

Jungle Jam



ASSEMBLY

LEADER GUIDE





Download the resources for this book from:

AnswersVBS.com/junglresources

Assembly Resources

Creature Feature Slides

Creation Feature Videos

Drama

Missions Moment

Presentation Images

Short Animations

Logos

Decorations

ASSEMBLY GUIDE

COURSE OVERVIEW

Theme Verse: 1 Timothy 1:17

	Day 1	Day 2	Day 3	Day 4	Day 5
	Creation	Corruption and Catastrophe	Confusion	Christ and the Cross	Consummation
Title	All Is Good	All Sin	All in Confusion	Savior for All Who Believe	All Is Good Again
Bible Passages	Genesis 1	Genesis 3, Genesis 6–9	Genesis 11	Various Scriptures	Revelation 21–22
Lesson Focus	We cruise to our first C of history— Creation —and head back to the beginning of the universe.	Next come Corruption and Catastrophe as sin enters the world and affects everyone.	The fourth C— Confusion —checks out the world-altering events that began at the tower of Babel.	Christ and the Cross are the next stops. The gospel is shared today.	The last C— Consummation —shows that God wins and all goes back to very good again.
Apologetics Content	Examining how it all began—man’s ideas or God’s Word?	Examining the reality of a global flood	Examining where the people groups came from	Examining the need for a Savior	Examining how it turns out in the end
Memory Verses	Genesis 1:1	Psalms 14:3	Genesis 11:9	John 1:12	Revelation 21:4
Colors	Green	Dark and Blue	Gray	White and Red	Yellow
Animal Pals	Eden the Green Parrot	Tox the Blue Poison Dart Frog	Scatter the Silverback Gorilla	Rose the Pink River Dolphin	Bliss the Bird-Wing Butterfly
Tree-mendous Crafts	Face Planter My Bug Jar	Straw Serpent Rainy Day Rain Gauge	Tricky Triangle Game Toothpick Tower	Christmas Ornament Easter Diorama	7 C’s Bracelet or Necklace Beautiful Butterfly
Tree-mendous Science	Order and Disorder Stack the Layers	Fallen Foliage Catastrophic Eruption	Skin-Deep Tower Test	Don’t Eat Me Ring Around a Tree	Cycling in the Jungle Good Again
Rainforest Recreation	Jungle Obstacle Course Sea & Sky Tag	Rainy Relays Tox Tag	Confusing Competitions Babel Bricks	Capture the Gifts Cross Kickball	Seven C’s Splash Coconut Launch
Canopy Café Snacks	Dirt Dessert Forest Fruit	Serpent Snack Tree Treat	Shades of Pudding Parfaits Wacky Mixed-Up Trail Mix	Gospel Goodies Nativity Nibbles	7 C’s Boat Colorful Bites
Cool Contests	Guess the Beetle Bugs	Team Spirit Day	yaD sdrawkcaB	7 C’s Scavenger Hunt	Mission Money Mania



Contents

- Handy Helps 3
 - It's a Jungle Out There! 3
 - Your Role 4
 - Frequently Asked Questions 4
 - Terms to Know 4
- Assemblies 5
 - Daily Assemblies 5
 - Swinging Songs 7
 - Cool Contests 8
 - Creature Features 10
 - Mission Moment 11
 - Daily Assembly Scripts 13
- Closing Program 25
- Drama Production 27
 - Drama Overview 27
 - Production Notes 28
 - Rehearsal & Production Schedule 29
 - A Word About Drama for Children 30
 - Support Crew 30
 - Costume Suggestions 31
 - Props List 31
 - Music & Sound Effects List 32
- Set Design & Construction 33
 - Main Stage Set 33
 - Set Components 34
 - Painting Tips 35
 - Installation Tips 36
 - Scene Setters 36
- Drama Scripts 39
 - DAY 1 DRAMA 37
 - DAY 2 DRAMA 41
 - DAY 3 DRAMA 45
 - DAY 4 DRAMA 49
 - DAY 5 DRAMA 53

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Assembly Guide

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Project Coordinator: Stacia McKeever
 Writers: Randy and Barb Witt
 Interior Layout: Diane King
 Editors: Linda Moore, Sarah Zornes
 Cover Design: Jon Seest
 Illustrations : Paul Agner

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

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HANDY HELPS

It's a Jungle Out There!

Listen! Can you hear a howler monkey screeching and insects buzzing? *Look!* Do you see a sloth hanging from a tree and a jaguar crouching, ready to pounce? *Smell!* Is that the aroma of tropical flowers wafting through the air? *Touch!* Do you feel soft grass under your feet and gentle rain on your skin? *Taste!* Is that delicious milk from a coconut and exotic spices from the rainforest?

Join us in a world of wonder that will delight our senses while captivating our hearts and minds at *The Great Jungle Journey: An Epic Cruise from Genesis to Revelation*. We will cruise through jungle rivers, making stops at seven ports of call along the way—each starting with a C. These represent seven key biblical events—the 7 C's of History.

Day 1: Creation—Our first C takes us back to the beginning of time and the creation of the universe when it was all good. Did the universe start with a big bang, or did God create it?

Day 2: Corruption and Catastrophe—Next, Adam sinned, which affected his descendants, who were so wicked that God sent a global flood as judgment for their sin.

Day 3: Confusion—The fourth C checks out the events that began at the tower of Babel. Can this be where all the people groups originated from?

Day 4: Christ and the Cross—At these stops, we realize once again that man is sinful and needs a Savior. Hallelujah, God provides one in his Son!

Day 5: Consummation—The last C shows the thrilling conclusion to history when all goes back to very good again, and—best news ever—God wins against sin and Satan.

Excitement and adventure await from the first minute of each day when kids meet in travel groups. The groups gather at the **Jungle Jam Assembly**, a high-energy beginning that includes wacky intros, lively songs, a Mission Moment, and prayer.

Then they're off to rotate through five fun sites:

Rain or Shine Bible Time, where God's Word is taught in creative, hands-on ways.

Tree-mendous Science and Crafts, where kids make jazzy jungle crafts and explore God's amazing world with science experiments.

Canopy Café Snacks, where travelers go bananas, munching on tropical treats and eats.

Rainforest Recreation, where kids rumble in the jungle with some wet and wild games.

Travelers' Missions, Music, and Memory Verses, where kids sing songs, learn their memory verses with fun games, or go in-depth with the Mission Moment featuring Children's Hunger Fund.

Finally, everyone heads back to the **Jungle Jam Assembly** for the closing, where there's more singing, contest results, and the highly anticipated daily drama. This follows a jungle river cruise that plans to make stops at different ports of call but faces a catastrophe that affects the plan, resulting in lots of unexpected rainforest adventures.

Prepare to swing into the fun as we head out on our jungle river cruise. See you in the rainforest!

Our Goal

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

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

Children are loved by their Creator, and Jesus said to let them come to him (Luke 18:16). We want children to come to Christ and not be hindered in any way from doing so. To that end, we combine a biblically rich VBS with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, we don't want to sacrifice rich teaching. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun.

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

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

Your Role

Your role as music coordinator, mission coordinator, and/or drama director is outlined in the following pages. This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

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

Music Coordinator

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

Mission Coordinator

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

Drama Director

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

Frequently Asked Questions

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

Terms to Know

Throughout the VBS curriculum, various terms will be used. Here is a list of some of the most common terms you should know.

Travel Groups/Travelers: Groups of children (individual classes) named after jungle animals, such as Bengal Tigers, Butterflies, Toucans, or Howler Monkeys.

Group Guides: Group leaders who lead the travelers from place to place during VBS. No teaching is required of this position.

Rain or Shine Bible Time: Bible and apologetics lesson time in the jungle.

River Guides: Teachers of the Rain or Shine Bible Time.

Tree-mendous Science and Crafts: Rotation site where crafts are made and science experiments are explored.

Canopy Café Snacks: Indoor or outdoor location where snacks are served.

Rainforest Recreation: Indoor or outdoor site (outdoor is preferred) for recreation time.

Travelers' Missions, Music, and Memory Verses: Rotation sites where kids can spend additional time learning songs, memory verses, and missions.

Memory Verse: Daily Bible verse to learn.

Animal Pals: Our friendly animal mascots that remind us of the main themes of each day.

Toddlers: 2–4-year-olds.

Pre-Primaries: 4–6-year-olds or children ages 4 through those who have completed kindergarten.

Primaries: 6–9-year-olds or children who have completed grades 1–3.

Juniors: 9–12-year-olds or children who have completed grades 4–6.

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

ASSEMBLIES

Daily Assemblies

One of the most exciting parts of *The Great Jungle Journey* is the opening and closing assembly time. Each day begins and ends with an assembly of all classes and includes an

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

Assembly Activities

Welcome

Welcoming everyone to VBS is the first thing we do at *The Great Jungle Journey*. And to start us off each day, we have a fun intro.

Swinging Songs

Kids love to sing, and kids love song motions. That's why we do both at *The Great Jungle Journey*. These fun songs reinforce the spiritual theme. See the Music Leader Download link that is included with a Super Starter Kit for audio files (stereo, split-track, instrumental-only versions of each song), hand motion videos, lyric videos, presentation images, and the song lyrics. Both styles of music (contemporary and traditional) are included with the Music Leader Download, as well as all the memory verse music. Sheet music and student CDs are also available.

Mission Moment

During the opening assembly, the VBS mission project is highlighted. Collecting money for The Good News Cruise in partnership with Children's Hunger Fund allows the kids to contribute to the physical needs of children around the world, giving them an opportunity to hear the gospel. See the Mission Moment section for more information and AnswersVBS.com/jungleresources for videos and printable handouts.

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

Creature Feature

During the closing assembly (or opening assembly if that works better for you), kids learn about each day's animal pal. See the Creature Feature section for information. Download videos and presentation slides from AnswersVBS.com/jungleresources.

Drama

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

As an alternative, **shorter skits** for each day using fewer people are also offered at AnswersVBS.com/jungleresources. A separate Drama Video Download can also be purchased from AnswersVBS.com to show.

Cool Contests

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

Announcements

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

Prayer

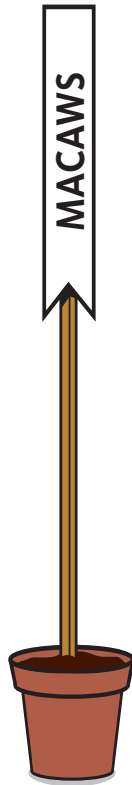
Ask for God's protection and blessing on your day during the opening assembly. At the end of the closing assembly, thank God for a good day at VBS.

Takeaway Time

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

Tip Corner

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



Daily Assembly Scripts

For your assembly leader, a detailed program for each assembly, including all scripted segments, is provided beginning on page 13. These include the welcomes, Mission Moments, songs, and Creature Features. These scripts are also available at AnswersVBS.com/junglresources.

Order of Program Forms

Blank, reproducible "Order of Program" forms are provided for the opening and closing assemblies at AnswersVBS.com/junglresources. Before each assembly, insert the songs of your choice and your notes. Then photocopy the completed form and distribute to your production crew to keep everyone informed.

Swinging Songs

We have provided a variety of songs to go along with each day's teaching and reinforce the spiritual theme. Feel free to choose the songs that work best for your children. You can use all of the songs throughout the week or just choose a few to repeat every day so the kids can learn them. You may also want to begin teaching the songs to your children a few weeks before VBS begins. Use your Sunday school, children's church, or Wednesday evening programs to familiarize them with the VBS music. Hand out CDs of the

music or encourage parents to download the audio files from AnswersVBS.com and play them for the children in the car and at home. These songs are also available to stream through all major streaming platforms (Spotify, Apple Music, Amazon Music, etc.).

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

Music Leader Download

Included with each Super Starter Kit is a link to download all components of both contemporary and traditional music. The Music Leader Download contains files of hand motion videos and song lyric videos, as well as MP3s of the music in stereo, split, and instrumental versions. Presentation images and printable song lyrics are also included. If you did not purchase a Super Starter Kit, you may purchase these music download from AnswersVBS.com.

Contemporary Songs

Theme Song: "Jungle Jam" (2:56)

Day 1 Song: "The Manatee Song" (2:16)

Day 2 Song: "No One Does Good" (2:48)

Day 3 Song: "Jesus Is My Light" (2:56)

Day 4 Song: "You Made a Way" (2:58)

Day 5 Song: "Peace, Love, Joy" (3:00)

Any Day Song: "O God, Our Help in Ages Past" (2:46)

Any Day Song: "The Seven C's of History" (2:51)

Traditional Songs

Theme Song: "The Great Jungle Journey" (1:53)

Day 1 Song: "God Is Good" (1:40)

Day 2 Song: "Messing It Up" (1:26)

Day 3 Song: "Hello, Hello, Babble, Babble" (2:00)

Day 4 Song: "Admit, Believe, Forever Receive" (1:57)

Day 5 Song: "At My Journey's End" (2:21)

Any Day Song: "O God, Our Help in Ages Past" (2:09)

Additional Music Aids

Sheet Music

The Super Starter Kit includes a sheet music book with both contemporary and traditional songs. This book includes the lyrics and the accompaniment for each song. This book can also be purchased separately (12-1-065).

Student CDs

Audio CDs of the full-track songs are sold in packs of 10. These can be distributed to the children and their parents before or during VBS to help with learning the songs. They make great

rewards and souvenirs of VBS, as well. The memory verse songs and the theme songs are together on one student CD. (Contemporary—12-1-061; Traditional—12-1-062)

Lyrics

Printable lyrics for each song are available with the Music Leader Download.

Digital Downloads

You can purchase licenses for distributing videos or audio files to the children from AnswersVBS.com.

Memory Verse Songs

Encourage your kids to learn their memory verses the easy way—by singing them! The contemporary memory verse songs are produced by Seeds Family Worship (ESV) and the traditional memory verse songs are produced by Majesty Music (KJV). Both are available with the Music Leader Download, which comes with the purchase of a Super Starter Kit. Songs produced by Seeds Family Worship are:

"King of the Ages" (1 Timothy 1:17, 2:21)

"God Created" (Genesis 1:1, 2:34)

"Not Even One" (Psalm 14:3, 2:35)

"Babel" (Genesis 11:9, 2:55)

"Children of God" (John 1:12, 2:34)

"Every Tear" (Revelation 21:4, 2:56)

Cool Contests

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

Individual Effort

Each child earns points daily for the following:

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

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

Team Effort

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

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

The **Resource Download** contains a sample team roster.

Whole Group Effort

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

Other Contest Info

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

because they don't really understand or care about the points. They just enjoy the fun of everything.

- Kids can receive points for attending VBS, learning each memory verse plus bonus memory verses, and participating in the daily contests. The daily contests are as follows:

DAY 1—GUESS THE BEETLE BUGS

Prepare a see-through jar with “beetle bugs” (M&M's). Count how many are in the jar and write the number on a piece of masking tape. Put the tape on the inside of the lid and put the lid on the jar. Place the jar, some slips of paper for kids to write their guesses on, some pens, and a small basket somewhere near your assembly area. At any point in the day when they are passing by, each child can write their name and guess on a slip of paper and put it in the basket. Have an adult figure out whose guess is closest, and award the jar to that person during the closing assembly or at the next day's opening assembly.

DAY 2—TEAM SPIRIT DAY

Start jammin' in the jungle as each team comes up with a team cheer, song, motion, or sign. Or they can each wear something depicting their group. For example, if a group's name is Green Parrots, everyone wears something green.

DAY 3—YAD SDRAWKCAB

Everyone wears their clothes backwards, mixed-up, upside-down, or inside-out. Any confusing combination works!

DAY 4—7 C'S SCAVENGER HUNT

Have kids take home the **7 C's Scavenger Hunt (Answers VBS.com/jungleresources)** and bring it back completed tomorrow. Encourage them to use either an online Bible or a print Bible in ESV or KJV, depending on which version you are handing out.

DAY 5—MISSION MONEY MANIA

Make our jungle jingle by bringing in final mission money today. Double points for anyone who brings in any amount.

Suggested Prizes

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

- Tubular bandanas (12-1-152; 12-1-153; 12-1-154; 12-1-155; 12-1-156)
- Wristbands (12-1-083)
- Stickers (12-1-088)
- Puzzles (12-1-094)
- Water bottles (12-1-081)
- Pencils (12-1-085)
- Cube keychains (12-1-082)
- Pens (12-1-086)
- Puffy stickers (12-1-143)
- Child backpacks (12-1-144)
- Notepads (12-1-146)
- Scratch art (12-1-147)
- Foam figure (12-1-149)

You can also check online retailers, such as Oriental Trading Company (OrientalTrading.com) and Rhode Island Novelties (RINovelty.com), for inexpensive bulk prizes and local discount retailers that sell bulk, individually wrapped candy or other edible treats. Some prize possibilities include rainforest animal pencil wrap erasers; rainforest friends finger puppets; rainforest TOOB animals; stretchable flying monkeys or frogs; neon monkey bendables; stuffed or plastic animals (monkeys, frogs, bears, tigers, snakes, sloths, flamingos); mini umbrella hats; tropical bird gliders; tropical stick pens; tropical bird sticker sheets; sloth bendables; watch-it-grow sloth water toy; sequin butterfly masks; sticky snakes; fruit mochi squishies; candy, such as gummy bears, frogs, or snakes; chocolate or vanilla anything (chocolate and vanilla both originate in the rainforest).

Creature Features

During the assemblies each day, we'll share a Creature Feature to highlight the incredible design features of five amazing animals the Creator has made. These are written into the closing assembly but can also be done during the opening assembly—your choice! Do these live using the provided scripts and **Presentation Slides** or show the **Creature Feature videos** instead. Check the **Resource Download** for the slides and videos.

Day 1: Green Parrot

Today, we'll meet Eden, the green parrot. As we learn some of the amazing design features of this animal, we'll also take note of its green color, a vivid reminder of today's C—Creation—where God made everything very good.



Day 2: Blue Poison Dart Frog

Time to meet Tox (short for Toxic). As we check into some of the poison dart frog's design features, we'll also see that he's both dark and blue, a reminder of our two colors today and the C's they stand for—Corruption and Catastrophe.



Day 3: Silverback Gorilla

Today's gray animal pal is Scatter, the silverback gorilla. We'll learn that gorillas like to stay together and not scatter, which reminds us of what happened at the tower of Babel. It was a confusing time, which is our C today—Confusion.



Day 4: Pink River Dolphin

Did you know there are actually dolphins in the rainforest? They live in the Amazon River, which winds through the Amazon rainforest. We'll learn about Rose, the pink river dolphin, and also realize that our two colors today, white and red, make the color pink. White reminds us of Christ and red of the Cross, our two C's today.



Day 5: Bird-Wing Butterfly

Bliss, the bird-wing butterfly, is a beautiful creature with a bright yellow body who reminds us of our last C—Consummation—when all believers will receive new bodies and will live in the new heavens and new earth.



Download from AnswersVBS.com/jungleresources

Mission Moment

The mission emphasis to your VBS program provides an amazing opportunity for children to participate in giving to ministries that share the gospel. **Check with your director to see when the Mission Moment should be featured—either during the assembly time or during one of the rotations.** The Missions, Music, and Memory Verses Guide contains additional activity ideas.

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

The Good News Cruise

Your kids will explore five different countries and learn about children living in poverty and ways to make a difference.

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

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

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

Set Sail

During the Mission Moment, your group will meet Frankie, an energetic and accident-prone deckhand on The Good News Cruise. Frankie has worked a variety of jobs on ships all around the world, and he's met some amazing people with incredible stories. As he takes on different jobs on this week's cruise, he'll share stories of people he's met on his travels.

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

When your VBS children earn coins for their Coin Paks, they make it possible for Children's Hunger Fund to fill Food Paks. A Children's Hunger Fund Food Pak is a box of nutritious food that can provide meals for a family in need. In a Food Pak, just 25 cents can provide one meal!

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

The following items are available with the **Resource Download** that comes with your starter kit (AnswersVBS.com/jungleresources).

- **Daily videos**
- **Daily scripts and activities**

- **Child Profile Slides:** Daily profiles of the children your VBS students will meet
- **Printable Prayer Journals**, featuring informative prayer briefings that will help your kids connect with the real needs of suffering children
- **Printable Map of the World activity sheet**, featuring locations of the children from the daily videos
- **Printable banner artwork**
- **PowerPoint images** to help your kids track their fund-raising progress
- Printable **Coin Pak bank** for collecting coins
- **Donation Return Form** to accompany your donation to CHF at the end of your VBS program

Coin Paks Available to Order

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

To order, please visit ChildrensHungerFund.org/answers-vbs. Orders must be received 14 days prior to your VBS date. Available while supplies last.

For questions regarding your Mission Moment resources, please call (800) 708-7589 or email coinpak@childrenshungerfund.org.

Collecting Donations

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

Once you've totaled the coins, you can submit your donation online at ChildrensHungerFund.org/answersvbs. If you wish to mail your donation, please write a check to Children's Hunger Fund, indicating "The Good News Cruise" in the memo area, then fill out the **Donation Submission Form**. Send your check with the form to:

Children's Hunger Fund
Attn: The Good News Cruise
DEPT LA 24373
Pasadena, CA 91185-4373

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

Tracking Your Progress

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

Here are some fun ways to help your kids see their progress as they raise funds:

1. Show your progress with The Good News Cruise **Daily Count PowerPoint slides**. Update the slides with the total number of meals that can be provided each day.
2. Make your own goal tracker and update it throughout the week. Create or print a jungle vine with leaves and put equally spaced marks on it, going up. Each day, you can color in leaves as you climb the vine. Color to the mark representing the kids' offering and write the total number of meals that can be provided so far on the corresponding line.
3. Consider having a contest between boys and girls, or between teams, to see which group can bring in the most money. (Printable **"Teams"** and **"Daily Count"** artwork are on the **Resource Download**.)

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



Download from AnswersVBS.com/jungleresources

Daily Assembly Scripts

Day 1: Opening Assembly

Welcome (2 minutes)

Props for Day 1 Welcome: suitcase or backpack and various supplies for a jungle river cruise (e.g., hat, bug spray, rain boots, binoculars, flashlight or headlamp, poncho or light-weight hooded jacket)—choose several.

Person 1: Hey, everyone! Welcome to *The Great Jungle Journey*! Are you ready for the trip of a lifetime?

Person 2: Enter carrying a suitcase or backpack.

Person 1: Oh, hi there! Are you ready for our jungle river cruise?

Person 2: Ready!

Person 1: Great! Do you have your hat?

Person 2: Oh, I forgot it! Just a second. Run backstage. Be loud and clumsy looking for the hat, then come back with it. Okay, ready!

Person 1: Good. Let's get going. You do have bug spray, don't you?

Person 2: Eerrrh! I forgot that. Run backstage and come back with it. Okay, now I'm ready!

Continue this way for a minute, forgetting one or two more things.

Person 1: I think you're finally ready. Everybody, let's get to our feet and take off on our jungle journey!

Song (3 minutes)

Theme Song

Song (3 minutes)

Contemporary: "The Manatee Song" / Traditional: "God Is Good"

Mission Moment (5 minutes)

SHOW: "The Good News Cruise" slide

As we spend this week journeying from Genesis through Revelation, we are also going to get the chance to meet a boy or girl living in a different part of the world. We are partnering with Children's Hunger Fund to help provide meals for children who don't have enough to eat.

Besides helping provide them with meals, you can also help them hear about the message of the gospel, too!

SHOW: "The Good News Cruise—Nadya" slide

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

SHOW: Video 1—Nadya

Country: Ukraine

Problem: War

Before the war, Nadya's family didn't have to struggle to provide basic needs like food and a place to live. They had a home, her parents had jobs, and Nadya went to school and had plans for her future. When they had to leave their home in search of safety, everything they had was lost. Thankfully, nearby churches have worked together to help refugees (people who had to leave their homes) just like Nadya and her family.

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

These meals will be packed into a Children's Hunger Fund Food Pak, which is a box of healthy, nutritious food. This will be enough to feed a family for several days.

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

Announcements (time varies)

Announce any info pertinent to your situation. Today, you need to explain how the contests work so the kids can participate. Check with your director for details.

Prayer

Dismissal

Song (play as children leave)

Contemporary Memory Verse Song: "God Created (Genesis 1:1)" / Traditional MV Song: Genesis 1:1 / C: "No One Does Good" / T: "Messing It Up"

Day 1: Closing Assembly

Song (3 minutes)

C: "The Manatee Song" / T: "God Is Good"

Song (3 minutes)

Theme Song / C Memory Verse Song: "King of the Ages" / T MV Song: 1 Timothy 1:17

Creature Feature: Eden the Green Parrot (5 minutes)

Use the **PRESENTATION SLIDES** or show the **CREATURE FEATURE VIDEO**. Shorten the Creature Feature scripts each day as needed.

SHOW: **Creature Feature title slide**

Hey there, explorers! This week we're going to take a look at a few of the thousands of remarkable creatures that call the various jungles of the world home. Let's see if you can guess what animal we're going to talk about today. Here's a clue: you might hear a relative of our animal say, "Polly want a cracker?" *Take responses.* It's a parrot—the double-eyed fig parrot!

SHOW: **Double-eyed fig parrot**

Let's say "double-eyed fig parrot" together five times fast. *Do so.* Phew, that was a beak full.

SHOW: **Parrot eating**

These adorable little birds get their name both from the fact that they love to eat . . . well, figs, and because the red patches around their small eyes kind of look like another set of eyes, don't you think? They're also known as the blue-faced fig parrot, the red-faced fig parrot, the dwarf fig parrot, and the two-eyed fig parrot.

SHOW: **Parrot kind members**

They are a member of the psittacine (si-tah-sine) kind, which includes all parrots, parakeets, macaws, and even cockatoos.

SHOW: **Parrot map**

These little parrots live in the forests and surrounding islands of New Guinea, as well as in a place I bet you can all guess. Where might you hear people say, "G'day, mate!" *Take responses.* Yes, Australia! The double-eyed fig parrot is the smallest parrot found in Australia.

SHOW: **Parrot size**

Can you show with your fingers what five inches looks like? *Show with your fingers.* That's about how long the double-eyed fig parrot is! Because of their small size, they are able to hide more easily from predators as they fly around looking for food.

SHOW: **Parrot beak**

God gave them another really cool feature. Their strong tongues and beaks! Stick out your tongue for a second. *Do so.* God gave you a tongue to help you taste and swallow food. God gave the double-eyed fig parrot a particularly strong tongue and beak. The beak helps to crack hard nuts and fruit open, and the tongue helps to scoop out the insides. It even uses its beak to grasp branches as it climbs trees! Can you imagine using your mouth to climb?

SHOW: **Parrot feet**

Something else that is special about these birds is their feet! Did you know that the double-eyed fig parrots have what are called zygodactyl feet?

SHOW: **Zygodactyl**

Say that with me, zye-go-DAK-tul. You got it, zygodactyl! This means they have two toes on each foot that point forward and two toes on each foot that point backward.

SHOW: **Parrot on branch**

This helps them climb and grasp onto tree branches as they search for food. It also allows them to hold and move objects like food, rocks, sticks and even toys!

God thought of everything when he designed this special bird, didn't he?

SHOW: **Parrot in jungle**

God gave the double-eyed fig parrot beautiful green feathers. Why do you think it's important for it to be mostly green? *Take answers.* That's right, camouflage! The green color helps these birds blend in with all of the jungle plants around them so predators, in this fallen world, don't see them as easily.

SHOW: **Eden the parrot**

Notice the beautiful green feathers on our animal pal, Eden. Green is the first color for the week. It reminds us of the first C of the 7 C's of History, which is Creation.

SHOW: **Creation days**

In the Bible, in the first chapter of the book of Genesis, we read that in the very beginning, God the Creator made EVERYTHING in six 24-hour days, including the earth, the oceans, the beautiful green plants, the sun, the moon, the stars, and all kinds of flying, swimming, and land animals. He also made the first two people! He did all that in six days! After that, he rested on the seventh day. This is why our week has seven days in it. The original creation was amazing and full of beauty and harmony, and there was no death or sorrow. It was all very good because God is good. Even today we can see remnants of this beauty in our world, crafted by our amazing Creator!

Drama (12 minutes)

See the Drama Production section starting on page 27 for details.

Announcements (time varies)

Cool Contests (3 minutes)

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

Prayer

Takeaway Time (2–3 minutes)

Each day, right before dismissal, share a thought to leave with everyone. Make sure to allow time for this final thought of the day.

As we wrap up today, here's something to think on: when something explodes, does it end up with things being neater or messier? *Pause.* Right, it's a mess. You could show a picture or a video of a building imploding. But if the big bang were true, then the perfectly designed universe would have had to come from that first explosion. Do you think that's possible? *Pause.* There's no way! Our amazing Creator God created the entire universe.

After all, who made the sun at exactly the right distance from earth so we aren't frozen by being too far away or burned up by being too close? *God!*

Who made the woodpecker with a perfectly positioned cushion in its head, like a shock absorber, so when it pounds on a tree, its head doesn't blow up? *God!*

Who made the earth to be tilted at just the right angle to cause our changing seasons? *God!*

Who made the sloth with an extra-strong backbone that makes its upside-down lifestyle possible? *God!*

Let's say today's verse to remind us of this truth. *Recite Genesis 1:1.*

So when you're out and about, take time to notice God's amazing creation! In fact, try to notice at least one thing every day! It will bring you joy and *God* glory when you do!

Dismissal

Song (play as children leave)

Theme Song

Day 2: Opening Assembly

Welcome (2 minutes)

No props needed.

Person 1: Hey, travelers! Welcome back to day 2 of our jungle river cruise! I'm curious—how many of you have ever been on a boat before?

Person 2: I have! I have! Quickly tell about a boat you've been on.

Person 1: Well, talking about boats reminds me of waves. And talking about waves reminds me of *the* wave. Let's try to do the wave right now!

Person 2: Fun! Let's do it.

Person 1: Okay, everybody, up on your feet! Let's start over here, and as I point to your area, raise your hands and lower them like a big wave. We're going to go the whole way across the room and back. Ready? Here we go!

Do this once or twice.

Person 2: Well, that was a fun kind of a wave, right? But we're going to talk today about a wave that wouldn't have been so fun to experience. You'll hear much more about it in a bit, but for now, let's sing ___.

Song (3 minutes)

C: "No One Does Good" / T: "Messing It Up"

Song (3 minutes)

"O God Our Help in Ages Past" / Memory Verse Song: "Not Even One (Psalm 14:3)"

Mission Moment (5 minutes)

SHOW: "The Good News Cruise" slide

Do you guys remember Frankie whom we met yesterday? He's going to be introducing us to children around the world. Each one of these children lives in poverty, which means they don't have much money for food and clothes. And they also need to hear about God's love for them. Thankfully, you get to help!

Do you remember how we're able to help them? *Pause for participation.* Yes! By collecting coins in your Coin Pak! Remember, just one quarter can provide a meal to a hungry child.

SHOW: "The Good News Cruise—Panit" slide

Today, Frankie is going to introduce us to a little boy named Panit, who lives in the country of Thailand. Let's hear his story.

SHOW: Video 2—Panit

Country: Thailand

Problem: Pandemic

Who remembers having to stay home during the pandemic? *Pause for participation.* A lot of people lost their jobs because businesses had to shut down. Panit's grandmother lost her job because the people she washed clothes for were afraid of getting sick. It's a good thing the church was there to deliver food and share about God's love, right?

Did everyone take home their Coin Paks? *Pause for participation.* Did you tell anyone what we are collecting coins for? *Pause for participation.* Remember, every 25 cents you collect this week means one meal for a child like Panit.

Now, do you want to hear how many meals we've raised so far? *Pause for participation.*

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

Well, we've counted the coins you brought in, and we can provide ___ meals! One dollar can provide four meals. To calculate your VBS meal progress, multiply the dollars raised by four.

That's a great start to our week, but we've still got a few more days to go. So keep bringing in your coins all week long! If you haven't already shared with your families what we're collecting coins for, be sure to do that today! Ask your parents if you can earn money for your Coin

Pak by doing some special chores around the house. Get creative!

Announcements (time varies)

Prayer

Dismissal

Song (play as children leave)

Theme Song

Day 2: Closing Assembly

Song (3 minutes)

C Memory Verse Song: "Not Even One" / T MV Song: Psalm 14:3

Song (2 minutes)

C: "The Manatee Song" / T: "God Is Good"

Creature Feature: Tox the Poison Dart Frog (5 minutes)

Use the **PRESENTATION SLIDES** or show the **CREATURE FEATURE VIDEO**. Shorten this script as needed.

SHOW: **Creature Feature title slide**

Our animal pal today is super cute, but you better be careful if you meet it on a stroll through the rainforest.

SHOW: **Poison dart frog**

Let me introduce you to the poison dart frog.

SHOW: **Rainforest**

Poison dart frogs live in the rainforests of Central and South America, and there are over 100 different species of these amazing little frogs, all of which belong to the dart frog kind.

SHOW: **Amphibians**

Poison dart frogs belong to a group, or class, of animals called amphibians. This group includes frogs, toads, newts, salamanders, and unique creatures called caecilians (si-sil-yuns) that have no legs. Though often confused with reptiles, amphibians are quite different. For instance, reptiles have tough scales covering their bodies, but amphibians don't have any scales at all. Instead, they have smooth or sometimes bumpy skin. Amphibians have exposed skin, are cold-blooded, and have a complicated life cycle that usually begins in the water.

SHOW: **Poison dart frog with tadpoles**

When a poison dart frog hatches as a tadpole, its parents carry it on their backs and put it in a pool of water or in the middle of a cup-shaped leaf that has water in it. This is the perfect place for the tadpole to grow and develop. But how

do their parents know to put them there? Because God designed them to know exactly what their young need!

SHOW: **Poison dart frog**

Now I bet you're wondering why they're called poison dart frogs. Scientists suggest that these frogs develop a poison, or toxin, from the foods they eat. This toxin can be deadly for other animals and humans to touch or eat. Can you put up ten fingers? **Do so**. One type of poison dart frog, which we'll see here in a moment, has enough poison in it to kill ten men. That's pretty scary, isn't it?

SHOW: **Poison dart frog colors**

On the count of 3, I want you to shout out your favorite color. 1-2-3! **Do so**.

Poison dart frogs come in a variety of colors. When other animals see the frog's bright colors, they know to steer clear. After Adam sinned, poison dart frogs produced poison which helps protect them in a fallen world from predators.

SHOW: **Blowgun**

Have you ever thrown a dart at a bull's-eye? Poison dart frogs have the word "dart" in their name because some indigenous people who live in rainforest areas rub their blow darts on the backs of the deadliest of these frogs. They then use these darts to hunt other animals. The poison can stick to the dart for a year or more!

SHOW: **Frog tongue**

Can you stretch out your tongue as far as it will go? **Do so**. Dart frogs have long retractable tongues that can zip out and back really fast. Their tongues are fastened at the front of their mouth and are coiled up, ready to spring at the moment food is spotted. The tongues are also covered in sticky saliva that allows them to catch and hold onto their prey more easily.

SHOW: **Tox**

Now our friend Tox is blue and black. And his dark colors help remind us of our two colors and the two C's that we're talking about today—his dark color represents Corruption (dark for sin) and his blue color represents

Catastrophe (blue for water). He reminds us that the good, perfect world at the beginning isn't perfect anymore. Before Adam and Eve sinned, there was no sickness, suffering, or death. All animals, including dart frogs, ate only plants. But now, because Adam and Eve chose to disobey God and commit the first sin, bad and sad things happen, like having animals that are poisonous. The Bible says in Psalm 14:3 that we have all turned away and no one does good. What this means is that sadly, just like Adam and Eve before us, we all sin.

SHOW: Pre-flood world

In the book of Genesis, chapters six through nine, we read that eventually the world became so evil God had to judge the sin of the world. He did that with a global flood that killed all the land-dwelling, air-breathing animals and people on earth.

SHOW: Animals going on the ark

Some of the dart frog kind, like Tox, would have been on board the ark built by Noah. God is merciful and saved Noah, his family, and many of the animals from the coming flood.

SHOW: Rainbow

And after the flood was over, God placed a rainbow in the sky as a reminder that he would never flood the entire earth again (Genesis 6–9). Every time you see a rainbow in the sky, remember—God can be trusted, and he always keeps his promises!

Drama (12 minutes)

Announcements (time varies)

Welcome (2 minutes)

No props needed.

Person 1: Knock knock.

Person 2: Who's there?

Person 1: You.

Person 2: You who?

Person 1: Yoo-hoo! Is anybody out there?

Person 2: Yoo-hoo . . . that was a good one.

Person 1: Now you start!

Person 2: Okay, I'll start. Knock knock.

Person 1: Who's there?

Person 2: Umm . . . Remain silent and look confused.

Person 1: You seem confused.

Person 2: Stammer around. I hadn't really thought about this. I don't know what to say!

Cool Contests (3 minutes)

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

Prayer

Takeaway Time (2–3 minutes)

Okay, before we leave, let me ask this question: How many of you have ever had a bruise? Wait for raised hands. Okay, now stand up if you have a bruise right now. Pause, then if time, share a quick, interesting bruise story of your own. What colors do we use when we're describing a bruise? Pause. Right, black and blue. That reminds me of today's colors. But it also reminds me of something else. When would the reason we get bruises have started? Wait for responses. Right! After sin entered the world, bruises and cuts and sickness and bad stuff started happening, and it affected all of us. Let's say our verse together. Recite Psalm 14:3.

So any time you get a bruise, it can remind you that all the bad or sad stuff we see in the world started way back in the garden of Eden with sin, and it continues still today. But here's the good news—that isn't the end of this true story! Come back the rest of the week to hear the thrilling conclusion!

Dismissal

Song (play as children leave)

Song: C: "Jungle Jam" / T: "God Is Good"

Day 3: Opening Assembly

Person 1: That didn't work so well, did it? You're all confused. And that reminds me of what we're talking about today—a confusing time.

Person 2: I'll look forward to hearing more about it. But before then, I just thought of a knock-knock joke.

Person 1: Okay, let's try it.

Person 2: Knock knock.

Person 1: Who's there?

Person 2: Anna.

Person 1: Anna who?

Person 2: Anna one, anna two, anna three, let's sing!

Song (3 minutes)

C: "Jesus Is My Light" / T: "Hello, Hello, Babble, Babble"

Song (3 minutes)

C: “Peace, Love, Joy” / T: “At My Journey’s End” / C Memory Verse Song: “Babel” / T MV Song: Genesis 11:9

Mission Moment (5 minutes)

SHOW: “The Good News Cruise” slide

It’s time to check in on our friend Frankie and meet another child from around the world!

But first, who can tell me what we’re collecting coins for this week? Pause for participation. And who can tell me how much it costs to provide one meal? Pause for participation. That’s right! It only costs 25 cents to send a nutritious meal to a child in need. Isn’t that awesome?

SHOW: “The Good News Cruise—Daniel” slide

Today, we’re going to meet a little boy named Daniel, who lives in Mexico.

SHOW: Video 3—Daniel

Country: Mexico

Problem: Generational Poverty

Without getting good nutrition and education, it could be hard for Daniel to escape the poverty he was born into. That means when he gets older, his children could be born into the same situation. Without help, that is a difficult problem to solve.

But local pastors in Mexico and around the world are working hard to give families like Daniel’s the help they need to try and break the cycle of poverty. And even better, they are sharing the hope of the gospel with families in need.

Have you asked your parents if you can do any extra chores this week to earn coins for your Coin Pak? Don’t forget to share what you have learned this week and see if your parents want to help you provide meals for kids like Daniel.

Now, do you want to hear how many meals we can provide so far?

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

In only two days, you can provide ___ meals! Remember, one dollar provides four meals. To calculate your VBS meal progress, multiply the dollars raised by four. That’s pretty fantastic!

Remember, just like Daniel, every one of the children receiving these meals will get to hear God’s truth of the gospel. I think more children around the world need to hear this good news, don’t you? Who’s excited to see how many more meals we can provide tomorrow? Pause for participation.

Announcements (time varies)

Prayer

Dismissal

Song (play as children leave)

C: “You Made a Way” / T: “Admit, Believe, Forever Receive” / C MV Song: “King of Ages” / T MV Song: 1 Timothy 1:17

Day 3: Closing Assembly

Song (2 minutes)

C: “The Manatee Song” / T: “God Is Good”

Song (3 minutes)

C: “You Made a Way” / T: “Admit, Believe, Forever Receive”

Creature Feature: Scatter the Silverback Gorilla (5 minutes)

Use the **PRESENTATION SLIDES** or show the **CREATURE FEATURE VIDEO**. Shorten this script as needed.

SHOW: Creature Feature title slide

Today we’re going to learn about a pretty cool animal. Any guesses as to what it could be? Let me give you a hint. Beat chest with fists. You got it! We’re talking about gorillas!

SHOW: Gorilla

Gorillas are members of the pongid (pon-jid) or great ape kind and are found exclusively on the continent of Africa.

SHOW: Gorilla map

There are two species of gorillas—the eastern and western gorillas. These two species are separated by a massive forest called the Congo Rainforest.

God gave gorillas some amazing features that help them thrive in their habitats.

SHOW: Human foot

Try wiggling your toes. Do so. Have you ever noticed how your toes are all lined up in a nice little row? Well, that’s not how gorilla feet look.

SHOW: Gorilla feet

Wiggle your thumb! Do so. Did you know that God gave gorillas a thumb on their feet? This helps them to climb and grasp things more easily. It’s like having a hand (show your hand), for your foot (point to foot). Pretty neat, huh?

SHOW: Silverback gorilla

Did you know that older male gorillas are called silverbacks? They get this name from the patch of silver fur that develops on their back as they get older.

SHOW: Gorilla arms

I want you to do a bicep curl like this. **Demonstrate.** In humans, our lower body parts are usually stronger than our upper body parts. But it's the opposite with gorillas.

These animals have super strong arms to help support their bodies as they walk on all fours, climb, lift heavy objects, and defend themselves. It's generally believed that a silverback gorilla has the strength of six to eight men! Wow! **Consider having 6–8 men come up and lift you.**

SHOW: Gorilla skulls

Now, point to where your skull is. **Pause.** That's right, your head. Another cool feature God gave the gorilla is their extra-bony skulls. The skulls of the male gorillas look a little different from the skulls of the female gorillas. Both have what is called a sagittal crest, a structure designed for muscle attachment. This bony crest is for the attachment of the gorilla's jaw muscles and helps them to powerfully bite and chew hard fruits, vines, and plants they find in the rainforest.

As you can see, the sagittal crest on the male gorilla is much larger and gives them a much stronger bite. That's amazing!

SHOW: Gorilla testing water

All right, now pretend you're swimming as fast as you can. **Do so.** Did you know that gorillas have a very interesting relationship with water? In fact, gorillas generally stay away from deep bodies of water because they can't really swim. And it's nearly impossible for them to float on water because their bones and muscles are so heavy! They also rarely drink water. They get most of their water from the plants they eat. God gave gorillas the intelligence to know they should avoid water. In fact, some gorillas have even been seen using a stick to measure the depth of certain bodies of water to help them see if it's safe for them to cross. What an amazing, thoughtful Creator we serve who gave animals such incredible abilities!

SHOW: Scatter

Our friend Scatter is here to remind us of our C for today—Confusion. After the global flood was over, God told Noah and his family to spread out and refill the earth. However, people didn't obey God. Instead, they stayed together and built a great city, with a very tall tower.

SHOW: Tower of Babel

This tower was called the tower of Babel. Genesis 11:1 tells us that the people spoke the same language. To get them to move apart, God gave the family groups different

languages. This made it difficult for the people to work together, and so they stopped building the tower and the city and scattered across the face of the earth.

SHOW: Fog

Like Scatter, our color for today is gray which is like silver. And just as a thick patch of fog is murky, blurry, and can confuse and disorient us, the color gray reminds us of that confusing time at the tower of Babel.

Drama (12 minutes)

Announcements (time varies)

Cool Contests (3 minutes)

Announce winners of today's contests. Remind everyone to learn tomorrow's verses, complete their Go and Do activities, and complete their 7 C's Scavenger Hunt, which should be sent home with each child at dismissal.

Prayer

Takeaway Time (2–3 minutes)

Before we go, let's say Genesis 11:9 together. **Recite Genesis 11:9.**

Now, let's say goodbye in a few different languages to remember that all the languages, people groups, and cultures around the world began with the tower of Babel event we talked about today. Teach them "goodbye" in several languages: Auf wiedersehen (German), Adios (Spanish), Au revoir (French), Arrivederci (Italian), Sayonara (Japanese).

When we hear people speaking languages that are different from our own and meet people from different cultures, it's a great reminder of how we can always start with the Bible to answer why things are like they are in this world. God's Word has answers to today's issues, and it can be trusted! And it's also a great reminder that we all came from the same family, and we're all related, so we should treat each other with kindness.

So with that thought, let's go out saying goodbye to each other in one or more languages. **Do so.**

Dismissal

Song (play as children leave)

Theme Song

Day 4: Opening Assembly

Welcome (2 minutes)

Props for Day 4 Welcome: Christmas tree and one Easter basket with Christmas ornaments and plastic Easter eggs in it

Person 1: Hello! It's great to see you today at *The Great Jungle Journey!*

Person 2: Enter struggling to bring in the Christmas tree while humming a Christmas tune.

Person 1: Runs over to help Person 2. What are you doing?

Person 2: Get the tree situated. Wait! I have more! Run offstage and bring the Easter basket while still humming a Christmas song. Begin to put ornaments and eggs on and around the tree.

Person 1: I'm so confused! You've got a Christmas tree *and* ornaments *and* an Easter basket with Easter eggs, all on a *jungle river cruise!*

Person 2: Continue humming and arranging the ornaments and eggs. Well, I heard we're talking about Christmas and Easter today. So I thought I'd just mix the two into one holiday—Christmas-ter.

Person 1: What?

Person 2: Or I guess I could call it East-mas.

Person 1: Wait! Wait! Wait! We can't combine Christmas and Easter. That doesn't work.

Person 2: Why not?

Person 1: They're each unique and have an important reason we celebrate them. But we'll talk more about those in a bit.

Person 2: Wait! Can't you at least give me a clue why they're so important? Pretty please, with sugar on top?

Person 1: They're both about Jesus. There. You have a clue. Now, let's sing about Jesus!

Song (3 minutes)

C: "You Made a Way" / T: "Admit, Believe, Forever Receive"

Song (3 minutes)

C: "Peace, Love, Joy" / T: "At My Journey's End" / C MV Song: "Children of God" / T MV Song: John 1:12

Mission Moment (5 minutes)

SHOW: "The Good News Cruise" slide

Are you curious what job Frankie has on the cruise ship today? Have you enjoyed hearing more about the children he's met on his travels? I know I have.

Today is our fourth day raising money to provide meals for hungry kids! Can anyone tell me how much it costs to provide one meal? *Pause for participation.* Right! Just 25 cents can provide a meal! Can anyone tell me what else the family receives with those meals? *Pause for participation.* Yes! They can hear the message of the gospel.

It's time for Frankie to introduce us to another child.

SHOW: "The Good News Cruise—Layla" slide

Song (3 minutes)

Theme Song

Layla is a girl from the country of Zambia. Zambia is a country in the southern part of Africa.

SHOW: **Video 4—Layla**

Country: Zambia

Problem: Extreme hunger

Sadly, Layla's story is not unique. There are many children in Zambia just like Layla. Over half of the people in Zambia struggle to have enough to eat! Can you imagine waking up in the morning and not knowing if you were going to eat at all that day?

When all you know is hunger, would it be hard to see the hope through all the darkness and struggle of living in extreme poverty? *Pause for participation.* Do you think that knowing about a loving Savior can bring hope and light into even the worst situation? *Pause for participation.* Layla's family was able to hear that message of hope thanks to the pastor of a nearby church who delivered meals to their home.

Well, we have had a few days to raise money to provide meals for kids just like Layla. Are you ready to be blown away by how many meals we can provide so far? *Pause for participation.* I don't think you sound excited enough. Are you ready to find out how many meals we can provide? *Pause for participation.* That's better!

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

In just three days, we can provide ___ meals! That's incredible! To calculate your VBS meal progress, multiply the dollars raised by four.

The pastors who will be delivering these meals won't just stop at providing food for families in need. These pastors and church volunteers will also share the hope of the gospel with children and families in need. But the week isn't over yet! We have one more day to collect coins, so see if there's anyone else you can ask to help donate coins or if there are any chores you can do to earn extra money.

Announcements (time varies)

Prayer

Dismissal

Song (play as children leave)

"The Great Jungle Journey" / C Memory Verse Song: "Every Tear" / T MV Song: Revelation 21:4

Day 4: Closing Assembly

Song (3 minutes)

"O God, Our Help in Ages Past"

Creature Feature: Rose the Pink River Dolphin (5 minutes)

Use the **PRESENTATION SLIDES** or show the **CREATURE FEATURE VIDEO**. Shorten this script as needed.

SHOW: Creature Feature title slide

Today's animal is a bit of a surprise because most of them are found in the ocean. Today we're talking about dolphins.

SHOW: Dolphins

When you think of a dolphin, you might think of the playful bottlenose dolphin or the uniquely colored Commerson's dolphin. There's also the little hourglass dolphin and the massive orca. But there's another kind of dolphin that lives in rivers. That's the dolphin we're talking about today.

SHOW: Amazon river dolphin

This is the Amazon river dolphin. As you can probably guess from the name, you'll mainly find them in the waters of South America's Amazon River. These adorable and fun critters are commonly known as the pink river dolphin because they turn a pinkish color as they age.

SHOW: Amazon river dolphin colors

They can be dull gray and pink, a rosy pink, or even like the color of flamingoes. They are also known to indigenous people who live in the area as the "boto."

SHOW: Amazon river dolphin size

These dolphins are the largest species of river dolphin. Large males can grow up to nine feet (2.7 m) long and weigh around 400 pounds (181 kg). That's a big animal! However, they're not the largest mammal in the waterways of the Amazon.

SHOW: Amazon river manatee

That title belongs to the Amazonian manatee.

SHOW: River objects

Because they live in a river and not an ocean, the pink river dolphin has to move around a lot more objects that could get in their way, such as rocks, trees, boats, and plants. But God gave these dolphins special design features to help them swim through the complicated waters of the Amazon.

SHOW: Amazon river dolphin neck

God made their necks super flexible. Bend your neck as far as you can—up, down, and side to side. *Do so.* The vertebrae (bones) in the pink river dolphin's neck aren't stuck together like ocean dolphins' necks. This allows them to turn their heads really far—up to 90 degrees—and easily steer around things in their path.

SHOW: Amazon river dolphin snout

Their snouts are also specially built for life in the river. Unlike most ocean dolphins, the snouts of the pink river dolphins are long and thin. Their long snout is filled with dozens of small and pointed teeth. Both of these traits are helpful for sifting through the silt and mud at the bottom of the rivers to find their prey.

SHOW: Echolocation

God also designed them to use echolocation to find their way through cloudy waters. Let's all make a clicking noise with our tongues. *Do so.* When dolphins use echolocation, they send out sounds that to us sound like clicks. These sound waves bounce off of objects and return to the dolphin. This helps alert the dolphins about where things are located in the water.

SHOW: Amazon river dolphin nose hair

Now wiggle your nose with me. *Do so.* God also gave pink river dolphins stiff hair on their noses. Most dolphins are born with hair on their bodies that falls off as they grow, but the hair on the pink river dolphin's nose stays there. It's believed that these hairs help the dolphins feel where things are on the bottom of the murky Amazon River.

SHOW: Amazon river dolphin teeth

Another interesting feature these dolphins have is their molar-like teeth. Using your tongue, can you touch your molars? *Do so.* Those are the large teeth at the back of your mouth that you use to chomp hard foods. This is the only species of dolphin that has teeth that are like molars. Their strong back teeth allow them to grind and chew. Because of this, they have one of the most mixed-up diets of any dolphin: turtles, frogs, crabs, and over 50 different types of fish, including the fierce piranha. That is incredible!

SHOW: Rose

Today's animal pal, Rose, reminds us of our two colors for today—white for Christ, and red for Cross. If you mix white and red together, they make pink! White reminds us that Christ was born as a baby and lived a perfect life. Red reminds us that he died on the cross to pay the price for our sin.

SHOW: Memory verse

Read memory verse together. When we repent of our sins, believe in the Lord Jesus and that God has raised him from the dead, and we put our faith and trust in him, then we WILL be saved. That is the best news you'll ever hear!

Drama (12 minutes)

Announcements (time varies)

Cool Contests (3 minutes)

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

Prayer

Takeaway Time (2–3 minutes)

I've got a question for you. Can you think of a movie where the bad guys are winning, but then the good guy comes and saves the day? Take answers or have them tell their neighbor an example. You may want to share an example.

You know, many movie stories are pretend. But Jesus is not pretend—he is God the Son and is all good. Movies

can remind us about the battle between good and evil, but the truth is that Jesus has the victory over sin and death. He wins! We'll hear more about *how* he wins tomorrow. In the meantime, let's say our verse together before we leave to remind us that Jesus came to rescue anyone who repents of their sin and calls on him for salvation. Recite John 1:12.

Dismissal

Song (play as children leave)

C: "Jesus Is My Light" / T: "Hello, Hello, Babble, Babble"

Day 5: Opening Assembly

Welcome (2 minutes)

Props for Day 5 Welcome: one large fiction book

Person 1: Welcome back, everyone! Have you had a great week? I can't believe this is our final day already!

Person 2: Enter, engrossed in reading a large book, opened to the last page. Run into Person 1.

Person 1: Hey! Watch out! Point to the book. What's that?

Person 2: I started this book the other day and I can't wait to find out how it ends, so I jumped to the last chapter.

Person 1: Oh, I know what you mean. Sometimes I just can't wait to find out how things end in a book. Well, today, we're going to find out how things end in our 7 C's journey.

Person 2: How do we find out?

Person 1: We go to the Bible, of course! And—spoiler alert—the last couple of chapters will blow your mind! There's gonna come a time when God will make a new heaven and a new earth, and all God's children will live there forever.

Person 2: Wow! I sure hope I get to live in the new heaven and new earth.

Person 1: Well, today we'll hear lots more from the Bible about what *will* and *won't* be in heaven. There are a lot of ideas about it floating around out there, but the Bible is the only place to go to get completely accurate, correct information on heaven. But the most important thing to think about is if *you* will be there! Let's sing about this amazing, exciting place as we think more about that!

Song (3 minutes)

C: "Peace, Love, Joy" / T MV Song: Revelation 21:4

Song (3 minutes)

Theme Song

Mission Moment (5 minutes)

SHOW: "The Good News Cruise" slide

Every day this week, Frankie has introduced us to a different boy or girl facing poverty in a different part of the world. We've also learned this week that we have the ability to make a difference!

SHOW: "The Good News Cruise—Marissa" slide

The child we are going to meet today doesn't live in a small village in a faraway country. She actually lives right here in the United States.

SHOW: Video 5—Marissa

Country: United States

Problem: Invisible Poor

Be sensitive to the population of children you are serving. Rephrase as necessary to be sure all children feel welcome and included. Does it surprise you to know that there are children in the United States who don't have enough food to eat? It's not always easy to see, either. Marissa goes to school with children who don't have to worry about food. Her friends may not even know that she gets free meals from school.

The coins that you have been collecting all week can be used to provide meals for children like the ones you met this week, like Nadya in Ukraine, Panit in Thailand, Daniel in Mexico, Layla in Zambia, Marissa in the United States, and so many others.

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

Are you ready to see how many meals we can provide this week? Pause for participation.

SHOW: Daily Count Day 5 slide with current meal count filled in

The grand total number of meals we can provide this week is ___ meals! One dollar can provide four meals. To calculate your VBS meal progress, multiply the dollars raised by four.

You guys have done an amazing job collecting coins to feed children in need. Because of you, more children and their families will learn about the love of Jesus.

Did you know that you can keep sending meals to children in need even after this week is over? You can keep making a difference for children around the world with Children's Hunger Fund. Ask your parents how you can

continue to share meals and the love of Christ with children in poverty.

Announcements (time varies)

Prayer

Dismissal

Song (play as children leave)

C MV Song: "King of Ages" / T MV Song: 1 Timothy 1:17

Day 5: Closing Assembly

Song (3 minutes)

C: "Peace, Love, Joy" / T: "At My Journey's End"

Song (3 minutes)

C: "You Made a Way" / T: "Admit, Believe, Forever Receive"

Creature Feature: Bliss the Bird-Wing Butterfly (5 minutes)

Use the **PRESENTATION SLIDES** or show the **CREATURE FEATURE VIDEO**. Shorten this script as needed.

SHOW: **Creature Feature title slide**

Our last animal is a talented shape-shifter. Today we're talking about the bird-wing butterfly. One species, called the Cairn's bird-wing, is the largest Australian butterfly!

SHOW: **Bird-wing butterfly**

Just how big are they? The females, which are larger than the males, can have a wingspan of over six inches! Show how big that is.

SHOW: **Queensland, Australia**

This insect was first discovered in 1853. And it can be found in a small region of Queensland, Australia.

SHOW: **Butterfly development**

All butterflies go through four stages of development—from an egg, to a larva, to a pupa, and finally to an adult—but the bird-wing butterfly looks very different in its caterpillar or larva stage than in its adult stage.

SHOW: **Caterpillar and butterfly**

This is the Cairn's bird-wing butterfly. See how different these look—and yet, it's the same animal. Pretty incredible huh? The caterpillars, called larvae, have lots of pointy spikes called tubercles. These little spikes make the caterpillars look painful to eat, which helps keep some predators away. The larva stage usually lasts about six weeks, and in this time the young caterpillars eat and eat and EAT until they're big enough to move on to the pupa stage.

SHOW: **Chrysalis**

In this stage, the caterpillars form a thick skin that hardens into a structure called a chrysalis. Inside the chrysalis, the caterpillars undergo an absolutely amazing process called . . . can you guess? That's right, metamorphosis!

SHOW: **Butterfly emerging from chrysalis**

This whole process takes about a month. Then on a nice, humid morning, the adult butterfly emerges from the chrysalis and spreads its wings.

SHOW: **Bird-wing wings**

Their wings, though big, still have a delicate look to them, don't they? Pretend you're flapping your wings like a butterfly. Do so. God made their wings from a material called chitin (kigh-tuhn) that allows the wings to be light and flexible enough for flight, but also strong enough to lift the butterfly off the ground and to keep from breaking in the air. The wings are attached to a muscular body that allows the butterfly to control their flight pattern with pinpoint precision.

SHOW: **Butterfly body parts**

Like all insects, the body is made up of three major parts—the head, the thorax, and the abdomen.

SHOW: **Butterfly feeding**

As an adult, the bird-wing butterfly's diet is mainly a liquid-only diet. It gets its nutrients from nectar—the delicious, syrupy substance found inside some plants. At least it's delicious to butterflies. God gave butterflies the ability to tell if a plant has the food it needs by giving it a special taste test using sensors on its feet.

SHOW: **Butterfly on flowers**

Can you imagine having your taste buds on your feet instead of your tongue? I wonder what my shoes taste like? When a butterfly lands on a flower, it can walk around and tell if the flower is safe to eat or lay its eggs on!

SHOW: **Butterfly proboscis**

Once the butterfly decides something is edible, it uses its proboscis (prah-bah-sis) to gather its food. Pretend you're slurping something through a straw. That's sort of how the proboscis functions. God truly thinks of everything!

SHOW: **Bliss**

Our friend Bliss reminds us of our color for today, yellow, and our C, Consummation—how God’s plan is completed.

He is also here to remind us of the transformation that Christians will one day experience. Just as Bliss transformed from a little caterpillar into a beautiful butterfly, those who believe in Jesus will one day be transformed and live for eternity with God where there will be no more death, suffering, or tears. The Bible tells us in Revelation 21:4 that God will wipe away every tear from our eyes, death will be no more, and there will be no more mourning crying, or pain.

SHOW: **Bird-wing caterpillar and adult**

Just as the bit of yellow on the caterpillar is only a small reflection of the greater amount of yellow on the adults, those who are followers of Christ should reflect the Lord while we’re here on earth. We do that in the way we behave, the way we think, the way we speak, and in how we treat others. However, it isn’t until Christ returns and we get to heaven that we’ll be a perfect reflection of Jesus. Then everything will once again be very good.

Thanks for fluttering by, friends. Now, let’s get out there and be tree-mendous for God’s glory!

Drama (10 minutes)

Announcements (time varies)

Cool Contests (3 minutes)

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

Prayer

Takeaway Time (2–3 minutes)

Can you think of a day you might call your best day ever? Take responses or have kids share an example with their neighbors. You may want to share an example as well.

You know, today we learned about the new heaven and new earth. This will be *by far* all believers’ best day ever. Except it won’t just last for 24 hours, but forever! Never, ever, ever will there be a bad day.

Let’s say our verse together to remind us of this most incredible place. Recite Revelation 21:4.

- **Revelation 21:4 tells us there will be no more what?** Point to them to shout out an answer and agree with their various answers: no more tears, no more death, no more mourning, no more crying, no more pain.
- **The streets will be the color of:** Point to them to shout out their answer—gold.
- **Our bodies will be:** Point to them to shout out an answer and agree with their various answers: new, transformed, beautiful, without sin.
- **The best thing that we’ll be with:** Point to them to shout out their answer—God.

So no matter what happens here on this earth, all believers have the hope of what’s to come. It’s good to think on these things often. It changes how we view our life here on earth. Why don’t you start by chatting about it on the way home? And remember—the Bible is the place to go to find out what heaven really will be like.

Dismissal

Song (play as children leave)

Your favorites

CLOSING PROGRAM

River Cruise Closing Program

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

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

Caretaker Handbook, and send out invitation postcards (item 12-1-030) mid-week.

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

Involve Your Drama Characters

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

Before the Program (15–30 minutes)

Families can visit the various VBS areas. Leaders of these areas should be in their respective spots to meet and greet everyone and to share about the week. In addition, you can repeat a few activities from the pre-VBS carnival. (See the Director Guide for carnival ideas.)

The Closing Program (30–45 minutes)

Choose from the following possibilities to plan your program:

Share Terrific Trivia Tidbits

As a fun way to start things off, share some *Jungle Journey* trivia. For individual slides, see “**Terrific Trivia**” **presentation images**.

Sing Songs

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

Share Cheers

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

Perform a Drama Segment

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

Recite Memory Verses

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

Review the Creature Features/Animal Pals

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

Announce Group Winners

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

Announce the Final Mission Project Total

Tell about the mission project you've been collecting money for and then have a dramatic final announcement.

Show Highlights

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

Share Stories and Testimonials

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

Play a Review Game

Divide into teams and challenge each group with review questions from the week. Teams can be boys versus girls or kids versus parents.

Share the Gospel

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

Cheer the VBS Staff

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

Make Announcements and Pray

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

After the Program (30–60 minutes)

Head to the snack area and serve some fun treats. Use snack ideas from the training workshops or repeat snacks used during VBS. (See the Snack Guide.) If you didn't do the carnival before VBS, talk with your director about doing one after your closing program. Kids love carnival games!



DRAMA PRODUCTION

Drama Overview

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

Why Live Drama?

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

OTHER SCRIPT OPTIONS AVAILABLE

As an alternative to the six-character, full featured drama, a shorter three-person skit is available at AnswersVBS.com/jungleresources.

Drama Summary

Jungle Jim's River Expeditions, one of the longest-running jungle river expedition companies in the world, conducts a tour for a small group of travelers. The trip is led by a young, inexperienced skipper who must navigate some challenging circumstances along the way—even risking his life to save one of the passengers. In the end, everyone is deeply impacted by the whole experience.

Cast of Characters

JUNGLE JIM (Days 1, 4, and 5 only)

- Owner of Jungle Jim's River Expedition Co.
- 50s
- Very competent
- Good and kind

CJ MCGEE

- Brand-new, inexperienced skipper
- Early 20s
- Energetic
- Smart, but overconfident
- Thinks he's funny, but he's really not!

RUTH

- Grandmother of Zane
- Early 80s, but in excellent health
- Strong believer
- Taught high school science for 47 years
- Upbeat and positive

ZANE

- Grandson of Ruth
- Middle schooler
- Young believer
- Fascinated with animals
- Quiet and respectful

HARPER

- Mother of Cassie
- 40s
- Unbeliever
- Patient (most of the time) and kind
- Trying to nurture her relationship with Cassie

CASSIE

- Daughter of Harper
- High schooler
- Unbeliever
- Very few interests (other than her smartphone and friends)
- Complains a lot

Production Notes

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

The Role of Prayer

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

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

First Steps

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

Casting

The drama is written with six parts. Some parts are preferably male and some preferably female. However, the scripts can be adapted depending upon the gender of the actors available.

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

Rehearsal & Production Schedule

The following schedule should be used as a guide and should not be considered a comprehensive list of “to do” items. Add to or adapt the schedule according to your situation.

Six Weeks Before VBS

- Host an orientation meeting with your entire cast.
- Distribute the daily scripts.
- Assign parts, then read through the scripts to acquaint the actors with the storyline and characters.
- Encourage actors to read scripts on their own and begin to learn their lines.
- Establish a rehearsal schedule. (Make sure cast members bring their calendars with them.) In addition, schedule an extended dress rehearsal of all five scripts on stage during the weekend just before VBS.
- Communicate expectations regarding attendance and behavior during rehearsals.
- Exchange phone numbers and email addresses.
- Encourage the actors to read the scripts daily.
- Meet with the set design and construction crew to discuss those needs.

Five Weeks Before VBS

- Focusing on one script (or two) per rehearsal, begin to block scenes (movement and positioning of characters).
- Encourage actors to read scripts on their own and learn their lines.

Four Weeks Before VBS

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

Three Weeks Before VBS

- Focusing on one script (or two) per rehearsal, continue to block scenes.
- Begin to limit the use of scripts by the actors.

- Discuss costume needs and assign collection of props.
- Create set pieces.

Two Weeks Before VBS

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

One Week Before VBS

- Conduct rehearsals with no scripts.
- Make sure all costumes are assembled and all props are collected.
- Install the set as early in the week as possible so practices can take place on stage.
- If possible, conduct an extended dress rehearsal of all five scripts on stage with sound and lighting.

During VBS

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

Tip Corner

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

A Word About Drama for Children

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

Blocking

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

Voices, Gestures, and Facial Expressions

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

Foreign Accents

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

Physical Comedy

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

Volume and Clarity

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

Support Crew

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

Set Design and Construction

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

Sound and Lighting

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

Costumes and Props

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

Rehearsal Assistant

Another set of eyes and ears during each rehearsal can be very helpful. This person can take notes, offer suggestions, and feed lines to the actors when the time comes to limit the use of scripts.

Costume Suggestions

Jungle Jim

Khaki cargo shirt and shorts (or pants), hiking boots, safari hat or visor, wristwatch

CJ McGee

Khaki cargo shirt and shorts, neck bandana, hiking boots, wristwatch—closely matching Jungle Jim’s uniform, if possible, since they both work at the same company

Ruth

Solid color stretch pants, short-sleeve Hawaiian/flower print shirt, gray wig, visor, glasses, white leather sneakers

Zane

Cargo shorts, T-shirt, hiking boots

Harper

Cargo pants or capris, short-sleeve safari shirt (or vest) over T-shirt, safari hat, hiking boots

Cassie

Cargo pants or Bermuda cargo shorts, T-shirt, sneakers, ball cap

Tip Corner

- Thrift shops are a good source for inexpensive clothing and accessories.
- Check the internet for a myriad of costume ideas.

Props List

Day 1

- Ruth’s backpack (should be colorful)
- Optional: Ruth’s walking stick
- Zane’s backpack
- CJ’s broom
- Jungle Jim’s large envelope (with Certificate of Graduation)
- Harper’s two duffle bags
- Cassie’s smartphone
- Cassie’s earbuds
- Tickets
- CJ’s large backpack and accessories

Day 2

- Harper’s camera
- Duffles and supplies
- Cassie’s long tube (see NOTES)

Day 3

- CJ’s toothbrush
- CJ’s alarm clock
- Folding camp chairs
- Ruth’s watch-type tracker
- Cassie’s blanket (optional: sleep mask)
- Apple
- Duffles and supplies
- Rope (with frayed end)
- Ruth’s backpack with two bananas
- Firewood

Day 4

- Fake campfire (see NOTES)
- Two folding camp chairs
- Zane’s book
- Cassie’s journal
- Optional: duffle bags
- Harper’s Bible
- Jungle Jim’s large cooler

Day 5

- Folding chairs
- Zane’s flip-flops
- Zane’s mangled boot (see NOTES)
- Four water bottles
- CJ’s bandages (see NOTES)
- Backpacks and duffle bags

NOTES

CASSIE’S LONG TUBE

A long (60-inch) fabric roll works great for this. Just tie it off with twine in several places to keep it from unrolling. Or you can use two mailer tubes taped together. This scene needs to be adequately practiced to get the timing and positioning right.

FAKE CAMPFIRE

On a round piece of corrugated cardboard, arrange some sticks into a simple teepee fire structure. Then use a glue gun to secure the sticks to the cardboard and to each other.

For an ember-type glow, stuff a couple pieces of orange tissue paper inside the “teepee.” (A light effect isn’t necessary.) Finally, surround it with several large rocks and have a few extra sticks lying nearby for Zane to work with.

ZANE’S MANGLED BOOT

Check thrift stores or ask around for an old boot someone might be willing to donate. It doesn’t need to match what Zane is wearing during the drama—it just needs to

be similar. Then use whatever means necessary to mangle the boot so the damage is clearly visible to the audience.

CJ’S BANDAGES

Use ace bandages and strips of white fabric for this. Wrap CJ’s head, both hands (covering his fingers), and one of his legs. Put his arm in a sling. Then put an X out of white medical tape on one of his cheeks.

Music & Sound Effects List

Daily

- Theme music
- Background Jungle Sounds

Day 1

- Big Crash
- Boat Engine Starting
- Intercom Effect (see NOTE)

Day 2

- Boat Arriving
- Intercom Effect (see NOTE)
- Rustling
- More Rustling
- Hearing Aid Squeal
- Thunder 1
- Thunder 2

Day 3

- Reveille
- Indian Wolf Howl

Day 4

- Stomach Growl
- Boat Arriving

Day 5

(no additional sound effects)

Note

INTERCOM EFFECT

This effect can be achieved at the soundboard. Temporarily remove (EQ) all the low frequencies and some of the highs from the mic channel that CJ is using as he says his lines. Experiment until you get the sound you want.



Download sound effects from AnswersVBS.com/jungleresources

SET DESIGN & CONSTRUCTION

Main Stage Set



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

Set Components

Riverboat Station

The riverboat station occupies the main part of the set. Its walls should be constructed using rigid materials, such as corrugated cardboard, polystyrene insulation, luan plywood, or a combination of these materials. For best results, consider making “flats” (panels attached to lightweight wooden frames) and “jacks” (wooden supports) to prop them up. For basic instructional videos on how to build stage flats and jacks, visit YouTube.com/answersvbs and scroll down to the “Building a VBS Set” videos. The roof consists of cardboard attached to a lightweight wooden frame and covered with raffia fringe. Cover the doorway with dark fabric.



Outpost Building

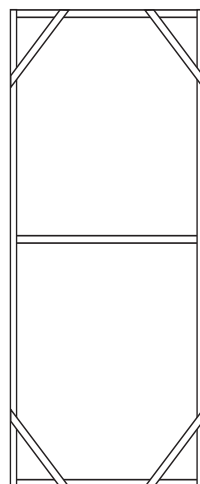
For days 2, 3, and 4 of the drama, you will need to temporarily transform the riverboat station into an outpost. This can be as simple as changing the sign and draping it with some vines and foliage. Or, you can take it a step further and change something about the building and add more foliage. Then, for day 5, it will need to revert back to the riverboat station.

Riverboat and Dock

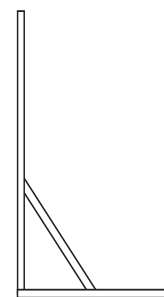
If you’re not planning to use the drama, the riverboat can be a stationary fixture just like all the other components of the set. Also, only the front section of dock (that’s attached to the station) is needed. If you’ll be doing the drama, however, the riverboat will need to be moveable and both sections of dock will be necessary. The boat will be coming and going during the week and the characters will be getting on and off the boat from the rear dock. The boat can be as simple as a flat (two-dimensional) boat panel supported with jacks on wheels for the actors to stand behind. Or, you can build a more elaborate three-dimensional structure using a moveable cart or platform for the actors to ride in. In any case, only the front half of the boat will be visible. The dock posts and rope can be painted cardboard or real posts wrapped with rope. Check home stores for round rough-hewn fence posts that can be cut and used for this purpose.

Flora and Fauna

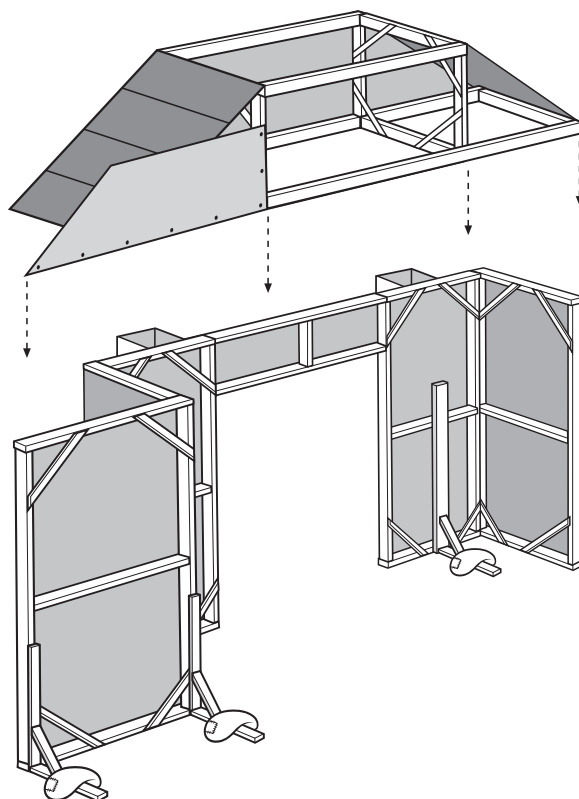
Panels with jungle foliage should fill the platform side-to-side behind the riverboat station. A row of larger panels should go in back with some smaller panels in front to add depth. Then, add some trees of varying heights, lots of



BASIC “FLAT” CONSTRUCTION



BASIC “JACK” CONSTRUCTION



colorful flowers and shrubs, and a host of wildlife. See the [Resource Download](#) for clip art images of jungle animals, flowers, shrubs, and treetops. To extend the trunks of the treetops, simply freehand the trunk lines.

Backdrop

A backdrop is an important part of the overall set. Besides covering the back wall of your platform, it can also enhance the look of your set pieces. Construct a row of high mountains with waterfalls against a deep blue background or keep it simple and go with the deep blue background alone.

HOW TO ENLARGE AND TRANSFER CLIP ART

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

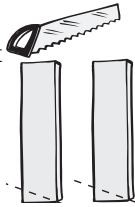
How to Make a Pair of Palm Trees

SUPPLIES

- 15 x 30-in. plywood
- Two 2 x 4-in. boards, 18-in. long
- Two carpet tubes, 7-ft. long
- Two painted palm tree leaf clusters
- Brown burlap or butcher paper
- Drywall screws: six 2-in. screws and four 1-in. screws

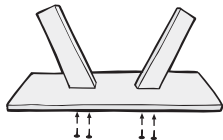
STEP 1

Angle cut one end of each 2 x 4-in. so that tree trunks lean away from each other.



STEP 2

Attach 2 x 4-in. supports to plywood base. Use 2-in. drywall screws.



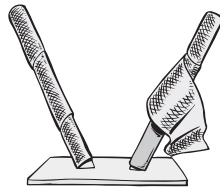
STEP 3

Slide carpet tubes onto 2 x 4-in. supports.



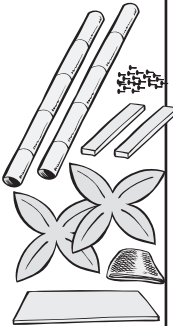
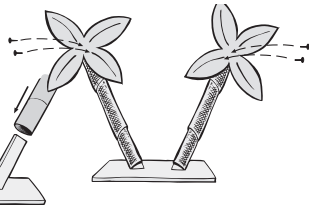
STEP 4

Wrap carpet tubes with burlap or brown butcher paper.



STEP 5

Attach palm tree leaf clusters to carpet tubes. Use 1-in. drywall screws.



“DRYBRUSH” TECHNIQUE

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

Clip Art Images

The **Resource Download** has numerous clip art images. Use an overhead projector to enlarge and transfer the images onto paper, poster board, or rigid materials, such as corrugated cardboard or wood. Some images can be painted directly onto the set panels.

Painting Tips

- When it comes to selecting your paint colors, remember that kids like color, so be sure to use lots of it in your set! For jungle trees and general foliage, use a variety of greens, then liven things up with lots of colorful flowers, shrubs, birds, and butterflies.
- The river water panel that extends from the side of the station should have a greenish-blue base with blue and white swirls and waves along the top.
- Use the “drybrush” technique to add dimension to your set pieces. (See “Drybrush” Technique box.)
- To save money, use flat paint instead of satin or semi-gloss.
- Corrugated cardboard tends to curl when only one side is painted. To minimize curling, simply apply one coat of paint to the back of each piece.
- Add black outlines to all your painted set pieces to make them stand out.

WHERE TO FIND CORRUGATED CARDBOARD AND POLYSTYRENE INSULATION SHEETS

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

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

Installation Tips

- When it's time to install your set, always start with the backdrop.
- Close any gaps where the backstage area might be visible to the audience.
- Make sure all your set panels are adequately braced from behind with jacks and weighted down with bags of sand or rock salt.
- Add some stage lighting to make your set come alive!

Scene Setters

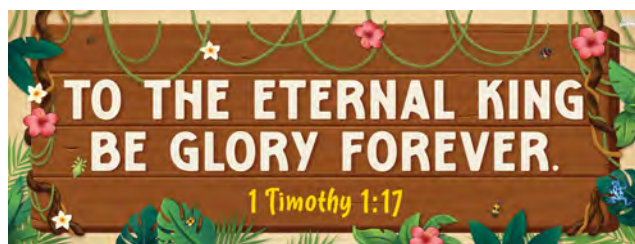
For those who would like help with their set, we have provided scene setters to use instead of painting and building your own.

The stage portion of the main set scene setter (12-1-122) features a set of 15 panels. The outpost portion assembles to 126.9 inches high x 125.2 inches across (3 panels high x 2 panels across). The jungle portion also assembles to 3 panels high x 2 panels across. The top layer can be removed for those with shorter ceiling requirements. The boat is two panels and needs to be mounted in such a way that it can be moved out from behind the outpost and then returned easily.

Each panel is approximately 42.3 x 62.6 inches (1074 mm x 1590 mm). Attach the panels to pieces of foam board, corrugated cardboard, or plywood, using clear packing tape, staples, or spray glue along the edges. Then brace the panels

from behind with wooden jacks weighted down with bags of sand or rock salt.

A theme verse banner (12-1-121) is also available. One side is oriented vertically for those who wish to hang the banner from the ceiling. The other side is oriented horizontally for those who wish to display it on a wall. This features a shortened paraphrase of the verse.



Visit AnswersVBS.com for ordering info.



DAY 1 DRAMA

Characters: RUTH, ZANE, CJ, JUNGLE JIM, HARPER, CASSIE

(Theme music, then Background Jungle Sounds begin.)

(Scene begins as RUTH enters from the rear of the auditorium walking at a fast pace toward the stage. She's wearing a backpack and using a walking stick.)

RUTH: *(happy)* What a grand adventure this is going to be! Ever since we saw Katharine Hepburn and Humphrey Bogart in *The African Queen*, I've been wanting to go on a jungle river cruise. It was your grandfather's favorite movie, you know. *(becomes sentimental)* Oh, how I wish he could be here right now—don't you?

(realizes her grandson, ZANE, isn't behind her)

RUTH: *(puzzled)* Zane? Oh my . . . how embarrassing! I wonder how long I've been talking to myself. *(looks around, then yells)* Zane!

(ZANE enters, also wearing a backpack.)

RUTH: What's wrong, Sweetheart? Did something happen?

ZANE: *(out of breath)* No. I just found a pet, that's all. It's a baby chameleon! Want to hold him? *(holds out cupped hands as if holding a chameleon)*

(IMPORTANT NOTE: There is no chameleon [prop] here. ZANE is simply holding his hands in such a way that the audience thinks there is one.)

RUTH: I think you know the answer to that question, young man.

ZANE: You mean you still hate reptiles?

RUTH: Well, Honey, I don't think it's something you just outgrow—like one day you wake up and can't wait to hold a lizard.

ZANE: *(laughs)* Yeah, that would be weird.

RUTH: And another thing . . . I don't hate anything God created. Every plant and animal is an absolute masterpiece. In fact, all of creation declares God's glory.

ZANE: That's not what my teacher thinks.

RUTH: I know. It's sad. How anyone can think that it all just happened by chance is beyond me. It makes no sense, and it's not even good science.

ZANE: Yeah, and you oughta know. You taught science for like 70 years!

RUTH: 70? Now, c'mon. I may be old, but I'm not that old! It was 47 years.

ZANE: Sorry. Well, it's still a long time.

RUTH: No, what really bothers me is that they teach evolution and millions of years as if it's a fact. But it's not a fact at all. It's just a belief. Always remember that!

ZANE: Oh, you don't have to worry about me, Grandma. The Bible says, "*In the beginning, God created the heavens and the earth,*" so that's what I believe. And it makes way more sense, too!

RUTH: Good boy.

ZANE: *(holding up the chameleon)* Hey, you think it'd be okay to take him on the cruise?

RUTH: Uh . . . no.

ZANE: I knew you were going to say that. *(starts to set the chameleon down)*

RUTH: Ahem. *(clears her throat)* Over there, please. *(points to a spot far away)*

ZANE: Okay. *(stoops down to let it go)* Goodbye, little buddy. Maybe our paths will cross again sometime.

RUTH: *(to herself)* I sure hope not.

ZANE: What'd you say?

RUTH: Oh, nothing. *(starts walking)* Shall we move along?

ZANE: Sure. But can you walk a little slower? I'm having trouble keeping up.

RUTH: Oh, I'm sorry. I wasn't even paying attention. You know, at my age, time is precious—so you don't want to waste it, if you know what I mean.

ZANE: Well, I don't think you have anything to worry about, Grams. You're in better shape than I am!

RUTH: What? I am not.

ZANE: Much better, actually.

RUTH: Now, that's ridiculous!

ZANE: Oh yeah? Well, who beat me in the 40-yard dash last week?

RUTH: I'm sure you were just tired.

ZANE: And basketball the week before that . . . and arm wrestling the week before that!

RUTH: No, Honey, it was arm wrestling and then basketball. But why don't we change the subject?

ZANE: Good idea. *(reads the riverboat station sign)* Jungle Jim's River Expeditions. So, how'd you find this place?

RUTH: My silver sneakers fitness instructor told me about it. She's done this cruise several times. Says they're very professional and super friendly!

(CJ emerges from the front of the riverboat station holding a broom. He's clearly irritated.)

RUTH: *(to CJ with cheer)* Good morning!

CJ: *(cynical)* Maybe for you! *(as he walks past her and starts sweeping)*

RUTH: *(surprised)* Oh, dear.

ZANE: Hmm. Super friendly, huh? Are you sure this is the right place?

RUTH: *(she watches CJ sweep)* I'm sure. Poor thing. Why don't you see if you can cheer him up?

ZANE: What?

RUTH: Yeah, tell him one of those jokes you told me yesterday. The one about the sloth and the porcupine. I love that one!

ZANE: I'm not telling him any jokes.

RUTH: Then do one of your magic tricks.

ZANE: Grandma, I haven't done any magic tricks since I was six! Can we just get our tickets? You're embarrassing me!

RUTH: I know, Honey. I'm just getting you back for all those dirty diapers I had to change!

ZANE: *(with a smile)* Grandma!!

RUTH: C'mon. I'll race you to the door!

(RUTH and ZANE run into the station. CJ stops sweeping and starts talking to himself.)

CJ: *(frustrated)* I cannot believe this! I've been training to be a skipper for a solid year now, and look at me. I'm sweeping sidewalks. It's ridiculous; that's what it is!

(CJ resumes sweeping for a moment and then stops again.)

CJ: Hmm. You know, maybe this whole thing is a scam. A trick to get free work. We come here to be trained, and they give us chores to do, knowing the whole time we'll never get to captain a boat. Never! Well, guess what? I'm not gonna put up with it anymore! No siree! If this is how it's gonna be, I'll just quit! Conner J. McGee III has got better things to do with his life than sweep sidewalks!

(JUNGLE JIM suddenly emerges from the station holding a large envelope.)

JUNGLE JIM: Hey, it's looking much better out here! Maybe you should be our sidewalk sweeper instead! What do you say?

CJ: *(not amused)* What?

JUNGLE JIM: *(laughs)* I'm just kidding.

CJ: *(trying to control his frustration)* Mr. Jim, we have to talk. It's very important.

JUNGLE JIM: Okay, but first, I want to give you this. *(hands CJ the envelope)*

CJ: What is it?

JUNGLE JIM: Open it. You'll see.

CJ: *(opens the envelope and reads)* Certificate of Graduation? "This certifies that Conner J. McGee III has completed his training and is hereby granted the title riverboat skipper with all the rights, responsibilities, and privileges appertaining thereto." Whatever that means.

JUNGLE JIM: Congratulations! *(reaches out to shake CJ's hand)* I would have given it to you a few weeks ago, but the forms were on back order and just came in this morning.

CJ: I can't believe it! I mean, I wasn't expecting it.

JUNGLE JIM: And see, that's what I like about you. You have such a great attitude. Someone else might have lost their patience by now and started grumbling and complaining or even quit. But not you. No, you've been a model student the entire time!

CJ: *(awkward)* I have?

JUNGLE JIM: Absolutely. Now what did you want to talk to me about?

CJ: Oh, uh, nothing. It's not important.

JUNGLE JIM: Are you sure?

CJ: Positive. *(changes the subject)* So, I'm really and truly a riverboat skipper?

JUNGLE JIM: It's official.

CJ: Wow! So, when do I start?

JUNGLE JIM: Right now.

CJ: What?

JUNGLE JIM: Yep. You've got a tour leaving in a few minutes.

CJ: Whoa! Then I better stop talking and finish this sweeping! *(picks up the broom, upside down at first, then flips it around and starts to sweep feverishly)*

JUNGLE JIM: CJ . . . *(louder)* CJ . . . *(walks over to CJ)* CJ!

CJ: What?

JUNGLE JIM: *(grabs the broom)* Forget the sweeping! You've got a trip to get ready for!

CJ: Oh, right.

(Excited, CJ runs away from the station.)

JUNGLE JIM: Uh, wrong way.

(CJ reverses course and runs toward the station.)

CJ: Oops. This is going to be AWESOME!

(As soon as he enters the station, a Big Crash [sfx] is heard.)

CJ: *(from backstage)* I'm okay!

JUNGLE JIM: *(to himself)* You better be, 'cause you're the only skipper I've got right now.

(JUNGLE JIM sets the broom aside as RUTH and ZANE emerge from the front of the station.)

RUTH: *(sees JUNGLE JIM)* Oh, hi. So, how soon 'til we leave?

JUNGLE JIM: Not long. We're just waiting for the other party to arrive. It'll be a small group this time—just four of you—and a skipper, of course.

RUTH: Sounds wonderful. It's gonna be a great week!

JUNGLE JIM: And warm, too! *(wipes sweat from his forehead)*

(HARPER and CASSIE enter from the side of the auditorium and proceed toward the stage. HARPER struggles as she's carrying two duffle bags. CASSIE is carrying nothing but her smartphone.)

ZANE: Yeah, I wish I could swim right now!

JUNGLE JIM: *(laughs)* And so do the crocodiles!

ZANE: Oh . . . right.

JUNGLE JIM: *(sees HARPER and CASSIE approaching)* Ah, here they come.

HARPER: *(annoyed)* C'mon, Cassie. Put the phone away and enjoy the scenery!

CASSIE: *(with earbuds in)* What?

HARPER: *(frustrated)* I said, put the—oh, never mind.

JUNGLE JIM: Welcome to Jungle Jim's. Mrs. Allen, I presume?

HARPER: That's right, and my daughter, Cassie. *(relieved as she puts the duffle bags down)*

CASSIE: *(to JUNGLE JIM)* You know, you have lousy cell service here. My phone's been going in and out all afternoon.

HARPER: *(embarrassed)* Cassie!

(ZANE and RUTH exchange glances.)

JUNGLE JIM: It's okay. But, I hate to say, it's going to get a whole lot worse before it gets better.

CASSIE: *(laughs, thinking he's kidding, then realizes he isn't)* Ha! What? *(looks at HARPER)* He's joking, right? Please tell me he's joking.

HARPER: I'm afraid not, Sweetheart.

JUNGLE JIM: Sorry, but we haven't equipped the jungle with cell towers yet.

CASSIE: Seriously? And I'm just finding this out now? *(turns to HARPER)* So, what am I supposed to do? My phone will be useless! *(short pause)* I need a moment. *(turns away and takes a deep breath, trying to cope with the bad news)*

HARPER: *(rolls her eyes, then looks at JUNGLE JIM)* Sorry we're late.

JUNGLE JIM: No worries; we're still on time. Here are your tickets. *(hands her the tickets)* Oh, and let me introduce you to Ruth and Zane. You'll all be riding together.

(As they all greet each other, CJ enters wearing a large backpack with stuff hanging off of it.)

CJ: *(to JUNGLE JIM, out of breath and excited)* All right, I'm ready!

JUNGLE JIM: Good! *(looks at his watch)* Okay, everyone, now that we're all here, it's time to board. But before we do, I just want to welcome you again to Jungle Jim's River Expeditions! We're one of the longest-running riverboat expedition companies in the world, so you can relax knowing that you're in excellent hands. And this is your

skipper, CJ McGee. He recently graduated from our training academy with high grades, and we're very proud of him!

CJ: *(whispers discreetly to JUNGLE JIM)* Recently? How 'bout, five minutes ago!

JUNGLE JIM: *(quickly changes the subject)* Uh, anyway, CJ has a few words he'd like to say.

CJ: *(caught off-guard)* I do?

JUNGLE JIM: *(firmly)* Yes, you do.

CJ: Okay. *(clears his throat)* Uh, well hello, everyone. My name is Conner J. McGee III. My friends call me "CJ" but you can call me "Skipper" or "Skipper McGee." Anyhow, I'm really looking forward to a great week together. And, as long as we don't encounter any giant whirlpools, monster anacondas, or man-eating crocs, it's gonna be lots of fun!

HARPER: Is he serious?

JUNGLE JIM: *(clears throat as he elbows CJ)* No, of course not. He was just kidding. Weren't you, CJ?

CJ: Kidding? Oh, uh yeah, that was a joke. I love jokes. Wanna hear a joke about paper?

CASSIE: No, thank you.

CJ: That's okay, it's tearable. *(laughs)* Or I could tell you a joke about pizza, but it's pretty cheesy.

JUNGLE JIM: *(interrupts to prevent another bad joke)*

So, moving right along . . . as we head to the boat, are there any last-minute questions?

(EVERYONE starts toward the boat.)

CASSIE: *(looking at CJ)* Yeah, can I get some earplugs?

CJ: *(laughs)* Didn't like those jokes, huh? Well, don't worry, I've got others—and they're even funnier!

CASSIE: Thanks for the warning.

JUNGLE JIM: Have a wonderful time, everyone!

(After the last person exits, JUNGLE JIM stops CJ.)

JUNGLE JIM: Now remember, this is your first solo, so be careful. The jungle is wild and can be very unfriendly at times.

CJ: *(overconfident)* No worries. I got this. *(gets in the boat, starts the Engine [sfx] and addresses the passengers with intercom effect)* "Good afternoon, ladies and gentlemen. Again, my name is Skipper McGee and on behalf of Jungle Jim's River Expeditions, it is my pleasure to welcome you aboard the River Belle as we cruise through the Tropics of Combo . . ."

(The boat moves away from the dock and disappears behind the station.)

(Theme music)

DAY 2 DRAMA

Characters: CJ, HARPER, CASSIE, ZANE, RUTH

(Theme music, then Background Jungle Sounds [sfx] begin.)

(Scene begins with the sound of the Boat Arriving [sfx] at the dock of the first checkpoint. NOTE: The riverboat station has been transformed into an outpost for Days 2, 3, and 4. See Set Design & Construction for more information.)

CJ: *(with intercom effect)* And now, ladies and gentlemen, as we arrive at our first outpost, the river portion of today's expedition is concluded. If you've enjoyed the trip so far, you may exit the left side *(dock side)* of the boat. If you haven't enjoyed it, you may exit on the right side *(river side)*!

(All laugh, then EVERYONE, except RUTH, emerges from the boat.)

HARPER: *(to CASSIE)* C'mon, let's do some exploring!

CASSIE: I'm hot. I'd rather go swimming.

CJ: I wouldn't recommend it.

CASSIE: Why not?

CJ: Well, let me just say, if the piranhas don't get you, the crocs will . . . and if the crocs don't get you, the electric eels will . . . and if the electric eels don't get you, the snakes will . . . and—

CASSIE: *(interrupts)* Okay! I get the point—no swimming.

ZANE: *(drops to hands and knees)* Hey look! A trail of leafcutter ants! I just read about them in my jungle book. See how they carry pieces of leaf on their backs?

HARPER: Oh, wow. That is so cool! Hey, Cassie, come look at this. *(snaps some photos)*

CASSIE: *(unmoved)* Nah, I'm good. I hate bugs, remember?

CJ: *(joins ZANE, looking down at the ants)* And what's amazing is they're one of the strongest creatures on earth. They can carry up to 50 times their body weight! If you do the math, it'd be like one of us carrying a minivan with our mouth!

ZANE: *(laughs)* Wow!

HARPER: That's incredible!

ZANE: *(to CJ)* Hey, do you think we'll see any Hercules beetles?

CJ: Oh, yeah, for sure. The jungle's "crawling" with them. *(laughs)* Get it?

CASSIE: *(pretends to laugh)* Hardy . . . har . . . har.

HARPER: What's a Hercules beetle?

ZANE: It's a gigantic black bug with a big nasty claw on the front.

CJ: It's actually a horn, if you want to get technical about it.

HARPER: So, how big is it?

CJ: Well, let's just say it's one of the world's largest insects. And that's saying something considering we're in a place with spiders as big as dinner plates!

CASSIE: Whaaat?

CJ: Yeah, in fact, they even made a movie about it—*(very dramatic as though he's advertising a movie)* "The Hercules beetle that ate New York City—it came from nowhere! It came from everywhere!"

CASSIE: Stop it. You're creeping me out!

HARPER: Honey, he's just teasing.

CJ: *(to HARPER)* No, seriously, they're about that big. *(holds up his fingers 6" apart)*

CASSIE: Eeeuww!

CJ: And speaking of bugs, did you know that over 90% of the animal species in the jungle are insects and that within a square mile there could be over 50,000 different species? So, you know what that means? They're literally EVERYWHERE!

CASSIE: Gross! Can we pleeeeeease change the subject?

ZANE: Oh, wow! Look at that frog!

HARPER: It's so tiny and colorful. *(snaps some photos of it)*

ZANE: I wonder if he'll let me hold him? *(starts to reach for it)*

CJ: NO, ZANE! STOP! Don't touch it! It's a poison dart frog. Very beautiful, but VERY deadly!

HARPER: Really? *(takes a step back)*

ZANE: *(unnerved, he slowly steps away)* You know, I think I've got enough pets.

CJ: Yeah, and the golden ones are the worst. In fact, one gold frog has enough poison to kill 20,000 mice!

CASSIE: All right, that's it. I've seen enough. I'm going back to the boat. *(starts to walk away)* And don't try to stop me!

(CASSIE exits.)

ZANE: I think it's gonna be a long week for her.

CJ: Then I'm gonna do all I can to make this her best trip ever!

HARPER: I hope you're up for a challenge.

CJ: In the meantime, we need to unload the supplies for tonight. Zane, you want to lend a hand?

ZANE: Sure.

(CJ and ZANE exit to the boat. Soon, HARPER hears some Rustling [sfx] in the woods.)

HARPER: *(anxious)* Hello? *(pause)* Is anybody there?

(More Rustling [sfx] sounds are heard.)

HARPER: CJ? Zane? If you're trying to be funny, it's definitely not working! Anybody? *(pause)* Oh, please don't be a tiger or a bear! Are there bears in the jungle? *(hides around the corner of the outpost building)*

(Then a Hearing Aid Squeal [sfx] is heard.)

HARPER: What is that sound?

(RUTH emerges from behind the greenery at the far end of the stage.)

HARPER: Ruth? *(comes out of hiding)*

RUTH: *(adjusting her hearing aid, she turns and sees HARPER)* Hello . . .

HARPER: What were you doing in the woods?

RUTH: Oh . . . well, you see my hearing aid went out just as we were arriving and while I was changing the battery, I saw this adorable little sloth hanging way up in a tree. Did you know sloths spend 90% of their lives hanging upside down?

HARPER: I had no idea.

RUTH: God is so creative! So, anyway, I was curious and just had to climb up to get a closer look.

HARPER: *(surprised)* Wait, you climbed a tree?

RUTH: Well, sure! I love climbing. And it wasn't that high, really, maybe . . . I don't know . . . 60 feet or so?

HARPER: *(shocked)* 60 feet?

RUTH: Yeah, give or take. That's why I was in the woods. Where is everyone?

HARPER: Uh, Cassie went back to the boat, and the guys went to get supplies.

RUTH: I see. So, are you having a good time?

HARPER: Yes. But Cassie would rather be at home, which makes it hard to have fun.

RUTH: That's too bad.

HARPER: Zane seems like a good kid.

RUTH: Oh, he is, and I love him to pieces.

HARPER: Yeah, you two seem very close.

RUTH: We are, especially since my husband passed away. He and Zane had such a special relationship. And now I'm trying to fill that empty space as best I can.

HARPER: That's awesome. I'm sure you're a great grandma. I mean a wonderful grandma! Sorry.

(Both HARPER and RUTH laugh.)

HARPER: *(changes the subject)* Hey, can I ask you a question? I can tell you're a religious person.

RUTH: Well, I'm a believer in Jesus Christ if that's what you mean.

HARPER: Yeah, I guess that's what I meant. Anyway, there's something I've been thinking about lately, and maybe you can explain it.

RUTH: I'll try my best.

HARPER: So, you believe there's a loving God, right?

RUTH: I sure do.

HARPER: And you believe that he can do anything?

RUTH: No doubt about it.

HARPER: Then tell me why a loving God who can do anything allows bad things to happen. I don't get it. I just don't.

RUTH: That's a good question, and that's why I love my Bible. I like to call it the "history book of the universe" because it tells us why things are the way they are. Are you familiar with God's Word?

HARPER: A little . . . I mean, we went to church when I was young.

RUTH: Okay, so the Bible tells us that way back in the beginning, when God created the world, everything was perfect. Nothing bad ever happened.

HARPER: That's so hard to imagine.

RUTH: I know. Sadly, it wasn't like that for very long.

HARPER: Ah, the story of Adam and Eve?

RUTH: Yes, but remember—it's not just a story. They were real people in a real place. Do you remember what happened?

HARPER: God gave them everything except the fruit from that one tree?

RUTH: Very good. And he warned them not to eat it and told them what would happen if they did. Then the serpent lied to Eve, and they chose to believe the serpent rather than God. And they ate the fruit!

HARPER: I don't understand. What does that have to do with all the bad things that happen now?

RUTH: When Adam and Eve disobeyed God, things changed immediately. Sin and death entered the world like a curse, and it affected everyone and everything. In fact, it eventually got so bad and so evil that God sent a global flood—the biggest catastrophe ever—and only eight people and a bunch of animals survived.

HARPER: Noah's ark?

RUTH: Yes. But the curse remained. That's why there's still so much evil in the world and why there's disease and death and earthquakes and tornadoes and poisonous snakes. You get the idea.

HARPER: So all this time, we've been living under a curse?

RUTH: Yes, but the good news is that it won't always be like this. God has promised to remove the curse someday. We just don't know when. Could be soon, though!

(CJ and ZANE enter carrying duffles and supplies.)

HARPER: Oh, good, you're back. Is Cassie with you?

(CASSIE enters carrying a long tube on her shoulders. She takes her place standing between, but a little behind, CJ and ZANE.)

CASSIE: *(unenthused)* Yes, I'm here, unfortunately.

HARPER: Well it's good to see you helping, at least.

CASSIE: It wasn't my idea.

CJ: That's not true.

CASSIE: Yes, it is! *(as she turns toward CJ, the tube she's holding clobbers ZANE)*

ZANE: Ow!

CASSIE: Oh, sorry. *(she instinctively turns toward ZANE, and the tube hits CJ)*

CJ: Ow! Here, let's put the fishing poles down, shall we? *(grabs the tube)*

CASSIE: Hey, it's not my fault! You made me carry it!

CJ: Did not. All I said was, "If you don't work, you don't eat." It was your choice.

CASSIE: Humph, some choice.

CJ: *(looks at the sky)* It's gonna be dark soon, so we need to get situated. We can probably all fit in the outpost here or *(as he points)* there's a tree house just down the path that'll sleep four people. Take your pick.

RUTH: *(enthusiastically)* We'll take the tree house!

CJ: *(surprised)* You sure? You'll have to climb a ladder to get to it.

RUTH: Oh, I hope so! That's the best part!

CJ: *(tries to discourage her)* It's pretty high.

RUTH: Hey, the higher the better, I always say!

CJ: I don't know . . . I fell off a 30-foot ladder once.

RUTH: Oh, no! Were you okay?

CJ: Yes. Thankfully, I was only on the bottom rung when it happened, but still . . .

ZANE: Well, you don't have to worry about Grams. She'll be just fine.

(RUTH and ZANE exit toward the tree house.)

CJ: *(calling after them)* All right, but if you fall and break your legs, don't come running to me! *(turns to HARPER)* And what about you two?

CASSIE: *(peeks in the door of the outpost and doesn't like what she sees or smells)* We'll sleep on the boat.

CJ: Sorry, not an option. Company rules.

CASSIE: Well, I'm not sleeping in there! That's for sure!

HARPER: *(annoyed, thinks CASSIE is just being difficult)* Why? What's wrong with it? *(as she takes a look herself)* Uh, yeah, we'll take the tree house, too.

CJ: Oh, c'mon, it can't be that bad. *(looks inside, then squeezes his nose)*

CASSIE: *(smugly)* Sorry, the tree house is full.

CJ: Fine. I'll sleep here. Go ahead and take your stuff to the tree house, and I'll get dinner started.

HARPER: What's on the menu?

CASSIE: Better not be fish. That's all I can say.

CJ: Don't worry. There won't be any fish on the menu as long as I'm skipper. Last time I went to a seafood restaurant, I slipped and pulled a mussel, and it made me really crabby! *(laughs at his own joke)*

HARPER: Wow! That's really shellfish of you!

CASSIE: Mom! Don't encourage him!

(Then Thunder Clap 1 [sfx] is heard.)

HARPER: Quick, let's go before we get wet!

(HARPER and CASSIE quickly grab their bags and exit toward the tree house as Thunder Clap 2 [sfx] is heard.)

CJ: *(looking up into the sky)* Hmm . . . hope it doesn't spoil our snipe hunt!

(Theme music)

DAY 3 DRAMA

Characters: CJ, HARPER, ZANE, CASSIE, RUTH

(Theme music, then Background Jungle Sounds [sfx] begin.)

(Scene begins with CJ emerging from the outpost building. He yawns and stretches, then proceeds to brush his teeth.)

CJ: *(talks to himself)* Boy, that was some storm last night. Better check things over. *(he looks at the building)* That's good; everything looks intact. Nothing damaged. Nothing missing. Yay for us! *(short pause)* Why am I talking to myself? Oh, well. *(looks at his watch)* Wow, is it really that late?

(CJ dashes back into the outpost, grabs an alarm clock, comes back out and sets it on a camp chair in front of the building. Then a loud Reveille Alarm [sfx] is heard.)

CJ: *(laughs)* That should wake them up!

(HARPER and ZANE enter on the trail from the tree house.)

HARPER: *(a bit annoyed)* Just so you know, in case you're interested, the smell of bacon is way more pleasing to wake up to than "Reveille." *(pronounced "Rev-e-lee")*

CJ: I'll make a note of that.

HARPER: So, did the storm keep you awake last night?

ZANE: Not me. I slept like a log.

CJ: Yeah, I used to do that, but then I'd always wake up in the fireplace.

ZANE: *(laughs)* That was funny. I've gotta remember that one.

CJ: No, really—I slept great. I always do. In fact, I'm so good at it I can do it with my eyes closed!

HARPER: *(laughs)* Wow, you're on a roll, aren't you?

CJ: Yeah, but don't call me "butter."

(There's a pause as HARPER and ZANE don't say anything. They just look at each other.)

CJ: Sorry, that was bad. But, seriously, we need to get moving, or we won't make it to the next stop before sunset. Where are the others?

HARPER: Cassie's still sleeping, and I'm not sure where Ruth is. She got up a long time ago.

ZANE: She's taking her morning walk.

CJ: In the jungle?

ZANE: Oh yeah, nothing stops her. Not rain, snow, sleet, wind, hail, freezing cold, or blazing hot. She never misses a day.

HARPER: No wonder she's in such great shape.

CJ: *(concerned)* Yeah, but the jungle is not a safe place to be wandering around. We need to find her. And besides, Jungle Jim hates it when we don't return with the same number of passengers we left with; it really hurts our ratings.

HARPER: Uh, yeah . . . as it should. *(short pause)* So should we split up?

CJ: Yes, good idea. You go that way. *(he points)* Zane, you go that way. *(points in a different direction)* I'll go this way, *(pointing a third direction)* and we'll meet back here in, say, 10 minutes?

(Just then, RUTH emerges from the woods.)

RUTH: Who are you looking for?

ZANE: Grams! You're okay!

RUTH: Well, of course I'm okay. Why wouldn't I be?

CJ: We were just concerned, that's all.

ZANE: I told him you never missed your morning walk . . . no matter what!

RUTH: That's right. When it comes to exercise, you can't let anything stop you. Consistency is the key! *(looks at her watch)* Hmm, nine miles—not too shabby.

HARPER: *(amazed)* You walked nine miles this morning?

RUTH: Yes. I coulda kept going, but thought I should get back. Didn't want to miss the boat, you know!

HARPER: You're amazing.

RUTH: The going was rough, though. There were lots of trees down not far from here. That storm must have been something!

CJ: Yeah, but no damage to report here, thankfully!

(CASSIE enters half asleep and wrapped in a blanket.)

HARPER: Good morning, Cassie!

CASSIE: What's for breakfast? I'm starving.

CJ: Well, there's good news and bad news. The good news is we are having breakfast.

ZANE: And the bad news?

CJ: It's gonna have to wait until lunch.

CASSIE: What?

CJ: *(looks at watch)* If we don't shove off right away, we're not going to make it to the next stop before dark. Today's a long day on the river, and we're getting a late start.

CASSIE: And whose fault is that?

HARPER: Cassie.

CJ: I know. It's my fault. But I'm gonna make it up to you. I promise. In fact, by the time this expedition is over, you're all gonna give me five stars.

CASSIE: *(cynical)* Ha! That's unlikely.

RUTH: All righty, then. It's time to pack up!

ZANE: I'll start carrying things to the boat.

(As RUTH exits toward the tree house, ZANE grabs some supplies and exits toward where the boat was.)

HARPER: C'mon, Cassie. Let's get our stuff.

CASSIE: But I'm hungry now!

CJ: Wait a second.

(CJ steps into the outpost, grabs an apple and hands it to CASSIE.)

CJ: Here you go. This'll tide you over.

CASSIE: An apple?

CJ: *(with a smile)* Remember . . . five stars.

CASSIE: Are you kidding? It's gonna take a lot more than that!

(As HARPER and CASSIE exit toward the tree house, CJ starts packing things up.)

CJ: All right, let's get this show on the road!

(As CJ enters the outpost, ZANE returns still carrying the things he left with.)

ZANE: Uh, Skipper McGee?

(CJ emerges from the outpost with a duffle.)

CJ: Oh, good, you're back. Here, this is ready to go. *(notices that ZANE is still holding the things he left with)* Wait. Why are you still holding that? You were supposed to put it on the boat.

(The conversation continues as CJ is distracted with packing things up.)

ZANE: I couldn't find it.

CJ: You couldn't find it?

ZANE: That's right.

CJ: What do you mean, you couldn't find it?

ZANE: I couldn't find the boat.

CJ: I don't understand.

ZANE: It wasn't there.

CJ: What wasn't there?

ZANE: The boat.

CJ: The boat wasn't there?

ZANE: That's right.

CJ: *(suddenly focuses)* Wait. Did you just say the boat wasn't there? Our boat?

ZANE: Yes! That's what I'm trying to tell you. Did you move it?

(CJ runs to where the boat was docked.)

CJ: Move it? Of course, I didn't move it! It should be right . . . *(sees that the boat is missing)* Uh-oh! Where'd it go?

(Then CJ sees the rope that was anchoring the boat to the dock. He pulls it up from the water to find a badly frayed end.)

CJ: *(distressed)* I can't believe it. This is bad. This is really, REALLY bad! *(pauses, then scolds himself)* You know, most people lose the TV remote or maybe their keys or their wallet. But me? No, not Conner J. McGee III. When he loses something, he loses something big—like a \$500,000 riverboat! How am I going to explain this to my boss?

ZANE: I'm sure he'll understand. He seemed like a nice man.

CJ: Oh sure, no problem. "Uh, Mr. Jim, you haven't seen my boat lately, have you? I seem to have misplaced it." *(then imitates a lighthearted JUNGLE JIM)* "Nope, haven't seen it, just take another one."

ZANE: But it wasn't your fault. I'm sure the storm washed it away.

CJ: Well, whether it did or didn't, we still don't have a boat!

ZANE: So, what do we do now?

CJ: I've gotta go look for it. Hopefully, it's not far downstream. *(starts to walk away)* I can't believe it! Everything was going so well and now this! *(CJ exits.)*

ZANE: *(to himself)* Something tells me we're going to be here for a while.

(RUTH, HARPER, and CASSIE enter carrying their things.)

RUTH: Is everyone ready for an exciting day? I sure am!

ZANE: Well, I don't think "exciting" is the right word. "Interesting" perhaps, or maybe "challenging" would be better.

RUTH: Why? Is something wrong?

CASSIE: *(negative)* Oh, great, here it comes. There's no lunch either.

ZANE: Uh, it's worse than that, I'm afraid. *(pause)* The boat's gone.

HARPER: What?

CASSIE: Perfect! So, the skipper took off and left us here to die. Wow! That five-star promise didn't last very long!

ZANE: No, we think the boat was washed away in the storm last night. He went to look for it.

RUTH: Then there's only one thing to do right now . . . pray!

ZANE: Good idea.

RUTH: *(prays)* Dear Lord, we know that you're in control of everything and that we're not alone right now. You have the power to protect us and rescue us. Give us wisdom and help us not to be afraid. Thank you, Lord. Amen.

CASSIE: *(irritated)* So what are we supposed to do now?

HARPER: Just wait, I guess. What else can we do?

CASSIE: I can't believe this! I could be at home with my friends right now, but no . . . instead, I'm stuck in the middle of a jungle waiting for some animal to eat me!

ZANE: I'm gonna collect some firewood.

HARPER: Good idea. Cassie, why don't you help him?

(ZANE exits.)

CASSIE: I'm busy.

HARPER: Doing what?

CASSIE: Waiting. *(pause)* Oh, all right.

HARPER: Just don't go too far, okay?

(As CASSIE exits, HARPER sits down on a nearby chair.)

RUTH: *(to HARPER, upbeat and positive)* Don't worry. Everything's gonna work out. You'll see.

HARPER: You really think so?

RUTH: I do—one way or another.

HARPER: I hope you're right.

(RUTH opens her backpack and pulls out a couple of bananas.)

RUTH: Maybe these will take our minds off the situation.

HARPER: Oh, I love bananas!

RUTH: I picked them on my walk this morning. *(hands one to HARPER)*

HARPER: Thanks!

RUTH: *(takes a bite)* Mmm, they're so good. *(sits on a chair)*

HARPER: Much better than the grocery store bananas.

RUTH: We'll have to pick some more.

(A moment of silence as they eat their bananas.)

HARPER: You know, I've been thinking about our talk yesterday.

RUTH: Glad to hear it.

HARPER: You really believe we all came from Adam and Eve?

RUTH: Well, that's what the Bible teaches, so yes, I do.

HARPER: Then how do you explain all the different races and cultures around the world?

RUTH: That's easy. Remember the tower of Babel in Genesis? Where God stopped the people from building by confusing their speech?

HARPER: Yes, I remember. And that may be why we have different languages, but it doesn't explain why we look so different.

RUTH: Actually, it does. You see, when people couldn't understand each other anymore, they separated into smaller family groups that spoke the same language and scattered all over the earth. Now, if you know anything about genetics, you can easily explain how physical differences, like hair color, eye shape, and skin shades were passed down to their children in these groups. Which is exactly what happened after the tower of Babel.

HARPER: How do you know so much about genetics?

RUTH: I taught high school science for 47 years.

HARPER: *(impressed)* Really?

RUTH: So, you see, there may be many people groups, but there's only one race—the human race.

(ZANE and CASSIE return. ZANE has an armload of firewood, while CASSIE has only one stick. ZANE sets his load down.)

CASSIE: *(sarcastic)* Well, you'll be happy to know I learned something today.

HARPER: Oh? What's that, Sweetheart?

CASSIE: I hate camping! *(tosses her stick onto the pile of wood)*

(CJ enters.)

ZANE: Oh, here comes CJ. I hope he has good news.

(EVERYONE turns and looks in the direction of CJ.)

RUTH: *(cheerfully)* What's the word, Skipper?

CJ: *(discouraged)* Well, the bad news is the boat's gone, our food's gone, most of our supplies are gone, and we're stuck here until someone rescues us. But who knows when that'll be because the radio's gone, too.

ZANE: Bummer.

HARPER: And the good news?

CJ: There isn't any good news.

(Then a scary Indian Wolf Howl [sfx] is heard.)

(Theme music)

DAY 4 DRAMA

Characters: ZANE, CASSIE, CJ, RUTH, HARPER, JUNGLE JIM

(Theme music, then Background Jungle Sounds [sfx].)

(Scene begins with ZANE sitting on a camp chair in front of a campfire, reading a book. After a moment, he notices that the fire has gone out.)

ZANE: Looks like the fire needs some attention.

(ZANE gets up to attend to the fire. While he's focused and kneeling in front of the fire, CASSIE enters with her journal, grabs ZANE'S chair for herself, not knowing that ZANE had been using it, repositions it, then sits down near the fire.)

ZANE: Oh, hi.

CASSIE: *(flat)* Hello.

ZANE: Is that a journal?

CASSIE: Yeah. My mom makes me keep one. She says it's a good way to develop my writing skills for college someday.

ZANE: That makes sense. I should do that, too.

CASSIE: I'm trying to think of a word that best describes this trip.

ZANE: Hmm. How 'bout . . . memorable?

CASSIE: Memorable? Are you serious?

ZANE: Yeah, why not? You're never gonna forget it, that's for sure!

CASSIE: I was thinking more along the lines of awful or terrible or dreadful or . . . horrific!

ZANE: But that's so negative.

CASSIE: How can it not be negative? We've been stranded here for like five days now with no end in sight!

ZANE: It's only been two and a half.

CASSIE: Well, it sure seems like five!

ZANE: Just try not to think about it.

CASSIE: Yeah, right!

ZANE: It's working for me—at least better than this fire right now.

(ZANE gives up on the fire and backs up to sit on the chair that was there, falling backward onto the ground or a pile of duffle bags.)

ZANE: Ahhhh!!

CASSIE: Are you okay?

ZANE: Yeah, I think so. *(he gets up)* Did you take my chair?

CASSIE: What? I don't know, did I?

ZANE: Never mind. It's okay.

(ZANE brushes himself off, gets another chair from near the outpost, and sits down to read.)

CASSIE: What are you reading?

ZANE: *The Swiss Family Robinson.*

CASSIE: Never heard of it.

ZANE: Seriously? You've never heard of *The Swiss Family Robinson*?

CASSIE: *(defensive)* No. So what?

ZANE: Well, it just happens to be one of the best stories ever written.

CASSIE: Is that so?

ZANE: Yes, it's a classic!

CASSIE: May I see it?

ZANE: Sure.

(ZANE stands, hands CASSIE his book, and remains standing.)

CASSIE: And this helps keep your mind off our situation?

ZANE: *(enthusiastic)* Oh, yeah! You can read it after I'm done if you want.

CASSIE: What's it about?

ZANE: Oh, it's full of adventure! A family gets swept off course by a raging storm, then they lose their boat and end up stranded on a deserted island for like 10 years!

(CJ enters and grabs the chair that ZANE just positioned for himself, moves it over, and sits in front of the fire.)

CASSIE: Kinda like what we're experiencing right now?

ZANE: What? Oh yeah, maybe.

CASSIE: No, thank you! (*tosses the book back to ZANE*)

ZANE: (*deflated*) Okay.

(*ZANE again backs up to sit on the chair that he thought was there, falling backward onto the ground or a pile of duffle bags.*)

ZANE: Ahhhh!!

CASSIE: Zane! You did it again!

CJ: Are you okay?

ZANE: (*embarrassed*) I think I'll go fishing.

(*ZANE exits.*)

CJ: That was weird.

CASSIE: Not really. You took his chair.

CJ: I did? Oops. (*yells to ZANE*) Sorry! (*turns to CASSIE*) So, what are you doing?

CASSIE: (*sarcastic*) Oh, I'm just recording all these precious experiences we're having. I want to remember all the details so when I'm old, I can tell my grandchildren what a horrible time I had in the jungle! No offense, of course.

CJ: (*offended*) Look, I know I'm a terrible skipper, (*gets up from his chair*) and I'm sorry you've had me as your guide! But you could be a little nicer, though!

(*CJ exits in the same direction that ZANE did as RUTH enters.*)

RUTH: Is he all right?

CASSIE: (*unfeeling*) Who knows?

RUTH: May I sit down?

CASSIE: Sure, if you want to.

RUTH: You know, for what it's worth, I don't think it's his fault that we're in this situation. It really could have happened to anyone.

CASSIE: I suppose. But it doesn't change the fact that we're stuck in the jungle, and I don't want to be here!

(*CASSIE's Stomach Growls [sfx].*)

CASSIE: Did you hear that?

RUTH: I did. I'm hungry too.

CASSIE: (*discouraged*) Honestly, I don't know how much longer I can stand this!

RUTH: It is bad—there's no doubt about that.

CASSIE: (*surprised*) Wait, you think so too?

RUTH: Well, sure. Why?

CASSIE: Because you always seem so happy. I can't figure it out.

RUTH: Well, the truth is I'm not always happy, but I am thankful.

CASSIE: How can you possibly be thankful in a situation like this? It's miserable!

RUTH: It's not easy; believe me. But then I remind myself that no one has ever endured as much as my Lord and Savior, Jesus Christ.

CASSIE: Huh? What do you mean?

RUTH: Think about it. The Creator of the universe took on the limitations of a human body, was born in a small town, and laid in a feeding trough for animals! Then he lived on this earth for 30-some years, got tired and hungry and suffered pain and sadness, just like we do. Then, after all the wonderful things he did, he was crucified—even though he was completely and totally innocent!

CASSIE: Wow.

RUTH: So this situation right here is nothing compared to what he went through.

CASSIE: I see what you mean.

RUTH: Cassie, do you think you're good enough to go to heaven when you die?

CASSIE: I think so. I mean . . . I'm better than a lot of my friends.

RUTH: I used to think I was good enough, too. But then a friend showed me from the Bible that I was wrong. I wasn't good enough. In fact, nobody is.

CASSIE: Nobody? The Bible actually says that?

RUTH: It sure does. It says we've ALL disobeyed God's commands over and over, and there's nothing WE can do to make it right.

CASSIE: Well, that sounds hopeless.

RUTH: Yes, but it isn't! And that's why I'm so thankful! God made a way for us to be forgiven of all our sins! Do you know what he did?

CASSIE: Umm. No.

RUTH: He sent Jesus! That's why he came! You see, when Jesus died on the cross and was raised from the dead, he paid the penalty for OUR sin so we could be with him in heaven someday. It was like a grand rescue mission!

CASSIE: (*confused*) Wait. Do you mean we're ALL going to heaven?

RUTH: No, only those who believe in Jesus and are in God's forever family. Are you in God's family?

CASSIE: I don't know.

RUTH: Would you like to know?

CASSIE: I don't feel like I'm ready.

RUTH: You know, you don't have to get your act together to come to him. You just need to come.

CASSIE: Umm, maybe some other time.

RUTH: You really shouldn't put it off. No one's guaranteed tomorrow.

CASSIE: I understand. (*stands up*) But right now, I just need to clear my head.

RUTH: Okay, Honey.

(*CASSIE exits in the same direction that ZANE and CJ did.*)

RUTH: Dear Lord, thank you that I was able to share the good news with Cassie. Please soften her heart and help her to see how much she needs you. Amen. (*to herself with glee*) Oh, how I LOVE talking about Jesus!

(*HARPER enters carrying a Bible.*)

HARPER: Where is everyone?

RUTH: Oh, hello! Well, Cassie just went that way. (*points*) And I'm not sure about the others. Were you napping?

HARPER: (*excited*) No, I was reading the Bible.

RUTH: You were? That whole time?

HARPER: Yes. I must have read for three solid hours! Here you go. (*tries to hand the Bible to RUTH*) I really appreciate you lending it to me.

RUTH: No, no, I want you to have it.

HARPER: But it's your Bible.

RUTH: I always have two with me, one to keep and one to give away. So, it's yours now.

HARPER: Oh, that's so kind of you.

RUTH: So, did you read the book of John?

HARPER: I did. And Acts and Romans, too!

RUTH: Wow . . . that's a big dose of theology! So, what'd you think?

HARPER: (*smiling*) What'd I think? I think I'm a believer now, just like you!

RUTH: (*excited*) What?

HARPER: I really do believe Jesus is God and the only Savior of the world. I believe he died for me and rose from the dead. And I believe that I'm forgiven and will be with Jesus in heaven someday!

(*The sound of a Boat Approaching [sfx] is heard.*)

RUTH: That's amazing! I was just praying that God would rescue Cassie, and here he was rescuing you!

HARPER: Oh! And guess what?

RUTH: What?

HARPER: He's not done rescuing! I hear a boat!

RUTH: A boat? Oh, I hear it too! Thank you, Lord!

(*HARPER and RUTH run to the river as JUNGLE JIM's boat comes into view. JUNGLE JIM quickly exits the boat carrying a large cooler.*)

HARPER: Boy, are we glad to see you!

JUNGLE JIM: And I'm glad I found you! Is everyone all right?

HARPER: Yes, we're all fine.

JUNGLE JIM: But hungry, I'm sure. I brought some food and drinks.

(*JUNGLE JIM opens the cooler, and RUTH and HARPER help themselves.*)

HARPER: Thank you.

RUTH: Yes! You're an answer to prayer; that's what you are!

JUNGLE JIM: Well, when CJ didn't check in to the second stop, I knew something was wrong. And I would have gotten here sooner but the river was blocked by fallen trees from the storm. So, where's your boat?

(*Not knowing how JUNGLE JIM will react, HARPER and RUTH look at each other.*)

HARPER: Uh, well . . .

RUTH: It was lost in the storm.

HARPER: Yeah, and Skipper McGee feels terrible about it.

JUNGLE JIM: Well . . . I'm just glad you're all safe. That's the important thing. Where is CJ, by the way?

(CASSIE bursts onto the stage. She's hysterical and out of breath.)

CASSIE: Somebody help!

JUNGLE JIM: What's wrong?

CASSIE: It's the skipper. He's wrestling a crocodile!

JUNGLE JIM: A crocodile?!

HARPER: Oh no!

(JUNGLE JIM runs offstage in same direction CASSIE came from and EVERYONE follows.)

(Theme music)

DAY 5 DRAMA

Characters: ZANE, CASSIE, CJ, RUTH, HARPER, JUNGLE JIM

(Theme music, then Background Jungle Sounds [sfx] begin.)

(Back at the riverboat station, with their backpacks and duffle bags, the scene begins with CASSIE sitting on the ground; RUTH seated in a chair, quietly thinking and praying; and HARPER pacing back and forth. They're all very somber as they wait for JUNGLE JIM and CJ to return from the local hospital. Then ZANE, wearing flip-flops, enters from behind the station and sets his backpack down.)

HARPER: How are you doing, Zane?

ZANE: I'm, uh, doing okay. I think.

HARPER: That's good, and how's your foot?

ZANE: My foot seems fine. But my boot will never be the same. *(pulls a mangled boot out of his backpack)*

HARPER: Whoa!

ZANE: *(bummed)* I know. And I just got them, GXT Elites, \$199.00 on sale. *(tosses it over his shoulder)*

HARPER: Boots can be replaced. But it's a good thing you were wearing them.

RUTH: That's right. Can you even imagine what would have happened to your foot if you'd been wearing flip-flops?

ZANE: *(looks at his foot and grimaces)* Yeah, let's not go there.

RUTH: Right. Sorry, Sweetheart.

ZANE: *(changes the subject)* Hey, would anybody like something to drink? I'm gonna see what they have inside.

HARPER: Water would be great.

RUTH: I'll take some, too.

ZANE: Cassie?

CASSIE: No, thanks.

HARPER: Honey, you really should drink something. You don't want to get dehydrated.

CASSIE: I just can't right now.

ZANE: No worries, maybe later.

(ZANE exits into the station.)

CASSIE: *(impatient)* How long do you think they're gonna be?

HARPER: I don't know. But it could be a while.

RUTH: Yeah, the skipper was pretty banged up.

CASSIE: *(anxious)* Do you think he'll be okay?

HARPER: I hope so.

CASSIE: I just hate not knowing what's going on!

HARPER: I know. I feel the same way.

(Short moment of silence.)

CASSIE: You know, I don't think I'll ever get those images out of my mind. It was so terrifying.

RUTH: I think we're all in a state of shock.

CASSIE: It happened so fast. Zane was just sitting there fishing, then all of a sudden, this enormous crocodile came out of nowhere, grabbed onto his shoe, and started pulling him toward the water. It was like something out of a movie.

RUTH: *(unnerved)* Oh, it makes me shudder just thinking about it.

CASSIE: I know. And I just froze. But not Skipper; he didn't even hesitate. He jumped on top of the croc and started pounding on its head. And it worked! The croc let go! But then it turned on Skipper. *(short pause)* Miss Ruth?

RUTH: Yes?

CASSIE: Would . . . *(hesitates)* would you pray for him?

RUTH: Oh, I would love to. *(prays)* Heavenly Father, again we come to you and ask you to help Skipper McGee. He did a very brave and selfless thing when he tried to stop the crocodile, and now he needs your healing hand. Thank you for good doctors and nurses and hospitals. Please help them as they care for Skipper. We so long for the day when the curse is finally taken away. In the name of your Son, Jesus, amen.

CASSIE: Thank you.

(ZANE emerges from the station holding four water bottles.)

ZANE: Good thing you wanted water, 'cause that's all I could find. *(hands one to RUTH and then HARPER)*

RUTH: Thank you, Sweetheart.

HARPER: Thanks.

ZANE: *(to CASSIE)* I brought one for you, too. *(hands CASSIE a bottle)*

CASSIE: Thanks. I guess I am thirsty after all.

HARPER: *(to RUTH)* Can you tell us more about the future when the curse is removed? What does the Bible say?

RUTH: Well, first of all, it says that God is going to make all things new, including a new heaven and earth with no sin and only righteousness.

HARPER: Really?

RUTH: Yes, and things will be very different. There'll be no more crying or pain or disease or death. In fact, nothing bad will ever happen again!

HARPER: Wow ! I can't wait.

RUTH: Just think about what that means. No more cavities, no more headaches, no more colds or flu . . .

ZANE: No more shots or doctor visits!

HARPER: And no more hospitals.

ZANE: No more tornadoes!

RUTH: That's right . . . or hurricanes . . . or earthquakes!

HARPER: We could go on and on!

CASSIE: No more crocodiles!

RUTH: Well, there could still be crocodiles.

CASSIE: What?

RUTH: They just won't be dangerous anymore.

CASSIE: Really? What about snakes?

RUTH: Nothing to worry about.

(JUNGLE JIM and CJ enter from the rear of the auditorium. CJ is heavily bandaged, his arm is in a sling, and he's walking slowly with the help of JUNGLE JIM.)

CASSIE: Sharks?

RUTH: Completely harmless. You see, the Bible says that's all part of the effects of sin, which is going to pass away.

CASSIE: Wow!

RUTH: *(excited)* But what's really amazing is that those who've believed and trusted in Jesus will be with him forever and ever! It'll be more wonderful than we can possibly imagine!

ZANE: Hey, look who's coming!

CASSIE: It's Skipper!

(CASSIE runs to meet them and helps CJ up the stairs and onto the stage.)

CASSIE: *(as she's helping CJ)* We're so glad to see you! How're you doing? Are you in pain? What did the doctor say? How long do you have to wear those bandages? Do you need anything?

CJ: Yeah, I NEED you to stop and take a breath!

CASSIE: Oh, sorry. We've just been concerned.

CJ: Hey, don't worry. I'll be fine. Who needs ten fingers anyway?

CASSIE: What?

JUNGLE JIM: He's just kidding; everything's good.

(They help CJ sit on a chair.)

HARPER: *(to JUNGLE JIM)* So, what'd the doctor say?

JUNGLE JIM: Well, naturally, he wants CJ to rest, but his wounds aren't too deep. He should be back to normal in two or three weeks.

RUTH: Oh, thank you, Lord!

CJ: And he doesn't want me wrestling crocs for a while. *(to JUNGLE JIM)* You forgot that part.

JUNGLE JIM: *(laughs)* And as you can see, his sense of humor wasn't injured!

HARPER: We're just glad you're okay.

CJ: Thanks, everyone. I appreciate you sticking around. It really means a lot. *(short pause)* How're you doing, Zane?

ZANE: I'm fine, thanks to you.

RUTH: I just want to thank you for what you did. It was incredibly brave. You put your life on the line for my grandson, and I'm forever grateful.

CJ: Aw, well, as I see it, I didn't have a choice. There was no way that croc was going to mess with one of my group. And besides, I didn't want to lose a boat AND a passenger on the same trip!

(EVERYONE laughs.)

JUNGLE JIM: I probably better get you inside so you can rest.

CJ: All right, I won't argue with you.

CASSIE: *(to CJ)* Wait! Before you go, I just want to say I'm really sorry for giving you a hard time. I know I wasn't easy to get along with, and you didn't deserve it. You were right. I am going to give you five stars. You earned every one of them!

(EVERYONE agrees and claps for CJ.)

CJ: *(heartened)* Oh, great, now you're gonna make me cry. Wish I had a joke right now.

EVERYONE: *(in unison)* We don't!

CJ: *(pretends to be offended)* Hey! *(short pause)* Seriously though, I know our trip didn't go as planned, but hopefully it'll be a memory you'll all appreciate later on. I know I will. I love you guys.

JUNGLE JIM: All right, all right, that's enough. Let's not get mushy or you'll have me crying too! *(to CJ)* You ready?

CJ: Yes, sir.

(JUNGLE JIM helps CJ up from the chair.)

JUNGLE JIM: Oh, by the way, because we guarantee our cruises, this one will be "on the house." You'll all be receiving your money back.

HARPER: Really? Wow, that's nice of you!

RUTH: It sure is!

JUNGLE JIM: Well, we just appreciate you choosing Jungle Jim's and hope you'll come back and give us another try. Have a safe trip home.

CJ: Bye, everyone!

(EVERYONE says goodbye, and then JUNGLE JIM helps CJ into the station.)

HARPER: I guess it's time to go.

(They grab their backpacks and duffle bags to leave.)

ZANE: *(to CASSIE)* Well, it was nice knowing you.

CASSIE: Hey, you can't get rid of us that easily!

ZANE: Huh?

CASSIE: We've got to plan another trip!

RUTH: *(excited)* Really?

HARPER: Yeah, that's a great idea! What should we do next?

RUTH: How about scuba diving in the Red Sea? Or maybe bungee jumping in Switzerland! Or we could climb Mt. Kilimanjaro! I've always wanted to do that!

(EVERYONE exits.)

(Theme music)

Leading a Child to Christ

“For I am not ashamed of the gospel, for it is the power of God for salvation to everyone who believes.” Romans 1:16

VBS presents an ideal opportunity to share the life-changing gospel of Jesus Christ with all attending. Every leader and team member should be ready to clearly present the gospel and counsel those wanting to learn more. Children are usually softhearted toward things of the Lord, and some will be interested in becoming a follower of Christ. Be ready, because eternal matters matter most!

Before

- **Pray.** Salvation is God’s work, not ours. We cannot bring about salvation for anyone. We need to ask God to prepare the children and open their hearts to him.
- **Be prepared.** Learn more about presenting the gospel and counseling a child about salvation.

During

The gospel will be presented during the lesson time. Opportunities may arise, however, to share with a child one-on-one or with a small group of children. If so, keep the following in mind:

- Becoming a child of God involves repenting of one’s sin and having faith in the death and resurrection of Jesus Christ. Repentance involves understanding what sin is (disobeying God’s commands) and desiring to turn from that sin.
- You can use the booklet *How Can I Become a Child of God?* along with your Bible to explain the plan of salvation. Children need to see and hear God’s Word, so have your Bible opened and marked ahead of time with the appropriate scriptures.
- Avoid abstract phrases like “asking Jesus into your heart.” Instead, use terminology like “becoming a child of God.” Most children still think in concrete terms and need examples that are easy to understand.
- If a child indicates an interest to know more after hearing the gospel presentation, ask questions (such as the following) that require more than a “yes” or “no” answer:
 - » What do you want to talk to me about?
 - » Do you know what sin is?
 - » Can you think of a specific sin (wrong) you have done?
 - » Are you bothered by your sin?

These questions are important. A child who cannot verbalize a sin or does not seem to be repentant about being a sinner may not fully understand his need for a Savior. In this situation, you might list some child-oriented examples of sin and ask him to notice any time he catches himself sinning over the next few days. Give him the *How Can I Become a Child of God?* booklet. Pray with him, then send him on his way. Check back a day or two later, if possible.

- If the child does seem to be sincerely sorry for his sins, you can proceed with more questions like the following:
 - » Why did Jesus come to earth? Why did Jesus need to die? Why did Jesus rise again?
 - » Why do you want Jesus to be your Savior?

- » Why should God let you into his family? (Make sure the child understands that salvation is not based on what he does but is a gracious gift of God through faith in the death and resurrection of Jesus.)

- Pray for discernment while listening to a child’s answers.
- When a child seems to have a basic understanding of salvation (belief in Jesus’ death and resurrection, admission of and repentance from sin, and a desire to follow the Lord), encourage him to talk to his parents about what it means to become a child of God (if they are followers of Christ). Encourage a child who comes from a non-Christian home to verbalize his understanding to the Lord through prayer. There is no one prayer that should be prayed. Encourage him to ask the Lord to forgive him and help him know he is a child of God.
- Let him see in your words and your face that you are excited that he wants to become a child of God! Read Luke 15:10 to him.
- Some children may not want to make decisions but may want to learn more, to be assured of salvation, or to confess sin. Read Romans 10:9–10 and John 10:28–29 with children who are seeking assurance of their salvation. Encourage them to ask the Lord to help them know they are his children. If a child wants to confess sin, read 1 John 1:9 with him and encourage him to ask the Lord to help him know he is forgiven when he repents.

After

- Review what it means to be a child of God.
 - » How long does God keep his children? (Hebrews 13:5; John 10:28–29)
 - » Can anything separate God from his children? (Romans 8:38–39)
 - » What happens when God’s children sin? (1 John 1:9)
 - » What do children of God believe? (Romans 10:9)
- Explain that Jesus loves his children and wants to spend time with them. Discuss practical ways to grow as a child of God. Provide him with the *Growing Up in God’s Family* booklet and share the following:
 - » Read your Bible and obey what you read. You can start your Bible reading with the short Bible study book you will receive the last day of VBS. (Provide a Bible if he doesn’t have one. Be sure to fill out the presentation page.)
 - » Pray every day. Prayer is talking to God.
 - » Go to a church that believes and teaches the Bible as the Word of God.
 - » Tell others about Jesus. Tell your friends, family, and neighbors how they can become children of God.
- Fill out a Decision Card and turn it in to the VBS director.
- Stay in touch with the child through postcards, visits, or phone calls. Invite him to upcoming church events.



It's a jungle out there! There's adventure around every bend at *The Great Jungle Journey*, where kids are equipped to answer questions about who God is and what his Word teaches about salvation. Excitement galore awaits as you learn how to reconnect the Bible to real life through the 7 C's of History. Children will be encouraged to seek their Creator and Savior!

The Assembly Guide and the accompanying digital resources contain everything you need to effectively oversee and administer your VBS assemblies. From daily program scripts to daily drama scripts, from decorating ideas to clip art, you'll be equipped to lead your travelers to the truth of God's Word!

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Answers in Genesis • PO Box 510 • Hebron, KY 41048

