

The logo features the letters 'VBS' in a large, white, outlined font. The 'V' and 'B' have small starburst graphics at their base. Below 'VBS' is the text '@ ROCK BRIDGE' in a smaller, white, outlined font.

VBS
@ ROCK BRIDGE

The logo features the words 'KINGDOM' and 'QUEST' in a large, white, bold, sans-serif font. Below 'QUEST' is the tagline 'AN EPIC JOURNEY TO DISCOVER GOD'S KINGDOM' in a smaller, white, bold, sans-serif font.

**KINGDOM
QUEST**
AN EPIC JOURNEY TO
DISCOVER GOD'S KINGDOM

LARGE GROUP
WHAT YOU NEED TO KNOW



KINGDOM QUEST

This summer, kids are invited to step into Kingdom Quest, a fun, faith-filled adventure where they will join in on an epic journey to discover God's Kingdom. Through stories, games, music, and hands-on activities, children will explore who Jesus is, what He has done, and what it means to live as His disciple.

Theme Verse

"Jesus answered, 'I am the way and the truth and the life.'"

John 14:6

Daily Bottom Lines

Day 1: CALLED - Jesus invites us to follow Him.

Day 2: FAITH - Jesus helps us trust Him.

Day 3: SAVED - Because of Jesus, I am saved.

Day 4: SENT - The Holy Spirit helps us share about Jesus.

Our "Why"



Mission

VBS @Rock Bridge exists to make the gospel known to kids from all walks of life, equipping them to live a life rooted in Christ by exploring biblical truths in engaging and meaningful environments.

Goals

Everything we do flows from achieving these goals:

1. Every kid hears the **gospel**.
 - a. The good news of Jesus is clearly presented in ways that are age-appropriate and engaging.
 - b. Leaders help kids connect the gospel to their own lives, emphasizing Jesus' love and invitation to follow Him.
 - c. Conversations about faith are encouraged, allowing kids to ask questions and respond to the gospel message.
2. Every kid is **seen, known and loved**.
 - a. Kids build meaningful connections as leaders call them by name and encourage participation.
 - b. Leaders model Christ's love through intentional conversations with kids and their families.
 - c. We create an environment where every child feels welcomed, safe, and loved by our team as we encourage discipleship.
3. Every kid experiences **Biblical truth** in a fun, engaging, and gospel-centered atmosphere.
 - a. We create exciting environments where kids from all walks of life can learn, worship, and play in ways that bring biblical truths to life.
 - b. Activities are designed to be interactive, immersive, and age-appropriate, helping kids connect with God's Word in a memorable way.
 - c. Large Group is high-energy while remaining gospel-focused, guiding kids to worship the One True God with joy and excitement.

TOKENS

This year, our kids will participate in a Token Challenge! Tokens will be used throughout VBS to reward kids for remarkable expressions of love, kindness, great listening, participation, memorizing our Bottom Lines and Bible verse, and more!

- **Award Tokens from Stage:** Verbally announce the awarding of tokens and have someone record it to add to the total!
 - *"You all did a great job saying today's Bottom Line! But, I'll give 20 tokens if we can say YESTERDAY'S Bottom Line right now! 1-2-3- "(insert kids saying it!). Yes! Ryan, did you write that down? +20 tokens!"* Use your physical tokens to award kids as you
 - interact with kids more personally throughout the night.
- **Play into the Hype:** Emphasize the excitement of earning tokens! Reward tokens to recognize and celebrate behaviors you want to see repeated.
 - Be specific as you award tokens so kids can confidently repeat their positive actions. Ex: Great worship participation, getting silent immediately, attentively listening, repeating the Memory Verse, etc.
 - *"Did you hear the way they sang? What a powerful reminder. Let's add 10 tokens!"*
- **Overall Token Goal:** Kids will work together to reach an Overall Token Goal (please know your campus goal!) and receive a celebration on the last night of VBS!
 - Although the goal is collective, you can still award tokens by crews, to "this side of the room", to "all the preschool kids", etc.
- **Give 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!
 - Use short phrases like "Everybody say: Way to Go, Friends!" to help kids celebrate receiving tokens, but to also stay on track. We want to minimize the "screaming cheering" as we transition through elements of large group.
- **Pick Up Tokens:** Replenish your stash of tokens by visiting the volunteer check-in area.
Token Collection: Kids can turn in their tokens during rotations, but they'll all be brought to the large group bucket at closing so we can update our goal progress each night!

There will be slides that will be updated nightly with the Token and Missions amounts. Please create this plan with your Production Team and communicate nightly on the plan for announcing progress.

Have a GREAT Week!

- **Have Fun and Lead with Joy:** Enjoy your time just as much as the kids as God fuels you!
- **Devotions:** Read the Leader Devotions to personally connect with the nightly lessons.
- **Fuel Yourself:** Let your "why" motivate you during challenging moments.
- **Pray:** Ask God for wisdom, energy, and the right heart as you lead. Pray that He will specifically use you - your time, effort and energy - for His glory!

LARGE GROUP SCHEDULE

Opening Session:

5:45 - 6:00 Crew Leader Connection

6:00 - 6:10 Jump Start

6:10 - 6:40 Opening Assembly

6:08 Countdown

6:10 HOST

Welcome

6:15 Worship (2 songs)

6:25 Bible Story- HOST(s)

6:30 Worship (1 song)

6:35 Preschool Dismissal

6:35 Missions Highlight

6:40 Prayer/Dismissal

6:45-7:50 Rotations

Closing Session:

7:50-8:00 Mini Jumpstart 8:00-

8:15 Closing Session

8:00-8:05 Recap

8:05-8:10 Offering Update

8:10-8:15 Worship (1 song)

8:15 Prayer/Dismissal



JOURNEY THROUGH THE QUEST!



"JESUS IS THE WAY AND THE TRUTH AND THE LIFE."

Theme Verse:

"Jesus answered, 'I am the way and the truth and the life.'" John 14:6

HOST 1 - The accidental finalist with no training. S/he got in because they found a Golden Invitation in a box of "Holy-O's" cereal. S/he represents the heart of someone who simply says "yes" to Jesus' invitation without having all the answers. Names: Rookie, Alex, Ace, Scout

HOST 2 - A "Professional Quest Gamer" who has earned his way to the final round of the Kingdom Quest. S/he has won 32 regional matches, studied the "Strategy Guide" (Bible) like a textbook, and uses worship like a "power up". S/he represents the struggle of trying to earn their way into the Kingdom. Names: Champ, Jordan, Sterling, Max

Day 1 - CALLED

Bible Story: Jesus calls His disciples. (Luke 5:1-11)

Bottom Line: Jesus invites us to follow Him.

Key Question: "Who is Jesus?"

- **Skit:** HOST 1 and 2 are about to begin playing Kingdom Quest. HOST 2 is surprised to find himself paired with HOST 1 who literally "cereal-boxed" his way into the finale. While HOST 2 uses his expert stats to try to win "The Knight's Treasure" Challenge, they fail because they try to bring too much stuff with them. By looking at how Jesus called the fisherman to leave their nets behind, the duo discovers that in this game, you don't have to be an expert; you just have to say "yes" to the King's call.
- **Stage:** 15-20 items are scattered around the perimeter of the stage to be used for the challenge. Chess pieces can be anywhere on stage, with the Knight piece the focal piece to the left of the board.

Day 2 - FAITH

Bible Story: Jesus walks on water. (Matthew 14:22-33)

Bottom Line: Jesus helps us trust Him.

Key Question: "Why can I trust Jesus?"

- **Skit:** The characters face "The Drawbridge" Challenge, a water level. HOST 2 thinks that if they worship together, God will give them a win. When they lose another life, HOST 1 is paralyzed by fear. They dive into the Strategy Guide to see Peter sinking in the waves and realize that trust is about keeping your eyes on the King, even when the wind and waves are scary.
- **Stage:** blue fabric inside of the game square to represent water, wooden plank or stepping stone across the water. Queen piece is the focal game piece on the left of the game square.



JOURNEY THROUGH THE QUEST!



Day 3 - SAVED

Bible Story: Jesus' Crucifixion and Resurrection. (Luke 23:32-45, 55-56)

Bottom Line: Because of Jesus, I am saved.

Key Question: "What's the greatest thing anyone has ever done for me?"

- **Skit:** The team faces The Impossible Gap challenge. They are down to their last life when HOST 2 tries his "Super Jump" and fails. It's officially GAME OVER for them with 0 hearts. In the silence of their defeat, they realize that no amount of lunges or strategy could ever bridge the gap to the Kingdom. They discover the story of the thief on the cross and realize Jesus paid the entry fee for them. The Cross becomes the bridge, and they enter the Kingdom not by their work, but by His grace.
- **Stage:** Large hula hoops on either side of game square. King game piece is focal. a large cross is propped up so that it is visible, but not the focus.

Day 4 - SENT

Bible Story: We are promised the Holy Spirit. (Acts 1:2-8)

Bottom Line: The Holy Spirit helps us share about Jesus

Key Question: "How can I share about Jesus?"

Skit: The "Quest" has been won, but the mission has just begun. Inside the gate, the duo finds thousands of Golden Invitations. HOST 2 is nervous because he's great at playing the game, but he's terrified of talking to "real people" about the King. They learn that the King didn't leave them alone; He gave them a "Power-Up" that lives inside them: The Holy Spirit. They realize they have a role to play in inviting others to the Kingdom of God.

Stage: Game button and cube are gone from pedestals. One pedestal has a chest that is filled with "Golden Invitations."

COSTUME SUGGESTIONS:

HOST 1: Unprepared, everyday kid, "I just showed up." T-shirt and athletic shorts or jeans

- Crocs or slide on shoes, baseball cap
- Backpack (slightly overstuffed or random items sticking out)
- Holding cereal box and golden ticket

HOST 2: Prepared, serious, slightly overconfident

- Basic knight helmet or headpiece
- Cape
- Athletic outfit underneath
- Tennis shoes/hiking boots
- Utility belt or fanny pack with "gear"
- Smart Watch