**Mission to Mars**

**Object**
Voyagers will reinforce the Bible story as they run an obstacle course.

**Preparation**
Make sure the recreation area is safe and ready for play. Use cones or tape to create a Start and Finish line. Place space dress-up items for each team into different baskets at the Start line.

**Let’s Play!**

**SAY SOMETHING LIKE:** Astronauts face many obstacles as they travel through space. In this game, we’ll overcome obstacles to travel to Mars and Beyond!

1. Divide your group into teams. Ask each team to line up behind a basket at the Start line.
2. On your signal, the first Voyager on each team must put on the space dress-up items. He/she then carries the basket (called their spaceship) to the Finish line, removes the dress-up items, puts them back into the spaceship, and runs back to the Start line.
3. Back at the Start line, the Voyager hands the spaceship to the next player, who repeats the process.
4. First team to have all Voyagers complete the relay wins.

**Bible Tie-in**
ASK:
1. What kinds of obstacles do you think astronauts face in space?
2. What obstacles did Daniel face in our Bible story?

Daniel faced many difficult obstacles in our Bible story. Daniel put his faith in God to overcome his all of them, and to save him from the lions’ den.

**Bible Story**
Daniel Trusts God in the Lions’ Den
Daniel 6

**Power Launcher**
Go Beyond with Faith!

**Vector Verse**
Glory to God, who is able to do far beyond all that we could ask or imagine by his power at work within us! - Ephesians 3:20 (CEB)

**Materials**
- Leader Vests, VBS T-shirts, Galaxy Glasses, and other space-related dress-up items/gear
- 1 basket per team
- Painter’s tape or cones

**Intensity Level—High**
**Planet Finder**

**Object**
Voyagers will reinforce the Power Launcher while playing a trust game.

**Preparation**
Make sure the recreation area is safe and ready for play. Spread planets out on the play area.

**Let’s Play!**
SAY SOMETHING LIKE: We have eight planets in our solar system: Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, and Neptune (point to each planet as you say the names). We’re going to travel to all of these planets...but we’ll need to listen and trust each other to get there!

1. Invite Voyagers to sit just outside the designated play area.
2. Invite a volunteer Voyager to come up and wear a blindfold.
3. Give the Voyager directions to the first planet. For example, “Take two tiny steps forward,” or “Turn a little...No, turn the other way,” and so forth.
4. Once the Voyager successfully arrives at the planet, remove the blindfold so he/she can see which planet it is.
5. Repeat with other Voyagers and continue play until all who want a turn get one.

**Bible Tie-in**
ASK:
1. What was it like to have to follow directions blindly? What was it like to be the one giving directions to someone else? Which did you prefer and why?
2. Have you ever had to trust God when you didn’t know what was going to happen? What can you share about that?

Having faith in God means trusting God even if you’re not sure what’s going to happen. Daniel had to trust God to save him, even when it seemed impossible. Let’s say our Power Launcher together: (with Voyagers) Go Beyond with Faith!

**Bible Story**
Daniel Trusts God in the Lions’ Den
Daniel 6

**Power Launcher**
Go Beyond with Faith!

**Vector Verse**
Glory to God, who is able to do far beyond all that we could ask or imagine by his power at work within us!
-Ephesians 3:20 (CEB)

**Materials**
- 8 sheets of poster board cut into circles to represent the planets
- Blindfolds

**Test Church Tip**
This game was a favorite among our test churches!
**Intensity Level—Low**

**Giants, Suns, & Pulsars**

**Object**
Voyagers will reinforce the Vector Verse as they play a variation of “Rock, Paper, Scissors.”

**Preparation**
Make sure the recreation area is safe and ready for play.

**Let’s Play!**
SAY SOMETHING LIKE: In the universe, there are lots of stars of various sizes. Invite Voyagers to practice these motions as you demonstrate them:

- **Red Giants** (stand on tiptoes and put arms over head in a circle) are massive. The largest star we know of is 2600 times bigger than our sun!
- **Yellow Suns like ours** (stand with hands on hips) are average in size.
- **Pulsars** (squat down into a ball) are small rotating neutron stars.

1. Divide Voyagers into two teams. Each team must decide what kind of star to be in unison: a giant, a sun, or a pulsar.
2. When you say “Go!” teams face each other and make the motion of the chosen star:
   - Giants beat Suns because of their greater size.
   - Suns beat Pulsars because of their greater mass.
   - Pulsars beat Giants because of their greater heat.

3. Whichever team wins a round is allowed to take a number of players from the other side. Determine how many players will be given based on the size of your teams.
4. Play multiple rounds as time and interest allow.

**Bible Tie-in**
ASK:

1. Just as with the types of stars in our game, people are sometimes thought of as being greater than others. In our Bible story today, between the chief officers, King Darius, and Daniel, who was considered the greatest?
2. What about between King Darius and God; who is the greatest?

God is more powerful than anything else in our universe...and God’s power is at work in us! Let’s say our Vector Verse together: (with Voyagers) Glory to God, who is able to do far beyond all that we could ask or imagine by his power at work within us!
Space Race

Preparation
1. Make sure the recreation area is safe and ready for play.
2. Divide pool noodles in half, one half for each team.
3. Use tape or cones to create a Start line and a Finish line.

Let's Play!
SAY: Let’s have a space relay race!
1. Divide Voyagers into teams.
2. Voyagers begin at the Start line. On your signal, the first Voyager of each team will try to move the Inflatable Logo Ball with the pool noodle to the Finish line and back.
3. Voyagers then pass the pool noodle to the next one in line.
4. As they play, encourage the Voyagers in line to cheer for the ones pushing the ball.
5. Continue playing until all Voyagers have had a turn. First team to complete the relay wins!

Bible Tie-in
ASK:
1. How did you feel when you played with your team?
2. Which did you like better: pushing the ball to the lines or cheering for your teammates?

Say something like: Whenever we play with a team, we trust them to help us. Daniel trusted God to help him in the lions’ den, and God did!

Roar!

Preparation
Make sure the recreation area is safe and ready for play.

Let's Play!
SAY: Let’s play a game where we make fun animal noises.
1. Divide the group into pairs.
2. Assign each pair an animal sound. (Make sure one pair is assigned a lion.) Ask the pairs to repeat their animal sounds for the group.
3. Have Voyagers spread out all over the large space.
4. When you say, “Go Beyond with Faith,” Voyagers move to the middle of the room and turn away from one another. When you say, “To Mars and Beyond,” Voyagers make their animal sounds. Next, Voyagers find their partners making the same sound. Voyagers stay with their partners until all pairs meet.
5. Optional: Play the VBS song, “Even When the Lions Roar” and dance and sing together.

Bible Tie-in
ASK:
1. How did it feel to act out these sounds? Have everyone make a lion sound.
2. Say something like: In our Bible lesson today, we heard a story about Daniel in the lions’ den. Daniel trusted God to help him in the lions’ den, and God did!