

Elementary

Activities

Day 1



Today's Bible Story

Jesus Calls His Disciples Luke 5:1-11

Bottom Line

Jesus invites us to follow Him.

Memory Verse

John 14:6 (NirV): "Jesus answered, 'I am the way and the truth and the life. No one comes to the Father except through me.'"

Activities Leader Guide Day 1

Kingdom Quest VBS



PREPARING TO LEAD

Preparing to Lead

VBS Activities are designed to be fun, flexible, and engaging. Here are some things to remember as you prepare to lead.

Embrace the Fun

This is VBS!! It should feel different than a normal Sunday. Let kids laugh, move, and fully participate.

- Be loud!
- Be playful!
- Be a little chaotic! :)

Built for Flexibility

Every game can work in:

- Big or small spaces, indoors or outdoors, large or small groups.
- Adjust as needed. Repeat what works.
- Pay attention to the reaction and joy of your kids! Let them be your gauge of what is "working."

Adapt the Tools, Not the Game

Keep the goal and structure of the game the same, making adjustments without losing the fun or meaning.

- You can swap materials based on what you have:
 - Cones, chairs, tape, paper, boxes
 - Pool noodles, scarves, fabric, jump rope

Plan Ahead

A little prep makes a big difference. Set yourself up for success:

- Read through each day multiple times before you lead.
- Walk through your space and visualize the flow.
- Communicate with your station team and develop a plan for each day.
- Assign clear roles to crew leaders for each game.

Lead with Energy

Kids will match your energy.

- Give short, clear instructions.
- Start quickly and avoid long explanations.
- Keep kids active, not waiting.
- Reset fast if something isn't working.

Remember the Goal

The goal is not a perfect game. If kids are smiling and participating, you're winning!!

The goal is:

- Kids have fun.
- Kids stay engaged.
- Kids leave with a reinforcement of the Bible story, Memory Verse and Bottom Line.

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!



Day 1

Jesus is the Way

Activities

Bottom Line

Jesus invites us to follow Him.

What You Need

- Large foam fish with words from the memory verse written on them
- Buckets or baskets (2–4 depending on group size)
- Cones or tape to mark a starting line

Prep Tip:

If all foam fish are in one pond, color code the fish so each team knows which ones to grab. Alternatively, have each team fish in their own "pond".

Welcome (1-2 minutes)

Welcome, Kingdom Quest adventurers! Today we learned about the moment Jesus called His first disciples. They were fishermen, and Jesus invited them to follow Him. Take a few moments to introduce kids to the activities station and set expectations.

This week we are on a Kingdom Quest. We will follow Jesus and learn how He calls us, saves us, makes us new, and sends us. Today's Bottom Line is: **Jesus invites us to follow Him!** Repeat it with me: **Jesus invites us to follow Him!**

Game 1: Fishing for the Verse (3–5 minutes)

How You Prepare

- Write one or two words of the memory verse on each fish.
- Spread the fish across the play area.
- Place a bucket for each team at the starting line.
- Make sure teams have space to run safely.

What You Do

- Divide kids into 2–4 teams and have them line up behind the starting line.
- When the game starts, the first player from each team runs out, grabs one fish, and returns to their team bucket.
- Once all fish are collected, teams work together to arrange the fish in the correct order to form the memory verse.
- Leaders can help younger kids read the words if needed. When a team believes they have the verse in the correct order, they raise their hands for a leader to check.
- After the verse is correct, have the entire group read the memory verse together out loud.

What You Say

When Jesus called the disciples, they left their fishing nets and followed Him right away. They trusted that Jesus knew the way. Our memory verse this week helps us remember that Jesus really is the way. Listen to what it says:

John 14:6 says, "Jesus answered, 'I am the way and the truth and the life. No one comes to the Father except through me.'"

Since the disciples were fishermen, we are going to play a fishing game to help us learn this verse.

What You Need

- Cut pool noodles to use as "swords" (1/2 of kids per rotation will have swords)
- Shields for 1/2 of the kids in a rotation
 - Create shields from things like paper plates, cardboard circles with handles, Frisbees, plastic serving trays, foam, etc.
- One plastic crown for the King
- Decorated chair to be the "throne."

Prep Tip:

You can group crews together and duplicate the setup! Ex. Crews 1-3 play together and have 1 king, Crews 4-6 have their own king, etc

All the words of the verse are on fish spread around the play area. When I say GO, the first person in each line will run out, grab one fish, and bring it back to your team. Then the next player will go.

Once your team collects the fish, work together to put the verse in the correct order.

Ready, fishermen? Cast your nets! Go!

Repeat the verse 2-3 times together.

Game 2: Follow the King (8-10 minutes)

How You Prepare

- Lay out the pool noodle swords and shields in a pile at the center of the play area.
- Decorate a designated chair to be a "throne."

What You Do

- Choose one player to be the King and place the crown on their head. Instruct them to sit on the throne.
- Have the remaining players pick up a sword or shield to hold during the game.
- Have everyone spread out at an equal distance from the king's throne at a start line (or start "circle" around the king, depending on your space).
- When the game starts, the king calls out movement commands for "everyone", "kids with a sword" or "kids with a shield" to follow.
- Kids must move towards the king doing the action the king calls while holding their sword or shield.

Examples:

- Knights, march 4 steps forward
- Shields up and spin
- Swords swing and tiptoe (slow and safe)
- 2 backward steps
- 5 sneaky spy steps
- At any moment the king can shout "FOLLOW THE KING!"
- When this happens, everyone freezes and shouts the Bottom Line together with their shields/swords raised.
- The first player to reach the King and tap the throne becomes the new King and receives the crown.
- Everyone quickly grabs a sword or shield again and the next round begins.

Leader Tip:

Set clear expectations for swords/shields. No hitting other players. Swords must stay below shoulders and only swing in slow motion.

What You Say

Knights of the Kingdom, it is time for your next quest!

In today's Bible story, Jesus invited His disciples to follow Him. They trusted Him and followed right away.

In this game, one player will wear the crown and be the king.

Everyone else will be a knight with either a sword or a shield.

If you have a sword, hold it carefully like a brave knight. If you have a shield, hold it up like you are protecting the kingdom.

The King will call out commands for everyone to follow. You must move exactly the way the king says. The goal is to be the first knight to reach the king and tap the throne.

**But listen carefully... because at any moment the king might shout:
"FOLLOW THE KING!"**

When that happens, everyone freezes, lifts their shield or sword high, and shouts the Bottom Line together: *Jesus invites us to follow Him!*

You cannot move until the king gives the next command.

The first person to reach the king and taps the throne becomes the new king and gets the crown!

Remember our Bottom Line while we play: *Jesus invites us to follow Him!*

Repeat so several kids get to be the king.

For Older Kids:

Additional Commands:

Here are some fun commands to add for older kids:

- Shield Wall (everyone with shields stands shoulder to shoulder)
- Dragon Dodge (crouch and move low)
- Knight Charge (run in place)
- Castle Guard (turn and stand tall and protect the king)

If someone moves on the wrong command, they must run to the start line and back before rejoining.

False Command

For older kids, consider having the the king say "Knights!" before giving a command.

Example: "Knights... raise your shields!"

Players should only follow commands that begin with "Knights."

If the King gives a command without saying "Knights" first and someone moves, they must run back to the start line before rejoining the game.

Elementary

Activities

Day 2



Today's Bible Story

Jesus walks on water
Matthew 14:22-33

Bottom Line

Jesus helps us
trust Him.

Memory Verse

John 14:6 (NirV): "Jesus answered, 'I am the way and the truth and the life. No one comes to the Father except through me.'"

Activities Leader Guide Day 2

Kingdom Quest VBS

Day 2

Jesus Walks on Water

Activities

Bottom Line

Jesus helps us trust Him.

What You Need

- 6–8 cones or markers to create a winding “path”
- **Memory Verse Cards (5 sets/station)**
 - ****Keep for Day 3!**
- Cardstock in 2–4 different colors
- 2–4 buckets or baskets
- Tape or cones for a starting line
- Kingdom Quest obstacles:
 - Pool noodles (dragon tails to jump over)
 - Cardboard shields or frisbees (from day 1)
 - Plastic goblets or cups (royal treasure)
 - Foam swords or pool noodles (from day 1)
 - Small boxes or mats (castle stones to step on)

Welcome (1–2 minutes)

Welcome back, Kingdom Quest adventurers!

Yesterday we learned about the moment Jesus called His first disciples. They were fishermen, and Jesus invited them to follow Him. Our Bottom Line yesterday was: **Jesus invites us to follow Him.**

Today we are learning about something incredible that happened after that. The disciples were in a boat during a storm, and they saw Jesus walking on the water!

Peter even stepped out of the boat and walked on the water toward Jesus. But when he looked at the wind and waves instead of Jesus, he started to sink.

Jesus reached out and helped him.

Our Bottom Line today is: **Jesus helps us trust Him.**

Today's games will help us remember our memory verse and remind us that Jesus is the one we follow and trust.

Game 1: The King's Path (3–5 minutes)

How You Prepare

- Create a winding path across the play space using cones or markers.
- Place Kingdom Quest obstacles along the path, such as:
 - **Dragon Tail Jump:** Lay a pool noodle across the path kids must jump over.
 - **Castle Stones:** Place boxes or mats they must step on before continuing.
 - **Shield Station:** Place shields kids must briefly hold up before moving on.
 - **Royal Treasure:** A goblet they must pick up and set down at the next marker.
- Decide how many teams (2–4) you will need for your amount of kids.
- Cut the Memory Verse Cards apart and glue to different colors of cardstock to reinforce the cards and to help kids differentiate between the teams.
- Scatter the sets of memory verse cards at the far end of the path.
 - For older kids, mix up the colors. For younger kids, keep colors together.
- Place one bucket for each team at the starting line.

What You Do:

- Divide kids into teams and have them line up behind the starting line.
- Players take turns running the path.
- As they move through the path, they must complete the Kingdom Quest obstacles before continuing.
- Examples:
 - Jump over the dragon tail
 - Step across castle stones
 - Raise a shield to protect the kingdom
 - Carry the royal goblet to the next marker
 - When players reach the end, they grab one memory verse card and return to their team.
- Teams continue until all verse pieces are collected.
- Once all cards are gathered, teams work together to place the verse in the correct order.
- Finish by having everyone say the verse together.

What You Say:

**Knights and adventurers, today you must travel the King's Path!
On your quest, you will face obstacles.**

You may have to jump over dragon tails, step across castle stones, or protect the kingdom with a shield.

At the end of the path, you will collect a piece of today's memory verse and bring it back to your team.

Once your team collects all the pieces, you must work together to build the verse in the correct order.

**Our memory verse reminds us who Jesus is:
Jesus answered, "I am the way and the truth and the life. No one comes to the Father except through me."**

That means Jesus is the one we follow and trust.

Are you ready to complete the King's Path Quest? Knights, begin!

What You Need

- Blue scarves or strips of blue fabric (3–6 pieces) to represent waves
- hula hoops or floor markers to represent boats (1 per 2 kids / rotation)

Leader Tip:

If an activity feels too chaotic for the number of kids you have, change up the way they move! Tip-toe, hop on one foot, or snail-walk to slow us down!

Game 2: Stormy Sea Rescue (3–5 minutes)

How You Prepare

- Spread the hula hoops around the play area to represent boats on the sea.
- Give several leaders or helpers a blue scarf or strip of blue fabric to hold and wave as stormy water.
- Make sure there are enough hula hoops for every 2 kids in each rotation.

What You Do:

- All players begin standing inside a boat (2 kids per hula hoop).
- Crew Leaders hold blue scarves, walking around the space waving them up and down to create storm waves.
- When the station leader says ***"Storm coming!"***, players step out of their boats and move around the play area pretending to row through the sea.
- Wave leaders move their scarves through the air to create the storm. Players should dodge the waves as they move.
- After several seconds, the station leader shouts ***"Trust Jesus!"***
 - When this happens, players must quickly find a boat and step inside. (only 2 per boat!)
 - Any players left without a boat must say the Bottom Line, memory verse, answer a Bible story question, or complete a quick action before rejoining.
- After each round, remove one boat to represent the storm getting stronger.
- Continue playing several rounds so different kids experience the challenge.

What You Say:

Knights and adventurers, today we are sailing across a stormy sea!

In our Bible story today, the disciples were in a boat when a huge storm came. The wind was strong and the waves were crashing.

Then something amazing happened. Jesus came walking toward them on the water!

Peter stepped out of the boat to walk to Jesus, but when he started looking at the wind and waves instead of Jesus, he became afraid and began to sink.

Jesus reached out and helped him.

Our Bottom Line today is: **Jesus helps us trust Him.**

In this game, the hoops are boats and the blue scarves are the crashing waves.

When I say "Storm coming!" you will leave your boat and move around the sea. Watch out for the waves!

When I shout "Trust Jesus!" you must run to a boat as fast as you can. Only 2 people can be in one boat!

If you do not find a boat in time, you must shout our Bottom Line before jumping back into the game.

But be careful... after each storm, one boat will disappear!

Let's practice our Bottom Line together: **Jesus helps us trust Him!**

Alright adventurers... Storm coming!

Younger Kids (5-7)

- Allow three players per boat.
- Do not remove boats every round.
- Instead of an action challenge, simply repeat the Bottom Line together.

Older Kids (8-11)

Add additional storm commands:

Strong Wind! Players must move sideways while holding their arms out like balancing in wind.

Huge Waves! Players must jump over imaginary waves while moving.

Walk on Water! Players must freeze and balance on one foot until the next command.

Lightning! Players crouch down quickly.

Elementary

Activities

Day 3



Today's Bible Story

Jesus' Crucifixion and
Resurrection
Luke 23:32-45,55-56

Bottom Line

Because of Jesus,
I am saved.

Memory Verse

John 14:6 (NIV): "Jesus
answered, 'I am the way and
the truth and the life. No one
comes to the Father except
through me.'"



Small Group Leader Guide Day 3

Kingdom Quest VBS

Day 3

Jesus' Crucifixion and Resurrection

Activities

Bottom Line

Because of Jesus, I am saved.

What You Need

- Memory Verse Cards (5 sets/station) **From Day 2
- 2 "Kingdom Flags" (bandanas, cloth pieces, cones, etc. in different colors)
- Field cones, chalk, or floor tape to divide the play area
- Optional: Scrimmage vests, sashes, or team identifiers

Welcome (1-2 minutes)

Welcome back, Kingdom Quest adventurers!

Yesterday we learned that Jesus helps us trust Him when things feel scary, and we practiced stepping out in faith. Who remembers our Bottom Line from yesterday? pause Our Bottom Line yesterday was: **Jesus help us trust Him.**

Today, we are entering a very important part of our quest. Our Bible story is about the greatest victory ever—Jesus' death on the cross and His resurrection. Our Bottom Line for today is: **Because of Jesus, I am saved.** Let's say it together!

Because of Jesus, I am saved.

In today's story, Jesus did something amazing for everyone—He took our place, paid the price for our sins, and came back to life! That's the greatest thing anyone has ever done for us. And today, we are going to play some fun kingdom games that will help us remember this story and our memory verse: John 14:6. Are you ready, knights?

Game 1: Capture the Kingdom (3-5 minutes)

How You Prepare

- Divide the play area into two equal territories using cones, tape, or chalk.
- Place a flag ("kingdom treasure") at the back of each territory.
- Assign players to two teams. Fun options include:
 - Team Castle vs Team Fortress
 - Knights vs Guardians
- Designate a "dungeon" area on each side where tagged players must stand.
- Scatter the memory verse cards near the dungeon areas or along the middle line.

What You Do:

- Players may run into the other team's territory to steal the flag and return it safely to their side.
- If a player is tagged in enemy territory, they must go to the dungeon.
 - Players can be freed when a teammate tags them.
- Before returning to play, the rescued player must arrange a set of the Memory Verse Cards in the correct order.
 - Younger kids - have them say all or part of the Memory Verse

- Players continue trying to capture the opposing flag.
- The round ends when a team successfully brings the other team's flag back to their side.
- After the round, have all kids repeat the Memory Verse together.

What You Say

Knights and adventurers, today's quest is to capture the kingdom!

Each team will protect their kingdom flag while trying to capture the other team's flag and bring it safely back to their side.

But be careful. If you run into the other team's territory and get tagged, you must go to the dungeon.

Your teammates can rescue you by tagging you, but before you return to the game you must grab a memory verse card and say it out loud to a Crew Leader.

These cards help us remember today's memory verse.

Let's practice it together before we start:

"Jesus answered, 'I am the way and the truth and the life. No one comes to the Father except through me.'" John 14:6

Alright knights, protect your kingdom and capture the treasure. Ready... go!

You have to be fast, smart, and work together to capture the kingdom.

But today's Bible story reminds us of something even greater. Jesus didn't win a battle with swords or armies. He gave His life for us on the cross.

But the story didn't end there. Jesus rose from the grave!

Our Bottom Line today is: **Because of Jesus, I am saved.**

Jesus is the true King who won the greatest victory of all!

Leader Tip:

Designate a Crew Leader to guard the "dungeon." Kids must say the memory verse to be rescued.

What You Need

- no supplies needed

Leader Tip:

This is a great activity to let crews do independently if there are more than 6 kids in a crew!

For Younger Kids:

If the full game feels too complicated for younger players, switch to a simplified **Kingdom Tag** version.

- Choose 1–2 players to be the King's Guards (taggers). The rest of the kids run around the play area trying not to be tagged.
- If a player is tagged, they must freeze in place and hold their arms out like a cross.
- To be unfrozen, another player must run over and say part of the memory verse together with them: "Jesus answered, 'I am the way and the truth and the life.'"
- Once they say it together, the frozen player is free and can rejoin the game.
- After a minute or two, choose new King's Guards so different kids get a turn tagging.

Game 2: Knight, Knight, Dragon (3–5 minutes)

How You Prepare

- Preselect a few Crew Leaders to participate as "replacements" for kids in the Dragon Lair. Guide them to tell kids "You're safe. Take your turn as the dragon."

What You Do:

- Split kids into groups of 2–3 crews and have them sit in a circle.
- All the kids are knights. Choose one kid to start walking around the outside of the circle, tapping each kid on the head, saying: "Knight, knight, knight..."
- At some point, the Knight taps a kid and says "Dragon!" That kid stands up and tries to chase the Knight around the circle.
- If the Dragon tags the Knight, the Knight goes to the Dragon Lair, and the Dragon becomes the new Knight.
- If the Dragon doesn't tag the Knight, the Dragon goes to the Dragon Lair.
- Once a kid is in the Dragon Lair, a Crew Leader steps in, takes the kid's place, and lets the kid return to their seat.
- Repeat until kids start noticing the Crew Leaders taking their place. That's your cue to pause and tie in the lesson about Jesus.

What You Say:

Knights, gather in a circle for a quest! Today, we are playing Knight, Knight, Dragon. One brave Knight will walk around the outside, tapping heads.

When they say 'Knight,' you stay seated and safe. But when they say 'Dragon,' jump up and chase them!

If the Dragon tags the Knight, the Knight must go to the Dragon Lair in the middle of the circle. If the Dragon doesn't tag the Knight, the Dragon goes to the Dragon Lair instead.

(The Crew Leader will replace the Dragon in the lair so that kid can have their turn as the Dragon. After a few rounds, or when kids start to catch on, pause to tie in the lesson)

Great job, knights! Did you notice something about the Dragon Lair? Everyone who got tagged was safe because someone else stepped in for them.

That reminds us of what Jesus did. We deserve punishment for our sins, but Jesus took our place. He went to the cross for us so we could be free. He stepped in so we could be part of God's Kingdom!"

Let's say our Bottom Line together: **Because of Jesus, I am saved!**

Elementary

Activities

Day 4



Today's Bible Story

We are promised the Holy Spirit Acts 1:2-8

Bottom Line

The Holy Spirit helps us share about Jesus

Memory Verse

John 14:6 (NirV): "Jesus answered, 'I am the way and the truth and the life. No one comes to the Father except through me.'"

Small Group Leader Guide Day 4

Kingdom Quest VBS

Day 4

We Are Promised the Holy Spirit

Activities

Bottom Line

The Holy Spirit helps us share about Jesus.

What You Need

- Quest Station Signs (2-3 set/station)
- Memory Verse Scrolls (2-3 set/station)
- Cones, chairs, or floor markers to create course stations
- Blue fabric/streamers for "rivers" or "Holy Spirit winds"
- Hula hoops, pool noodles, or rope for climbing/stepping challenges
- Small Kingdom-themed prizes (stickers, foam crowns, mini shields)
- foam swords or shields for "knight gear"
- A staff/flag or kingdom banner for the finish line

Welcome (1-2 minutes)

We have made it to our final day of the quest!"

Let's think back for a minute. On Day 1, we learned that **Jesus invites us to follow Him**. On Day 2, we learned that **Jesus helps us trust Him**. And yesterday, we learned something amazing—say it with me: **Because of Jesus, I am saved!**"

Today, we are learning about something Jesus promised His followers before He went back to heaven. He gave them a big mission—to go and tell others about Him. But He didn't expect them to do it alone, He sent the Holy Spirit!

This whole week, we've been on a quest to discover that Jesus is the way. He is the only way to God, and now we get to share that truth with others!

Today, we are ending our quest with a HUGE challenge—a Kingdom Quest obstacle course! You'll need teamwork, courage, and focus to complete it.

But remember, just like in our story today, you don't have to do it alone. God gives us the Holy Spirit to help us every step of the way. Are you ready for your final quest?

Quest for the Kingdom (12-15 minutes)

How You Prepare

- Set up the course in 4–6 stations:
 - **River of Faith:** Kids step on "rocks" (floor markers) to cross a river without touching the blue fabric.
 - **Windy Walk:** Kids walk a balance beam or tape line while holding a paper scroll with a Memory Verse word.
 - **Castle Climb:** Crawl under or over chairs, hula hoops, or ropes to reach a "tower."
 - **Treasure Hunt:** Find scattered scrolls/cards with Memory Verse words hidden along the course.
- Each station sign will offer silly challenges (e.g., hop like a frog, spin around three times).
 - Encourage Crew Leaders to spread out to help read the signs for younger kids.
- Designate a finish line with ribbon, rope, or draw with chalk.
- Arrange prizes at the finish line for everyone who completes the course.

Leader Tip:

If you have more than 20 kids in a rotation, set up 2-3 identical courses that kids can complete simultaneously.

What You Do:

- Explain the rules and demonstrate each station briefly.
- Divide kids into 2 teams (3 for larger groups).
- At each station, kids will complete the challenges and collect one Memory Verse scroll.
- After completing all stations, the crew races to the finish line and shouts the Bottom Line together.
- Encourage silliness and creativity—knight poses, loud cheers, funny voices—throughout the quest.

What You Say:

Knights, today we are going on one last Kingdom Quest like never before! Our Bible story tells us that Jesus promised His followers the Holy Spirit. The Holy Spirit gives us power to share about Jesus, no matter where we go. That's our mission today! Are you ready?"

Along the way, you will face rivers, winds, and towers just like the disciples faced challenges in their mission. But remember, just like them, you don't go alone—the Holy Spirit helps you, and Jesus shows you the way.

At each station, you'll find scrolls with words from our Memory Verse: John 14:6. 'Jesus answered, "I am the way and the truth and the life. No one comes to the Father except through me."' Collect them as you go and see if you can put the verse together at the end of the course!

When your crew crosses the finish line, shout the Bottom Line loud and proud: **The Holy Spirit helps us share about Jesus!**

Knights, get ready... your final quest begins now!

Leader Tips / Variations:

- For younger kids: Simplify by removing certain obstacles or having them work with a crew leader hand-in-hand. Focus on collecting the Memory Verse words rather than completing tricky moves.
- For older kids: Add timed challenges or silly penalties (e.g., spin twice before moving to the next station) to keep energy high.
- At the end, tie in how Jesus gives the Way and the Holy Spirit gives the power—just like they completed the course with help, we share Jesus with help from the Holy Spirit.