



**DAY 4**

**VBS**  
©ROCK BRIDGE



# ALL STAR ACTIVITIES

**PRESCHOOL LEADER GUIDE**

# BEFORE STELLAR

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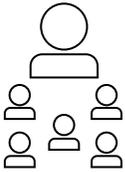
## Pray for everyone who will attend Stellar.

Ask God to prepare your heart and the hearts of the kids and leaders who will be part of VBS.



## Have a plan, but be flexible.

If you have only a few Crews at each rotation, you may have time for all three game options. **Delays in Large Group, or just varying personalities of kids affect how you will execute each rotation.** Know your games and plan well so you can be flexible and make decisions in the moment when necessary.



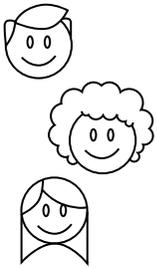
## Determine the number of Crews you'll have in each rotation.

Know how your campus rotation schedule works and how many kids you will have in each rotation/how many groups you will divide up in for the various games.



## Arrive early and check your supplies.

Your supplies should be ready for you each day, but a walk through before service launch will ensure your success!

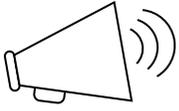


## Coordinate with your Co-Leaders and utilize Crew Leaders.

Team work will be invaluable to your success. Prior to each day, review the games so you can **give good directions to Crew Leaders** to help you prepare, distribute, and collect the game supplies.

# DURING STELLAR

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## Use an attention-getting signal.

Attention-getting signals let kids know when it's time to stop what they're doing and look at you. Examples include:

**Leader:** "1, 2, 3... Eyes on me!" Kids: "1, 2... Eyes on you!"

**Leader:** "If you hear me, clap once!" (Clap once and wait.) "If you hear me, clap twice!" (Clap twice and wait.)

**Leader:** "Mission control to crew!"

**Kids:** "Ready for launch!" (Sit up straight and freeze like astronauts preparing for takeoff.)



## Call on kids' to help

Every day, allow kids who are paying attention to pass out supplies, read Scripture, or be your helper.

Kids love feeling important and helpful!



## Play Music from the AWVBS Playlist while kids play.

Music creates a fun atmosphere and, more important, reinforces faith!



## Repeat the daily Bible Point often.

Every activity focuses on one memorable Bible truth called the Bible Point. Repeating the Bible Point helps kids remember it and apply it to their lives after VBS. Each time kids hear the day's Bible Point, they fling out their fingers and say, "Shine Jesus' light!"



## Learn (and use) names.

While you won't have the opportunity to spend one-on-one time with participants, kids and adults will be wearing name badges. Try to call people by name.

# TOKENS

This year, our kids will participate in a Token Challenge! To recognize and encourage meaningful participation and positive behavior, we will be rewarding kids with tokens throughout VBS!

- **Who is giving out tokens:** All of our volunteers will receive tokens to reward kids as they catch them engaging well in VBS.
- **What are we doing with the tokens:** Kids will work together to reach an Overall Token Goal and receive a celebration on the last night of VBS! Tokens are used to reward kids for remarkable expressions of love, kindness, great listening, participation, and memorizing our Main Points and Bible verse!
- **When are we passing out tokens:** Immediately! We want to help kids connect their positive attitudes, behaviors, and participation with the reward of the token, so as soon as you see a behavior to celebrate, pass out the reward!
- **Where are we getting tokens from:** We will have tokens available for all volunteers at check-in each night. As we use up our stash, there will be designated spots to go to for more throughout the night.
- **How do we distribute tokens:** Our volunteers will keep their eyes and ears tuned in to our kids so they can immediately reward them with a token to celebrate what we want repeated! They will praise the specific behavior that earned the reward when we give them their token. For example:
  - Active engagement during each rotation
  - Invite kids to “Show Me What You Know!” and let them earn a token by sharing the memory verse, finishing the lyrics to a worship song, sharing today’s “Main Point”, etc.
  - Displays of the fruit of the spirit - love, joy, peace, patience, kindness, self-control, gentleness
  - Demonstrating good manners, listening attentively, and following instructions the first time they're asked
  - Being respectful to volunteers, peers, and the VBS environment.
- **When do kids turn in their tokens:** There will be buckets available at each rotation for kids to drop their tokens in. All tokens will be brought to the closing session and combined so we can see how we're progressing towards our goal each night!
- **Remember, the goal of using tokens is to reinforce positive behaviors,** encourage active participation, and create a fun and rewarding experience for all kids attending VBS. Thank you for your commitment to making VBS a memorable and impactful event!

**MAIN POINT**

## The light of Jesus shines through us!

**Bible Story:** Philip helps the Ethiopian. (Acts 8:26-39)

**Bible Verse:** “He told him the good news about Jesus.” (Acts 8:35b)

### Bible Insight

- While the Ethiopian had wealth and power, he walked in darkness without understanding God’s Word. God provided Philip to shine a light—one that changed the Ethiopian’s life for eternity!
- Philip is often called Philip the Evangelist, to differentiate him from the Apostle Philip (John 1:43). Acts 6 tells of seven men (including Philip) chosen as deacons who would lead the early church.
- The official didn’t come from modern-day Ethiopia. The ancient Nubian kingdom could be found near the Nile, closer to where we would find Sudan today.
- Jewish law prohibited a eunuch from entering the temple (Deuteronomy 23:1). When the Ethiopian went to worship in Jerusalem, he’d only be able to stand in the outer courts.
- The scroll read by the Ethiopian would have been an expensive investment. Considering that and his lengthy trip to Jerusalem, it’s evident that the eunuch had more than a passing curiosity about God.



### Why It Matters Today

Kids may feel like they’re usually the ones who *need* help. They know what it’s like to wrestle with challenges. Kids might sometimes feel like they’re the ones who need help—whether it’s figuring out tough homework, tying their shoes, or reaching something high on a shelf. But no matter their age, kids have something incredible to share: the light of Jesus! They can make a difference not just by helping others, but by sharing the Good News of Jesus’ love and salvation. Their words, excitement, and faith can point people to Jesus in ways that adults might not. What an amazing truth—God can use kids to shine His light and share His love with the world! Use today’s activities to encourage kids to boldly share Jesus and make an eternal impact on those around them.

## Day 4 Supplies:

- Pool noodles (Cut in half. 1/ kid.)
  - only half of the station will be using the noodles at a time.
- “Meteors” (lightweight foam or inflatable balls)
- Large bins, baskets, or buckets (as “Mission Beacons”)
- Chalk to mark the play zone and sidelines
- A designated “Prize Zone” with small rewards (glow bracelets, stickers, star cutouts, etc.)
- Glowing Comet Wand (a flashlight with streamers, glow stick wand, or decorated baton)
- Spotify playlist

## Before You Blast Off

- Draw a large Mission Zone in the middle of the play area.
- Place 1 or 2 Mission Beacons (buckets or baskets) in the center of this zone.
- Prepare the Prize Zone.



**VBS @ ROCK BRIDGE ACTIVITIES PLAYLIST**

## Let's Play!

Welcome Crews back to All-Star Activities!

**SAY** Let's play some games as we work together to memorize our memory verse and remember today's story!

Today we are learning **The light of Jesus shines through us!**

## Game 1: Meteor Defense Mission

**SUPPLIES:** Pool noodles (Cut in half. 1/ kid.), "Meteors" (lightweight foam or inflatable balls), Large bins, baskets, or buckets (as "Mission Beacons"), Chalk to mark the play zone and sidelines, A designated "Prize Zone" with small rewards (glow bracelets, stickers, star cutouts, etc.), Spotify playlist

**SAY** Today's mission is intense! Team 1 has been sent to protect the Mission Beacon from an incoming meteor shower. You'll use your space tools—pool noodles—to knock away anything that comes close. But watch out! Team 2 is working as the meteor launchers, rolling meteors from both sides to try and knock over the beacon.

If you can protect your beacon during the round, you'll get to enter the Prize Zone. But to claim your space reward, you'll need to say the memory verse password:

'I am the light of the world. Anyone who follows me will never walk in darkness. They will have the light of life.'

### Set Up:

- Draw a large Mission Zone in the middle of the play area.
- Place 1 or 2 Mission Beacons (buckets or baskets) in the center of this zone.
- Divide the group into two teams:
  - Team 1 begins as the Defenders, inside the Mission Zone with pool noodles.
  - Team 2 sits evenly split on either long side of the play area as Meteor Launchers, ready to roll meteors into the zone.
- Scatter "meteors" along the sidelines so Team 2 has plenty of ammunition.
- Place the Prize Zone nearby with a leader ready to listen for the memory verse.

**How to Play:**

- On “GO,” Team 2 begins rolling meteors into the Mission Zone, aiming for the beacon.
- Team 1 uses pool noodles to knock, push, or sweep the meteors away from the beacon.
- The round lasts about 2 minutes. You can play upbeat music for extra energy.
- If the beacon stays standing or mostly protected, Team 1 “wins” the round and heads to the Prize Zone one by one, reciting the memory verse to earn their reward.
- Switch teams: Now Team 2 defends while Team 1 rolls the meteors.
- After both teams have played, celebrate with cheers and a big group recitation of the verse!

## Game 2: Galactic Charades

**SUPPLIES:** Glowing Comet Wand (or a flashlight with streamers, glow stick wand, or decorated baton), Spotify playlist

**SAY**

Philip listened when God told him to go share the good news with someone who needed help understanding. And guess what? We can share too—God's love, His light, and maybe even a few laughs! In this game, we'll pretend we're sharing messages from space, just like Philip shared God's message. But instead of words, we'll use silly actions!

In this silly, spacey twist on charades, you will take turns acting out prompts while holding the Glowing Comet Wand. You will pass the wand from one player to the next after each turn.

**Set Up:**

- Create your "Glowing Comet Wand" (A glow stick or sparkly baton wrapped with sparkly ribbon to look like a comet.)

## How to Play:

- Have the group sit in a circle or semi-circle.
- The first child holds the Glowing Comet Wand and comes to the center.
- A leader whispers a silly action or charades prompt to the child (like "moonwalk," "drive a space rover," "read a scroll," "fly a rocket," or "hug a space alien"). \*\*\*See suggestion below\*\*
- The child acts it out while the group guesses.
- Once the correct guess is made (or after 30 seconds), they pass the comet wand to the next person and say ***"Jesus' light shines through us!"***
- Continue until everyone has had a turn or time runs out.

## SUGGESTIONS:

- Jumping like you're on the moon
- Waving hello to a space friend
- Putting on a big space helmet
- Flying like a rocket (arms out!)
- Spinning in a circle like a planet
- Marching like an astronaut
- Looking around with a pretend telescope
- Tiptoeing past space rocks
- Floating in slow motion (like in space!)
- Hugging a pretend friend
- Clapping for Jesus
- Pretending to read a big book (like the Bible)
- Pointing to the stars
- Giving a big thumbs up
- Pretending to shine a flashlight
- Sitting down and standing up like getting in a rocket
- Making a big happy face
- Pretending to pet a silly space creature
- Lifting something heavy like moon rocks
- Dancing like a silly alien

## **FROM THE BIBLE STORY:**

- Philip walks on the road (Act out walking)
- Philip talks to the Ethiopian (Pretend to talk on to a friend)
- The Ethiopian reads the scroll (Mimic reading)
- Philip explains the Scripture (Pretend to teach someone)
- The Ethiopian sees water (Mimic looking at water, showing surprise)
- The Ethiopian gets baptized (Pretend to be baptized, splashing water)
- Philip and the Ethiopian celebrate (Dance or show joy)
- The Ethiopian praises God (Jump for joy or clap hands)