you will probably find that you are not just a planner, but you will also act as somewhat of an ambassador (especially if this is the first year your church has done something like this), helping other families understand exactly what it means to do VBS in this new way. As you are doing your own planning and sharing the vision with others, here are a few basics to help make sure everyone is on the same page.

### CHARACTERISTICS OF THE SITE MODEL

1. In the Site Model, the focus is on building community in the places where people live and play. This gives families and individuals in your church the tools to reach out to their neighbors and create safe spaces for relationships to be built and for The Big God Story to be shared.
2. VBS is taking place in multiple locations throughout your community rather than only on your church campus.
3. Site Leaders are the people who will open their homes, gather their neighbors, research and find potential venues, ask friends to be a part of their team, and more!
4. A typical site would utilize a home, park, school, or a neighborhood community building as the gathering space.
5. An average site would host anywhere between 7 and 40 children, ages 4 to 12, but is flexible to fit the needs of that area.
6. The church supplies each site with promotional materials, the **GO BIG!** VBS curriculum, creative projects, game supplies, first aid supplies, and staff support.
7. Normal volunteer procedures apply with regard to application and screening.
8. While an established week and time is set aside for VBS within your church community, sites can run their gatherings at times that work best for those in their communities.
9. Children may not be required to preregister or to pay a fee for attendance; check with your Director for more details.



Whether it is an afternoon or evening event, most sites will find it beneficial to have some sort of program, even if it's very short. If you find that the involved families are already strongly connected, it might be more comfortable to have a less programmed event. If you find that families are not yet very connected, you will want to be sure to provide these families with specific ways to interact with each other. Whether it is a very programmed or free-flowing event, you and your volunteers will not want to miss this chance to let the children show their parents what they have learned. This is also a wonderful chance to be able to pray a blessing over the families and children.

If you should choose to program some elements into your event, these are suggestions for ways to engage the families. You may choose to do this complete schedule, or you may simply choose to pick out one or two parts that work best in your context.

### **Schedule for the Gathering**

Arrive and Anticipate (15 min.)

Connect Game (15 min.)

Feast/Storytelling (35–40 min.)

Announce (Money Raised/Continuing Community) (10 min.)

Bless and Dismiss (10 min.)

### **Arrive and Anticipate**

This is a time for you and your volunteers to really connect with the parents of the kids you've been investing in all week. Your team should take the time to get to know the families and share with them the unique characteristics that you have identified in their child. How has their child changed? How has their child been a blessing to the others around them?

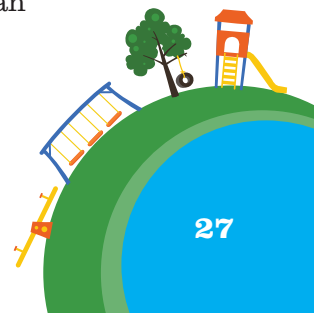
Also, as parents and kids arrive, this is a chance for the kids to take their parents around to see various items that they have learned about throughout the week such as The Big God Story timeline, photographs, The Big God Story Storyboards, etc.

### **Connect Game**

Choose one (or more) of the Connect games from the week for parents and kids to do together. This helps kids remember how they began their big God story journey this week and also allows them to introduce their parents to their new friends.

### **Feast and Storytelling**

As you begin feasting and storytelling, remind parents and their children that this is a time to celebrate the week and remember what God revealed to us through His story. Remind them that stopping to remember and celebrate God is a long-standing tradition that goes all the way back to Bible times when God's people would pause from their work or daily lives to celebrate God's faithfulness in the form of a weekly Sabbath or an annual feast/festival.





As everyone eats together, take some time to talk about what this week has meant to you. How has God revealed Himself? Has He shown Himself in some specific way? Hold up certain items (Storyboards, Timelines, etc.) and ask the kids what they know about God (not just what they know about that part of The Big God Story) as they are reminded of the week through these items. This is also a great time to allow kids to tell stories of how they experienced God this week through community, His Word, etc.

### **Announce**

This is a chance to update the parents on the missions focus for the week. Choose a couple of kids to talk about what they were a part of this week—whether that was the Free Wheelchair Mission or a local cause in the community. Also, have them reveal the total raised at the site as well as the overall total from the other sites. The Site Shepherds should have this information.

This is a great time to invite the families in attendance into continuing community. Based on your observations throughout the week and the considerations of your location (which the Follow-up Suggestions for Leaders handout can help you consider), talk with your families about how you might continue building community in your neighborhood. Explain to them that you see this as the beginning of something new for your community, not simply as the end of **GO BIG!**

### **Bless**

For the last five days, the kids (and maybe some parents) have been accustomed to receiving a blessing at the end of each day. However, many of the parents in the community may be unfamiliar with this tradition and feel ill-equipped to bless their kids.

Take time to talk about how to speak a blessing and why we do so. Encourage parents to think of a blessing as speaking good things or truth over their child. Throughout The Big God Story we see God's people be blessed and say blessings over one another—particularly from elder to child. Explain to parents that blessings can be portions of Scripture, prayers of commission, or words of encouragement.

Encourage your volunteers to surround the families as you pray a prayer of encouragement or read a verse as a blessing to all of the families.



Why Bless?  
We often offer blessings at the end of our times together as a type of benediction. The word “benediction” literally means “good speaking” and is most often translated “blessing.” Numbers 6:22–26 records the Lord instructing Moses to bless the people with these words: “The LORD bless you and keep you; the LORD make his face shine upon you and be gracious to you; the Lord turn his face toward you and give you peace.”)



You might also consider instituting some fun theme days at your sites. Some examples include:

- Monday: The Big God Story— Come as you are!
- Tuesday: Backwards Day
- Wednesday: Crazy Hair Day
- Thursday: Hawaiian Day
- Friday: Twin Day and Family Remember & Celebrate Event

## **SCHEDULE: ELEMENTS AND BREAKDOWN**

If your site is hosting 40 or fewer children, you should have no problem running this schedule straight through, with all children doing the same activities at the same time. If your site has enough physical space, it's even possible that groups as big as 100 children can do everything together. However, if you have a large group at a small site, the rotational model described at the end of the Director's Guide might be a helpful solution.

### **Prayer and Prep Time – 60 minutes**

This is one of the most important parts of your day. Gather your volunteers together and pray that God would reveal Himself to all involved. If necessary, this time may also be used for talking through the day's activities and answering any questions.

### **Registration – 20 minutes**

Use this time to set the tone for a fun, friendly, and edifying week. As the children and parents arrive, volunteers should take this opportunity to greet each child and parent, introducing them to other kids and leaders. The Registration Leader will also ensure that all of the appropriate paperwork has been filled out for each child. Each site will be provided with a registration packet that will include Registration/Liability Release Forms and Sign-in Sheets for each day of VBS. All of the children in attendance must have a completed Registration Form signed by their parent or legal guardian. Have all of the parents/guardians sign their children in upon arrival and sign them out for dismissal. Outdoor sites may want to be prepared with a table for registration.

### **Anticipate – 20 minutes**

This is an energizing time for parents and kids to start engaging with the material that will be presented in the lesson. It is intentionally designed to spark curiosity and cultivate a sense of awe and wonder about God. Encourage parents to stay and participate in this time if they are dropping off their children.

### **Connect//Games – 15 minutes**

The Connect games are designed for kids to have fun and connect with the other kids and leaders at VBS. Use this time to be silly and make new kids feel comfortable by inviting them into The Big God Story.



### **Connect//Small Groups – 10 minutes**

The Small Group Time is designed for kids to laugh, play, and form new relationships in a small group environment. Each day, they will engage in traditions and answer fun questions within their small groups. All leaders, even if they are functioning in other roles, can lead small groups of five to seven children. You may consider dividing the small groups by age when possible. Consider groupings of ages 4 to 6, 7 to 9, and 10 to 12. However, if your site is smaller or the ages of the children are not so evenly divided, it can actually be a fun environment to have kids of varying ages learning and playing together.

### **Announcements – 5 minutes**

This is a time for kids to hear about the Missions Project for the week as well as about the daily traditions and instructions on dress-up days. Kids can also be reminded about the Family Remember & Celebrate Event at the end of the week.

### **Celebrate//Large Group – 20 minutes**

Storytelling and Worship Time is where kids get to be a part of the community of God's family. They will connect with God and others as they experience The Big God Story. If you have the accommodations, you can make use of the storytelling videos during this time; however, having a live Storyteller is preferred. If your site has a Worship Leader, this would be the time where he would lead the children in worship through music. When you're deciding whether to have a time of singing, you should consider whether the particular children at your site would be ready to participate in singing. For unchurched kids, singing and dancing in a big group is probably something they are not used to. If you're going to have a time of worship, it might be best, at least at the beginning of the week, to keep the songs light and fun.

### **Respond//Small Groups – 15 minutes**

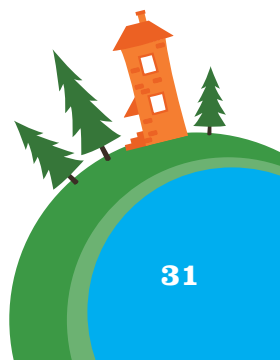
Respond is a time for children to engage in relationship, reflect on the lesson, and consider how God might want to transform their life. During Respond, help kids to have spiritual conversations, reflect on God in their life, and explore what it means to have a personal relationship with Jesus.

### **Create – 20 minutes**

This is a time designed for kids to work individually or together to create a physical expression or remembrance of what they have learned during their time together.

### **Bible Learning Games – 15 minutes**

These games are a fun and interactive time to learn the Remember Verse for each day.





### **Snack Break – 10 minutes**

Snack Break is a time to find some shade and take a break. Spend some time eating together and building relationships with one another. The spontaneous conversations can be some of the best conversations all week. Depending on the budget, snacks can be handled in different ways. You might consider providing a small snack on the first day, and then asking parents to send their children with their own personal snacks the following days. This ensures that children with special dietary needs or restrictions are getting an appropriate snack, and it can also keep costs down. Another option to consider is actually asking parents to bring a grouping of something. For example, one parent might bring two dozen juice boxes and another parent might provide a big box of cheese crackers. If the church will not be providing a daily snack, you should make use of one of these options instead of feeling pressured to front the cost and provide the snacks yourself.

### **Game Time – 20 minutes**

Game Time is designed to close out the day by playing together. It allows the kids to have fun in addition to building greater relationships with the kids and families in their community. If parents begin to arrive around this time, invite them to join in your closing Game Time.

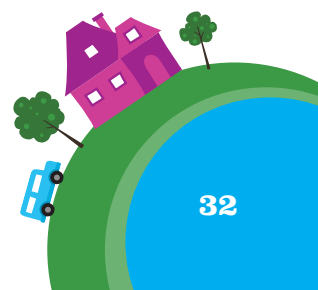
### **Bless and Dismiss – 10 minutes**

This is a time to pray over the kids before they leave. A blessing can be a portion of Scripture, a prayer of commission, or a word of encouragement. This will close the group's time together each day and will serve as the dismissal for the children. During dismissal remember to:

- Have parents sign their children out.
- Hand out the daily take-home papers.
- Build relationships and get to know the parents.
- Remind everyone to come dressed for the next day's theme.
- Remind kids to bring their money for the Missions Project.
- Remind everyone about the Family Remember & Celebrate Event at the end of the week.

### **Team Debrief – 30 minutes**

Team Debrief is a time for your team to come together to talk about the day. You should allow time for storytelling, affirmation, prayer, celebration, and planning for the next day. It is important for you to be intentional with this time to build community within the team and to thank God for what He is doing at the site.



## CURRICULUM DAY BY DAY



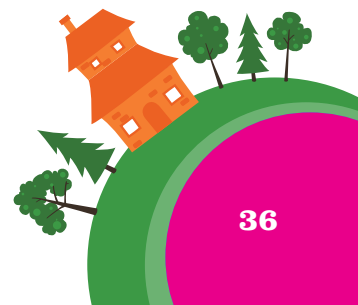
**The Ponder Point:** God Is Creator

**Remember Verse:** I praise you because I am fearfully and wonderfully made (Psalm 139:14a).

**Bible Lesson:** Creation: Adam and Eve (Genesis 1—3).

**Today Is:** The Big God Story—Come as you are!

ACTIVITY	TIME	PERSON RESPONSIBLE
Prayer and Preparation Time	60 minutes	Site Leader
Registration/Check-in	20 minutes	Registration Leader
Anticipate	20 minutes	Anticipate/Create Leader
Connect//Games	15 minutes	Game Leader
Connect//Small Groups	10 minutes	All Leaders
Announcements	5 minutes	Storyteller
Celebrate//Large Group	20 minutes	Storyteller (and optional Worship Leader)
Respond//Small Groups	15 minutes	All Leaders
Create	20 minutes	Anticipate/Create Leader
Bible Learning Games	15 minutes	Game Leader
Snack Break	10 minutes	All Leaders
Game Time	20 minutes	Game Leader
Bless and Dismiss	10 minutes	Storyteller
Team Debrief	30 minutes	Site Leader



# DAY 1

Anticipate is an energizing time for parents and kids to start engaging with the material that will be presented in the lesson. It is intentionally designed to spark curiosity and cultivate a sense of awe and wonder about God. Encourage parents to stay and participate in this time if they are dropping off their children.

## ANTICIPATE: OUR PLACE IN THE BIG GOD STORY

### Materials

- markers
- 3 poster boards
- sticky notes

20 minutes

Make a timeline as a visual representation of The Big God Story and our place in it. When kids, parents, and leaders see their name on the timeline, they may have a greater realization of how their lives are connected to the story that God has been weaving throughout history.

Tape poster boards along the length of a wall—or a sidewalk if you are outdoors and don't have walls—and draw a line through the middle. Plot events by drawing tick marks or by attaching sticky notes to the wall. Begin the timeline with "Creation" and end it with "Our Future with Jesus." (The timeline will not be to scale.) Reserve space on the timeline for kids and parents to plot their names and birthdays.

- Plot major Bible people on the timeline in order of where they appear in The Big God Story.
  - Examples in order: Adam and Eve, Noah, Abraham, Isaac, Jacob, Joseph, Moses, Joshua, David, Solomon, Esther, John the Baptist, Jesus, Peter, apostle Paul.
  - Plot interesting or wacky events or inventions by searching online.
- Suggestions:** The first flushing toilet—1775; the telephone—1874; bubble gum—1906; Kool-Aid—1927; Nintendo Wii—2006.



The Connect games are designed for kids to have fun and connect with the other kids and leaders at VBS. Use this time to be silly and help new kids feel comfortable by inviting them into The Big God Story.

## CONNECT//GAMES: GETTING TO KNOW YOU

### Materials

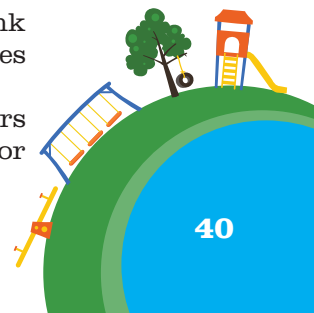
- small candies
- bowls

15 minutes

### Instructions

A great way to have your kids get to know each other is for them to share facts and details about who they are. This game is a creative and tasty way for kids to get to know each other.

- Pour a large bag of small candies into a bowl.
- Have the kids sit or stand in a giant circle.
- Have a leader pour a little bit of candy into each kid's hand (different amounts for each kid).
- Before the kids start eating the candy, have them count how many pieces they got.
- For every piece of candy in their hand, have them share a fact about who they are. For instance, if a kid has five candies, then he must think of five silly or fun facts to tell about himself—like he loves soccer, hates chocolate, has three dogs, etc.
- Go around the circle and have each kid share. Include the leaders as well. This is a fun way for the kids to get to know their leaders for the week!



# DAY 1

The Small Group Time is designed for kids to laugh, play, and form new relationships in a small group environment. Each day, they will engage in traditions and answer fun questions within their small group. All leaders, even if they are functioning in other roles, can lead small groups. Each leader should have a group of five to seven children. Sites may consider dividing the small groups by age when possible. Consider grouping ages 4 to 6, 7 to 9, and 10 to 12. However, at smaller sites or sites where ages are not so evenly divided, it can actually be a fun environment to have kids of varying ages learning and playing together.

## CONNECT: SMALL GROUPS

10 minutes

### Materials

- rubber chicken

As you are getting started today, take about 10 minutes to connect with the kids in your small group. Find a place to sit in a circle. This time will be important for kids to get to know you as well as you getting to know them.

- Show the kids the rubber chicken. Explain that each morning, your small group will get a chance to pass around this toy and get to know each other a little better. If you'd like, your group can decide on a name for your rubber chicken!
- There will be a Connect Question each day for you to ask the kids. Pass the rubber chicken around the group as each person answers the question.
- Connect Question: What's the coolest and weirdest animal you've ever heard of or seen?
- After everyone answers the Connect Question, you can also ask them to share highs and lows. Explain that "highs" are things they are excited about in their life right now; "lows" are the hard things they are experiencing. This is a great way for you to learn ways to pray for your kids.

(Take every opportunity to pray with your kids. If a kid shares a "low" that needs prayer, take a moment to stop and pray as a group.)

## ANNOUNCEMENTS

5 minutes

- Talk about the Missions Project. The Registration Leader is the point person for all things related to this project. The Registration Leader can relay any announcements to the Storyteller to announce or the Registration Leader can do the announcement on her own.
- **During the week, we will have a chance to show our funny and crazy side by dressing up. Tomorrow (Tuesday) will be Backwards Dress-up Day!** When the kids come, they will get a chance to show off how they dressed up in a backwards way. Maybe you can do a mini fashion show to highlight the participants. You can give out little prizes to those who dress up.
- Tell kids about the Family Remember & Celebrate Event on Friday. Encourage the kids to invite their families.

This is a time for kids to hear about the Missions Project for the week and also hear about daily traditions and instructions on dress-up days. Kids can also be reminded about the Family Remember & Celebrate Event at the end of the week.



Storytelling and Worship Time is where kids get to be a part of the community of God's family. They will connect with God and others as they experience The Big God Story. If sites have the accommodations, they can make use of the storytelling videos during this time; however, having a live Storyteller is preferable. If a site has a Worship Leader, this would be the time where he would lead the children in worship through music. Deciding whether a site will have a time of singing is not merely a matter of having or not having a leader to function in that role. Whether or not the particular children at that site would be ready to participate in singing should also be taken into consideration. For unchurched kids, singing and dancing in a big group is probably something they are not used to. If a site is going to have a time of worship, it might be best, at least at the beginning of the week, to keep the songs light and fun.

## CELEBRATE: LARGE GROUP

10 minutes

**Scripture:** Genesis 1—3

**The Ponder Point:** God Is Creator

### Materials

- Bible
- poster board
- markers

### Teaching Visuals

*During the teaching, there will be moments to stop and allow the kids to interact with the teaching by drawing a picture to help them remember that part of the story. You can even have adult volunteers come up. Try to guide the kids to think of key things that they should remember. As the kids come up to help draw, encourage them to do a quick sketch and then return to their seat. The goal would be that by the end of the week, you'd look back on this storyboard of The Big God Story and be able to tell it again using only the pictures drawn. Take one piece of poster board and draw lines to divide it into six boxes. (You will not fill all six boxes every day.) Each day you will use a new piece of poster board, so that by the end, you should have a storyboard of the entire week, drawn by the kids!*

### Storytelling

**It may be hard to imagine, but close your eyes and picture the earth. Imagine that you are out in space and looking down at our planet. You see the clouds and the blue oceans that cover most of the earth. It's breathtaking, and you look at it in amazement. But let's just stop and think about something else. What was here before all of this existed?**

**There was nothing.**

**No earth. No stars. No sun.**

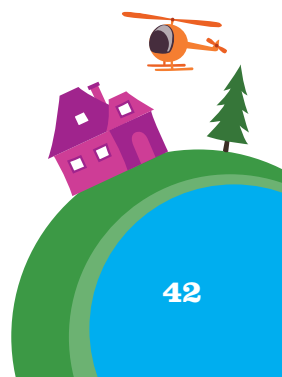
**It was dark and silent.**

**But God was there.**

**This is where the epic story begins—The Big God Story** (hold up the Bible). **The Bible is God's Word, so we know that everything in it is true and is spoken from God. The Bible tells us all about who God is and His story, and how we are a part of it even today. Like any good story, we must always start at the beginning** (flip to Genesis).

### READ GENESIS 1:1–2.

**In the very beginning before the earth existed, there was nothing. Then in an instant God said, "Let there be light," and (snap fingers) there was light. But God didn't stop there. He began creating things out of nothing. He created the air, the waters, and the land. He created the plants that covered the land. He thought of colorful flowers and tall trees. He spoke the word, and they all existed. Can you believe it? All He had to do was say a word and the waters were filled with fish and other sea life. He created the sky, the stars, the moon, and the sun. He filled the sky with birds. He spoke the word and created animals of every shape and size to live on the land. And God saw that all of this was good.**





## BOX 1

*(Box #1 Creation: Pause and ask a kid volunteer to come up and draw a picture in the first box that will help the group remember this part of the story. Encourage the rest of the group to give input on what should be drawn.)*

**But there was one more thing to create. Does anyone know what that last thing was?**

### READ GENESIS 2:7.



**Man. God created man in His own image. This means that man was unique from all the rest of creation. God named the man Adam. God then created a partner for Adam, and her name was Eve. When God created man and woman, He looked over all creation and saw that it was not just good, it was very good! Both Adam and Eve lived in the garden that God had planted for them. This garden was beautiful and perfect. Raise your hand if you've ever seen a beautiful garden. What are some things that you may see in a garden?**

## BOX 2

*(Box #2 Adam and Eve in the garden: Pause and ask a kid volunteer to come up and draw a picture in the second box that will help the group remember this part of the story. Encourage the rest of the group to give input on what should be drawn.)*

**The garden Adam and Eve lived in had everything they needed. God even made Adam in charge of naming all of the animals. What a fun job! What are some animals that could have been there for Adam to name?**

**It must have been so fun for Adam and Eve to live in that garden! Every day, they would walk and talk with God in the garden. Can you imagine that? But in the garden there was one tree that was different from all the rest. God told them that if they ate from this one tree, they would die—meaning they would no longer live forever with Him in the beautiful garden.**

**That doesn't sound too hard to do, right? Just don't eat from that one tree! However, one day a snake approached Eve. The snake convinced Eve that it would be okay for her to eat the fruit from the tree. He lied and convinced her not to listen to what God had said. Sadly, Eve listened to the snake instead of God. She ate some of the fruit from the tree, and she shared it with Adam.**

**Choosing to disobey God brought something new into the garden. Can anyone guess what it was? It was sin. Sin is when you think, say, or do something that displeases God. Instantly, Adam and Eve knew that they had made the wrong choice. They were ashamed of what they had done. They didn't want God to know that they had disobeyed Him.**

**Because of their sin and disobedience, Adam and Eve had to leave the beautiful garden where they walked and talked with God. God loved Adam and Eve—He created them! But they made a choice to disobey Him, so they had to leave the garden. They must have been so sad as they walked away.**

