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SPECIAL NEEDS
CLASSROOM LEADER

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**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**

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<td>• Build-a-Robot Snacks</td>
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<td>• Crispy Space Shapes</td>
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<td>• Emmaus Relay Race</td>
<td>• Friendly Trail Mix</td>
<td>• Prayers of Hope</td>
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<td>• STEM Space Landers</td>
<td>• Asteroid Clean-Up!</td>
<td>• Friendship Fruit Salad</td>
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<tr>
<td><strong>BONUS:</strong></td>
<td>• Alien Translation</td>
<td>• OOTW Brownies</td>
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<tr>
<td>Lava “Lamps”</td>
<td></td>
<td>• Watermelon Space Cakes</td>
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</tbody>
</table>
Plan Ahead!
Prepare for and practice each session’s activities in advance with your team. Feel free to adapt any activities as best fits your group, space, and time allotment. We know that every church/program is unique, so make each session your own—and have fun with it!

Prepare to Blast Off!
Dress the part, Special Needs Leader! Have fun dressing up as an adventurous Mission Commander by including:
- your To Mars and Beyond VBS T-shirt with some long shorts or jeans and space boots
- a To Mars and Beyond Leader Vest and Galaxy Glasses

Choose a Group Name!
Coordinate theme-related Special Needs Voyager group names with your VBS Director. See the Director Guide book for ideas!

Gather Supplies Early!
Start collecting the following items as soon as possible. Get your congregation involved by publicizing a list of supplies they can donate!
- Bible Story Poster Pak
- Complete Music CD or mp3 tracks and player
- Stay-Put Stickers, Foil Stickers, Craft Theme Stickers, and Bible Story Activity Stickers
- Preschool/Kindergarten Student books and Younger Voyager Reproducible Fun Pages
- classroom basics: markers, construction paper, masking tape, tarps, towels, paper plates, etc.
**VBS Special Needs Considerations**
*(attach to your VBS Registration Form)*

Child's Name:_____________________________________________________________________________________

1. How does your child best communicate his/her needs? ________________________________________________

2. How does your child communicate when she or he does not want something? ______________________

3. What are your child's strengths? _________________________________________________________________

4. What are your child's challenges? ________________________________________________________________

5. What does your child like to do? _________________________________________________________________

6. How does your child socialize/make friends? _____________________________________________________

7. Are there any aggressive/inappropriate behaviors we should know about? __________________________

8. Are there any triggers of inappropriate behaviors? ________________________________________________

9. What are some things that help hold your child's attention? ________________________________________

10. Does your child have any dietary or environmental issues we should be aware of? _________________

11. Does your child have physical limitations? If so, briefly describe:________________________________

12. Are there medical issues we need to be aware of (seizures, diabetes, medications)? ________________

13. What are some ways we can help your child learn about God's love? ______________________________

14. Is there anything else you would like for us to know? ____________________________________________
Planning for Special Needs Voyagers

Decide which format is a better fit for your Special Needs Voyagers and Leaders, or offer a blended format that combines elements from both models, as best suits your ministry!

Self-Contained VBS

In a self-contained VBS, Voyagers stay in one dedicated room/area for all activities. This book provides the resources and tools you need for a self-contained VBS, but you may also find helpful alternatives in the elementary age level station leader books.

Here is one possible schedule you could use:

<table>
<thead>
<tr>
<th>Activity</th>
<th>Suggested Times (in minutes)</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Two hours</td>
</tr>
<tr>
<td>Bible Beginnings</td>
<td>15</td>
</tr>
<tr>
<td>Gathering Time with Romper</td>
<td>10</td>
</tr>
<tr>
<td>Music Time</td>
<td>10</td>
</tr>
<tr>
<td>Bible Story</td>
<td>15</td>
</tr>
<tr>
<td>Science Time</td>
<td>15</td>
</tr>
<tr>
<td>Craft Time</td>
<td>15</td>
</tr>
<tr>
<td>Recreation Time</td>
<td>15</td>
</tr>
<tr>
<td>Snack Time/Missions</td>
<td>15</td>
</tr>
<tr>
<td>Music Time</td>
<td>15</td>
</tr>
<tr>
<td>Reflection Time</td>
<td>10</td>
</tr>
</tbody>
</table>

Benefits of a Self-Contained VBS

1. The classroom is structured to minimize distraction and increase individual attention.

2. Your Voyagers will get to know and bond with a fewer number of teachers, rather than constantly adjusting to changing teachers and classroom settings.

Rotation Model VBS

In a rotation model VBS, Special Needs move to different areas for each activity. Your Voyagers may rotate to the same centers as the elementary Voyagers, with some age-appropriate adaptations that can be found in this or other elementary age level station leader books.

Here is one possible schedule you could use:

<table>
<thead>
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<th>Activity</th>
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<tr>
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<td>Music Time</td>
<td>15</td>
</tr>
<tr>
<td>Reflection Time</td>
<td>10</td>
</tr>
</tbody>
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Benefits of a Rotation Model VBS

1. Changing classrooms/stations helps to provide a fresh environment for each subject.

2. Your teachers and volunteers will be able to dive more deeply into each subject/station, and will benefit from short breaks between groups.
What to Expect in Special Needs
Activities and Stations

Bible Beginnings
Welcome your Voyagers into the classroom with “Space Station” (to get into the theme), “Exploration Station” (to learn new things), “Voyager Manipulatives” (to get focused), and “Bible Station” (to begin the Bible story).

Gathering Time
Capture your Voyagers’ attention with these playful dialogue scripts between EP3-20 and Mission Commander, designed to introduce the session themes and review key learnings.

Music Time
Use the power of music on the To Mars and Beyond Complete Music CD or mp3 tracks to help Voyagers absorb key learnings. (See the FREE Resources at CokesburyVBS.com for motions and lyrics to songs.)

Mission
See the Mission Leader guide (now in the FREE Resources at CokesburyVBS.com!) for age-appropriate mission activities.

Bible Story
Incorporate your choice of ideas from “Experience the Bible Story,” “Tell the Bible Story,” and “Respond to the Bible Story” to immerse your Voyagers in the lessons.

Recreation
Reinforce each session’s key learnings with one of God’s greatest gifts to us: Play time!

Craft Time
Create meaningful reminders of VBS time and lessons with these age-appropriate craft ideas.

Science Time
Explore the wonders of creation and reinforce key learnings with these easy-to-follow science experiments!

Reflection Time
Help Voyagers process, absorb, and apply all that they’ve discovered through closing activities and prayer.

Snack Time
See the Snack Leader guide (now in the FREE Resources at CokesburyVBS.com!) for fun recipes and ideas.
Decorating Your Special Needs Station

Unleash your creativity to design a classroom environment that sets the mood for adventure! Your space—whether indoor or outdoor—is a blank canvas waiting to be filled, so let’s get started!

Ready-to-Use Decorating Tools!

- Decorating Poster Pak
- Bible Story Poster Pak
- Power Launcher Decorating Mobiles
- Decorating Transparencies (found on the Decorating and Publicity CD-ROM)
- To Mars and Beyond Decorating Mural and Decorating Mural Extensions
- Spacecraft and Galaxy Wall Coverings
- Large Logo Poster
- Silver Foil Decorating Curtain
- Cosmic Star Garland
- Fiber Optic Galaxy Lights
- Decorating Luminaries
- Scripture Treasures—Mission Badge Lanyard

Special Needs Station Setup To-Do List

1. Decorate your area door to call attention to your entrance and make it easy for Voyagers and families to find.

2. Create an atmosphere of adventure by hanging Power Launcher and Vector Verse Decorating Posters.

3. Hang Power Launcher Decorating Mobiles at eye-catching levels.

4. See the To Mars and Beyond Decorating Guide and/or Decorating and Publicity CD-ROM for more ideas and resources!

Connect with us online for more VBS ideas and tools!
Special Needs Accommodations

Room accommodations can make all the difference for Special Needs Voyagers as they navigate stimuli and transitions. Set aside a whole classroom or create a “break room” where Voyagers can go when they need a moment to themselves. Usually, some combination of the two will be most successful.

Accessibility

Ensure that your classroom/facility meets all ADA Standards for Accessible Design so that students may enter and function as comfortably as possible.

Lighting

Fluorescent lights can be harsh and overstimulating; use gentle ambient lighting instead, such as floor and table lamps. Drape with scarves or other non-flammable fabric over the lamps, if it helps!

Seating

Bean bags, cushions, pillows, carpet squares, or even placemats arranged in a circle provide visual boundaries for sitting.

Sound

Routine noises can distress those with sensory issues. Keep earplugs and/or headphones on hand, as well as a small fan for white noise and a music player with calming instrumental music.

Sensory Play Table

A large bin or table of dried rice, beans, bubbles, non-toxic shaving cream, or packing peanuts can be very soothing for play time.

Fidgets

A tool box of “fidgets” such as pillows, stuffed toys, weighted balls, hand-held vibrating toys, mouth toys, and other tactile playthings can help to occupy hands while listening to Bible stories or Gathering Time.

Built-In Flexibility!

The behaviors of Special Needs Voyagers can be contradictory and confusing to typical learners. Your Voyager may appear to be angry or misbehaving when they are actually trying to communicate fear or being overwhelmed. Help your Voyagers know God’s love and feel understood by using patience, diversions, and flexibility to adapt as needed.
Thank you, Buddy!
All children need to experience the love of Jesus Christ through caring adults and teens. **As a Special Needs Buddy, you have a unique opportunity to show God's love to students who often feel overlooked and misunderstood.** Thank you for volunteering to embrace these children and help include them in the fantastic fun of VBS!

Inclusion or Classroom?
Inclusion enables special needs students to experience VBS alongside their peers in regular classrooms. If you are a VBS Buddy in an inclusion setting, think of yourself as an interpreter between your Voyager and his/her classmates. Help your Voyager participate appropriately, but also help the other students get to know and understand your Voyager and his/her behaviors and needs.

Self-contained classrooms can be helpful when there is a large number of Voyagers with special needs, or when the need for environmental adaptations is prohibitive for regular classrooms. If you are a Buddy in a special needs classroom, be sure not only to help your Voyager participate, but also to be sensitive to the needs of other Voyagers.

Speak the Language
Mastering a few key phrases, techniques, and pleasant tones can greatly improve your ability to communicate with Special Needs Voyagers. Here are a few particularly effective strategies:

1. **Child-First Language:** When speaking about your Special Needs Voyager, always use the phrase “a child with Autism,” not “an autistic kid.” This helps to **put the focus on the individual rather than on the disability.**

2. It can be offensive to use “baby talk” with a special needs person. **Always speak age-appropriately to your Voyager,** using simple terms and short sentences if needed.

3. **Give specific instructions instead of appealing to reason or logic.** A friendly, “Go to the snack table, please” is much easier to process and more effective than “It’s time for snacks!” or “Don’t you want a cookie?”

4. **Use “First/Then” language to help with transitions and non-preferred activities.** Example: “First, we are going to the crafts station; then, we’ll get a snack.”

5. **Give time limit warnings to help with transitions as well.** (Example: “5 more minutes and then we are going to put our crafts away for snack time!”) This help kids with sensory disorders and intense need for structure to prepare themselves for the change.

6. For students with language impairments, learn a few sign language phrases to help with communication. Look up and learn the phrases:
   - “all done” “go”
   - “stop” “potty”
   - “eat” “please”
   - “want” “thank you”
Be Prepared!

Load up with these tools to help your Special Needs Voyager conquer any challenges she/he may face during VBS!

1. **“Fidgets”** (comforting items to hold while transitioning or sitting quietly). Good examples include small vibrating toys, koosh balls, squeeze or stretchy toys, or anything with an interesting texture that is not small enough to swallow.

2. **Hand-over-hand assistance** (guiding a student’s hands so he/she may complete a craft or song motion successfully). Be sure your Voyager is comfortable with this; don’t insist!

3. **Noise reduction headphones and/or ear plugs** for loud situations or music time.

4. **Visual schedules** (a layout of each day’s activities with fun images) to help students prepare for what’s next. This can make a world of difference when it comes to transitions!

5. If a student is mobility impaired, please get **detailed info from parents/families about transfers** in and out of wheelchairs or walkers. Many students are not safe or sufficiently independent to do this without assistance.

6. A **“Break” Space** (a room, corner, or other secluded space where Voyagers may go to take a break from stimulation and reset)

7. **Flexibility is key!** The behaviors of Special Needs Voyagers can be easily misinterpreted by others. Your Voyager may appear to be playing or distracted when they are actually listening actively. Allow your Voyager to experience and worship God in his/her own unique way!

Know the Difference

**Autism** is an increasingly prevalent variation in brain function resulting in difficulties with social interaction, sensory processing, and communication. Autism symptoms are unique to each individual, but some common ones include: repetitive speech, sounds, or movements; listening masked by fidgeting or playing; difficulty with transitions; and intense need for routine/structure.

**Cerebral palsy (CP)** occurs as a result of brain injury at or before birth. It can be accompanied by developmental delays, paraplegia (paralysis or underdevelopment in the legs), quadriplegia (underdevelopment in all four limbs), spastic (overly tight) muscles, hypotonia (loose or low muscle tone), or chorea (jerky, uncontrolled movements).

**Developmental delays** accompany many neurological disabilities or differences and can occur in speech, motor skills, emotional development, cognition, or a combination of the above. It’s important to set expectations for these children with respect to their own developmental stages rather than their appearance and their peers’ abilities.

**Down Syndrome** is a genetic condition typically characterized by smaller stature, low muscle tone, and developmental delays. These kids may have trouble with some fine and gross motor skills, but are usually excited to participate.

**Sensory processing disorders (SPDs)** can be present independently or as a symptom of a diagnosis. SPDs can cause oversensitivity to sounds, smells, lights, or movement, and children who are easily overwhelmed by seemingly harmless things like large gatherings, messy or dirty skin, clothing textures, and certain foods. SPDs can also manifest as under-responsiveness and a craving for sensory input. These children tend to seek movement and messy play, and may be unaware of mess on their hands or of you talking to them.
VBS for Voyagers with Special Needs
Director Tips and Checklist

All Voyagers are welcome!
Regardless of limitations, Voyagers need to experience the love of Jesus through caring adults. God created each of us with a variety of abilities that leaders need to take into consideration when planning VBS.

Besides more obvious physical and communication challenges, you may have Voyagers who need extra structure, require adaptations in their physical environment, or just have a difficult time relating to others. A few simple steps and modifications can make all the difference in helping Voyagers with disabilities to feel included, experience God’s love, and grow in their discipleship.

A Checklist for Directors

1. Inform families that you welcome Voyagers with special needs and disabilities. Families often feel that churches are not comfortable with or prepared for their child’s challenges.

2. Meet with each special needs Voyager’s parents or caregivers. They can provide valuable insights and suggestions concerning the specific needs for their child. Ask about:
   - the family’s experiences in church
   - the child’s interests and favorite activities
   - the child’s daily routine, allergies, medications, and any physical accommodations or special equipment requirements
   - how the child best relates to others
   - preferred coping/discipline strategies

3. Contact a special education teacher to help you understand a particular disability and for additional suggestions.

4. Communicate expectations on supporting special needs Voyagers to Station Leaders.

5. Appoint a Safe Sanctuaries-appropriate “buddy” to help with activities or provide gentle reminders on behavior. Be sure to equip him/her with a copy of the Buddy Guide (pages 10-11 and in the FREE Resources at CokesburyVBS.com)!

6. Be alert for Voyagers whose parents have not informed you about their child’s disability. Have a volunteer ready to step in and help the child or teacher as needed.

7. Provide a copy of the handout on page 71 for each of your team members to prepare them for inclusion of special needs Voyagers!
VBS for Voyagers with Special Needs

Tips and Helps for Volunteers

All Voyagers are welcome at our VBS and need to experience the love of Jesus through caring leaders and adults. Help us provide that by following these pro tips with our Special Needs friends:

Notes for All Leaders
1. Remember that Voyagers with disabilities have God-given gifts to share with us all!
2. Generate an atmosphere of love and respect, and present a positive attitude toward all Voyagers.
3. Use multiple teaching methods provided in each session to engage all of the Voyagers’ senses.
4. Overlook harmless behaviors. Stay calm when you face a behavior you don’t understand, and consult your Director if you need help.
5. Keep directions simple by giving one at a time.
6. Announce a five-minute warning before the end of all activities to facilitate smooth transitions.

Craft Leaders
1. Allow extra time for special needs Voyagers to complete their projects. Have an extra project on hand for Voyagers who finish quickly (easy options available in our Reproducible Fun Pages!).
2. Provide additional assistance with cutting, and other tasks as needed for each craft.
3. Foster independence by allowing Voyagers to complete as many tasks as possible on their own.
4. Prepare a volunteer to provide one-on-one guidance when needed.
5. For Voyagers with visual impairments, have craft materials with a variety of textures available.

Music Leaders
1. Provide copies of the Take-Home CD to Voyagers to help them learn the songs at home.
2. Teach each song’s sign language and motions as you go to keep everyone engaged.
3. Use PowerPoint® slides from the Complete Music CD during all music times. When needed, provide words of the song in large print or braille.

Science Leaders
1. Display a visual, step-by-step guide illustrating the procedure for each experiment.
2. Allow Voyagers to work at their own pace.
3. Encourage other Voyagers to help them as needed.
4. Announce a five-minute warning before the end of an activity to facilitate smooth transitions.

Snack Leaders
1. Keep extra snack supplies on hand in case of spills or other accidents.
2. Ask your Director if any Voyagers have food allergies, sensitivities, or other dietary restrictions.
3. Have snack alternatives on hand.
4. Be sure to read lists of ingredients carefully; food substances that cause reactions can be present in common foods.
5. Voyagers with food allergies often feel left out or treated as an “inconvenience” during snack times. Being attentive to Voyagers’ dietary needs shows them that they are valued. To Voyagers with a gluten intolerance, a cookie they can eat is not just a fun snack, but tangible evidence that they are known, loved, and welcomed!
Bible Beginnings

Space Station

Invite Voyagers to build a starship with boxes, including a walkway so passengers can walk onto the ship. Add age-appropriate action figures to represent passengers and astronauts.

Exploration Station

Show Voyagers pictures of the solar system. Talk about the shape of the planets. Point out the planet Mars. Encourage Voyagers to mold the clay into shapes that resemble the planets. Teach them the Power Launcher for this session: Go Beyond with Faith!

Manipulatives Station

During each session, select one or two of these items as options for Voyagers to use:
- To Mars and Beyond Space Mission Matching Game
- wooden or foam puzzles
- large floor puzzles
- lacing cards
- plastic interlocking blocks

Bible Station

Drape a large blanket over a table or between two chairs to create a den. Have Voyagers sit in an open area of the room. Tell the Voyagers they will discover a Bible story about a man named Daniel and some lions.

SAY: The lions in our story were in a den or pit. When I call your name, pretend you are a lion and go into the lions’ den. Encourage the Voyagers to roar like lions while in the pretend den.

In our Bible story, you will hear how the king had Daniel put in a den with lions. He made this decision because Daniel would only pray to God and not to the king. Daniel was brave and had faith in God. God did take care of Daniel.

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

Space Station
- sturdy cardboard boxes
- plastic people figurines

Exploration Station
- soft clay
- pictures of the solar system
- wax paper
- optional: plastic tools and/or space shapes

Bible Station
- two chairs or table
- blanket
Gathering Time with EP3-20

Mission Commander: Hello, Voyagers! My name is _____ and I will be your Mission Commander here at To Mars and Beyond VBS! This is my robot friend, EP3-20. (Encourage Voyagers to wave/say, “Hi!” to EP3-20.)

EP3-20: (waves) Hi! I can’t wait to go with you To Mars and Beyond!

Mission Commander: Me too, EP3-20. That’s right; we’re going to Mars, that small red planet way out in space. Raise your hand if this is your first time on Mars. (Allow Voyagers to respond.) Wow, that’s a lot of you! EP3-20, let’s get our biggest spaceship ready to travel.

EP3-20: Roger that, Commander! (turns to go)

Mission Commander: Wait, EP3-20! Before you go, can you please tell our Voyagers what your name means?

EP3-20: Of course! (to Voyagers) I love to talk about my name because it comes from the Bible verse we use in everything we do at To Mars and Beyond. The verse is from the New Testament, Ephesians 3:20. So I’m EP for the book named Ephesians, and 3-20 for the numbers of the verse. Get it?!

Mission Commander: That’s right! We call it our Vector Verse. It says, “Glory to God, who is able to do far beyond all that we could ask or imagine by his power at work within us!” Let’s practice saying our Vector Verse together. (Practice in small phrases at a time, multiple times, if desired.) Well done, everyone! Now let’s get ready to go to Mars and beyond...

EP3-20: ...beyond with faith!

Mission Commander: Good reminder, EP3-20. Every time we get together, we have a new Power Launcher phrase to help launch us to Mars and beyond. This time, our Power Launcher is Go Beyond with Faith! Voyagers, say that with me, please. (See Teacher Tip.)

EP3-20: That was fun; let’s say it again!

Music Time

Preparation
1. Select the number of songs and activities you feel will best meet your needs for the time span.
2. Gather the necessary items to create the maracas or use simple rhythm instruments.
3. Play To Mars and Beyond VBS music as Voyagers enter and exit music time.
4. Wash and dry all the soda bottles before the session.

Rhythm Activity
Direct Voyagers to stand in a circle.

SAY: To help us discover each other’s names, we’re going to stomp out the beats of our names. Let’s practice by stomping out the word MARS. (with Voyagers, one stomp) Now let’s stomp out the word BEYOND. (with Voyagers, two stomps)

Some of our names will be short, some long. Let’s see if any of our names have a similar pattern!

Go around the circle, giving everyone (including teachers) an opportunity to say their names and stomp out the syllables. SAY: __________ is here today! Go Beyond with Faith!

Session Songs
1. “On Our Way to Mars and Beyond”
2. “Even When the Lions Roar”
3. “Music for My Lord”

Music Activity
Making Maracas

Help the Voyagers make maracas for Music Time activities.

1. Place filling items on different paper plates.
2. Give each Voyager an empty, clean soda bottle (consider labeling these in advance with their names).
3. Demonstrate for Voyagers how to add items into their bottles.
4. Assist them to secure the caps on the bottles.
5. Add colorful duct tape to secure the cap in place.
6. Invite Voyagers to decorate the outsides of their bottles with Stay-Put Stickers.

Invite Voyagers to use their new maracas while they sing and dance to the VBS tracks.

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)
Experience the Bible Story

Transition
Invite Voyagers to stop their current activity and prepare for the Bible story by joining in this action rhyme.

Climb aboard, Voyagers. (Pretend to climb.)

We’re going beyond Mars! (Point up and away.)

Our spaceship will be flying (Pretend to fly.) way up among the stars. (Hold arms up and wiggle fingers.)

As we go, we’ll hear a story (Cup hands around ear.)

of God’s love and power. (Cross hands over heart; make a muscle arm.)

So, let’s start the countdown, (Hold up ten fingers.) right this very hour. (Squat down.)

10, 9, 8, 7, 6, 5, 4, 3, 2, 1. (Count together.)

Blast off! (Jump up high.)

What Do You See?
Show Voyagers the Session 1 Bible Story Poster before and after the telling of the Bible story.

Voyagers, Voyagers, what do you see? I see_______, that’s what I see. (Invite each Voyager to complete the phrase, saying something they notice in the Bible story image.)

Get Ready!
Who has been to the zoo? What animals do you see at the zoo? (Allow Voyagers to respond.)

Let’s pretend to be some of the animals in the zoo. Let’s all be monkeys. (Pretend to be monkeys.)

How do monkeys sound? (Encourage Voyagers to make monkey sounds.)

Now let’s be elephants. (Pretend to be elephants.) How do elephants sound? (Encourage Voyagers to make trumpet sounds like elephants.)

Now let’s be lions. (Pretend to be lions.) How do lions sound? (Encourage Voyagers to roar like lions.)

Wow! Those lions sound scary! We’ll hear more about lions in our Bible story. Now it’s time for all the animals to be quiet and listen.

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
What Do You See? Bible Story Poster Pak
Tell the Bible Story

Open the Bible to the Book of Daniel and show your Voyagers where to find the Bible story. Place the Bible in your lap or on the table as you tell the story.

Our Bible story is about a man named Daniel. Daniel went beyond with faith! The story is in the Book of Daniel in the Old Testament.

I’ll need your help telling the story. There are very hungry lions in this story. Each time you hear the word lion, roar like a lion. (Practice.)

Daniel loved God. He showed his faith in God by praying to God three times a day. 1, 2, 3. (Hold up fingers as you count, and encourage Voyagers to count with you.) Daniel was one of the king’s helpers. Daniel worked very hard for the king, so the king put Daniel in charge of all the king’s helpers.

Some of the king’s helpers were jealous of Daniel, so they made a plan to get rid of him. They tricked the king into making a new rule that everyone had to pray to the king, not to God. Anyone who did not pray to the king would be thrown into a den with very hungry LIONS.

“I like the king,” said Daniel. “But I must pray to God, not the king.” So Daniel continued to show his faith by praying to God three times a day.

The helpers saw Daniel pray to God. They ran to tell the king. “Daniel has broken your new rule. Now he must be thrown into a den with very hungry LIONS.” The king was very sad. He did not want to hurt Daniel, but even the king had to obey the new rule.

“I pray that your God will take care of you, Daniel,” said the king. Then he put Daniel into a den of very hungry LIONS! The king worried about Daniel all night long. Daniel was frightened, but had faith in God. He prayed to God to keep him safe.

The next morning, the king hurried to the den of very hungry LIONS. “Daniel, are you all right?” shouted the king. “Yes,” answered Daniel. “I’m safe. God closed the mouths of the very hungry LIONS.”

“I'm so glad you're safe!” said the king. “I will make a new rule. Everyone will pray to your amazing God.” So Daniel continued to show his faith by praying to God three times a day.

Think about it...

Who kept Daniel safe among the lions? How do you think you would have felt if you were Daniel?
Respond to the Bible Story

Response Prayer

Thank you, God, for the story of Daniel. Thank you for all of the amazing ways you help us. Amen.

Response Activity

Name several animals and ask Voyagers to move like that animal and make those animal sounds.

> SAY: Which animal did we hear about in our Bible story today? How do you think Daniel felt when he had to go into a den with hungry lions? Do you think he was happy or afraid? (Allow Voyagers to respond.)

> Show me what your face looks like when you are happy. (Allow Voyagers to respond.)

Invite the children to sing and do the motions for the song, “Even When the Lions Roar.”

> SAY: When we are afraid or when we are happy, we can have faith in God. We can Go Beyond our fear with Faith!

Vector Verse

Show Voyagers the Vector Verse Poster. Open the Bible to Ephesians 3:20. Say the verse. (For sign language motions and directions, see the Free Resources section at cokesburyvbs.com.)

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

Vector Verse
» Activity Center Signs
» Complete Music CD
» Bible

Teacher Tip

If needed, shorten the verse to use with your Voyagers, or teach it to them a little at a time, adding to it each day!
Recreation

Space Race

Preparation
1. Make sure the recreation area is safe and ready for play.
2. Divide a pool noodle evenly into two sections.
3. Use masking tape to indicate a start line and a finish line.

Let’s Play!
Say: Let’s have a relay race and call it a Space Race!
1. Divide Voyagers into two teams or groups.
2. Voyagers will begin at the starting line. The aim of this activity is for the children to move the ball with the pool noodle to the finish line.
3. Once the children reach the finish line, they run back to the starting line and pass the pool noodle off to the child next in line. Leaders will have another ball ready for the next Voyager in line.
4. Continue playing until all children have had a turn.

Bible Tie-in
Ask: How did you feel when you tried to move the ball? You had to trust that your arms and the pool noodle would move the ball.
Say something like: 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. A large space is best for this activity.

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 of Voyagers an animal sound to repeat. (Make sure one set of children repeat the sound of a lion.) Leaders need to make sure each animal has a recognizable sound. Ask the Voyagers to repeat their animal sounds.
3. Have Voyagers spread out all over the large space.
4. When the leader says, “Go Beyond with Faith,” Voyagers move to the middle of the room. Then they turn away from one another. When the leader says, “To Mars and Beyond,” Voyagers make their animal sounds. Next, Voyagers find their partners making the same animal sound. Voyagers stay with their partners until all partners have been found.

Bible Tie-in
Ask: How did it feel to act out these sounds? Have everyone make a lion sound.
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!
Bible Story Make-and-Take Craft

Lion Mask

Purpose
Voyagers will use their imaginations to create a fun lion mask to help them remember the Bible story.

Preparation
1. Cover tables with a tablecloth.
2. Pre-cut large white paper plates by cutting out the center circle.
3. Pre-cut lion ears and strips of paper for the lion’s mane.
4. Before the Voyagers arrive, use a glue gun to attach a jumbo craft stick to the back of each plate.
5. Set out supplies.

Directions

Step 1: With the help of leaders, Voyagers use an unsharpened pencil to curl the red, orange, and yellow paper strips for the lion’s mane.

Step 2: Voyagers glue the curled paper strips to the back of the paper plate so that they are sticking out from the edge. Make sure the plate is turned so that the curved side is facing up.

Step 3: Voyagers attach the Power Launcher sticker to one of the ear shapes.

Step 4: Voyagers glue on the ear shapes.

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

Materials
- To Mars and Beyond Tablecloth
- large white paper plates
- Craft Theme Stickers and Stay-Put Stickers
- construction paper (red, orange, and yellow) cut into lion ears and into 3½-by-1½ strips.
- classroom glue
- unsharpened pencils
- black markers
- scissors
- jumbo craft sticks
- glue gun (For teachers’ use only!)

Bible Tie-in
Talk about how Daniel had to have faith in God that he would be safe and that the lions would not hurt him.

What sound does a lion make? Let’s all make that noise again using our mask.

How do you think Daniel felt in that den of lions?

Now, let’s use our masks and repeat our Power Launcher. Go Beyond with Faith!
Cokesbury Craft
Robot Bank

Purpose
Voyagers will use their imaginations to create fun robot banks as they remember the Vector Verse.

Ages
Appropriate for all ages. Younger Voyagers may need extra help.

Preparation
1. Cover tables with a tablecloth.
2. Pre-cut pieces of foil to 9” x 7” for Voyagers.
3. Set out supplies.

Directions:

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
• To Mars and Beyond Tablecloth
• Robot Bank Mission Craft
• Pre-cut pieces of foil (9” x 7”)
• An assortment of items to decorate banks, such as colorful tape, stickers, glitter glue, etc.
• Washable markers, colored pencils, and/or washable crayons
• Yarn or ribbon
• Glue

Step 1: Voyagers decorate the bank as desired, using a variety of craft supplies.

Step 2: Fold the sides together.

Step 3: Glue or tape the sides in place.
Step 4: Glue or tape the wheels on the bank.

Step 5: Voyagers can collect mission monies.

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)

Bible Tie-in
While at VBS, we are discovering ways we can explore where God’s power can take us. We will find out ways we can help others in need. As we decorate this bank, we can think of ways we can help others. Our banks will equip us to be mindful of serving others.
Science Experiment
Balloon Starships

I. Observation

SAY SOMETHING LIKE: At our To Mars and Beyond VBS, we are learning how to go beyond with God. Here at the Science Station, we will always use the Scientific Method to take seemingly ordinary things and go beyond with them to make and learn extraordinary things!

ASK:
1. Have you heard of the Scientific Method before? (Briefly explain the steps; see page 5 for details if needed.)
2. (Show Voyagers the materials.) Have you seen items like these before? What do you already know about them?

II. Question & Hypothesis

Do you think we can make a starship out of balloons? If we could, how far do you think it would fly? (Optional: Tally votes by raised hands and record the numbers.) Let’s test it!

III. Experiment

Step 1: Tie string to the top of one chair (at the height of about three feet, if possible). Leave the other end loose.

Step 2: Inflate a balloon and seal the air inside by folding the neck over and clamping it shut with a binder clip.

Step 3: Keeping the balloon sealed, tape a straw to your inflated balloon. Make sure the straw and the nozzle of the balloon are parallel to each other.
Step 4: Thread the loose end of your string through the straw so the neck of the balloon is facing towards you. Pull your string taut and tie it to the same position on your second chair.

Step 5: Count down to zero, and let the starship fly! What happens? Mark the point on the string at which the balloon stopped.

Step 6: Invite Voyagers to perform the experiment themselves (divide your group into teams, if needed). Repeat steps as time allows or until each Voyager who wants a turn gets one.

Go Beyond:

1. Use a measuring tape to record your balloon starship’s circumference. Keep conducting trials using balloons inflated to progressively bigger circumferences. What happens?

2. STEM option: Provide materials such as paper, index cards, paper cone cups, etc. and invite Voyagers to see what modifications they can make to their rockets to make them go even further!

IV. Analyze & Apply

How Does it Work?

Newton’s Third Law says, “For every action there is an equal and opposite reaction.” This means that, when you push on something, it pushes back just as hard. All known spacecrafts—including our balloon starships!—work by pushing gas through their nozzles forcefully, which pushes the spacecraft in the other direction. While all of our balloons pushed air out at roughly the same speed, the bigger balloons had more “fuel,” allowing them to exert force that was stronger and/or lasted longer.

Bible Tie-In!

SAY SOMETHING LIKE: Using science to go beyond in our experience of creation helps us to learn more about God. Even the most ordinary things—balloons, air, and the sky above—become extraordinary when we look at them through the lenses of the scientific method and our faith in the Creator!
Science Activity

Naming & Sorting Animals

Observation
In our Bible story, we discovered Daniel’s trust in God even in the lions’ den. What do we already know about lions? How do they compare to other animals in creation?

Preparation
1. Cut out a circle each from the blue and green construction paper. Place the circles on the table so they overlap.
2. Cut out the overlapping section from brown construction paper. Glue the overlapping section on top of the two circles.
3. Place the plastic animals or animal pictures around the circles.

Procedure
1. Invite Voyagers to name and sort the animals. Place animals that live in the sea on the blue circle. Place animals that live on the land on the green circle.
2. Ask: Are there any animals that can live both on the sea and on land?
3. Help Voyagers identify animals that can live on land and in water. Let the Voyagers move those animals to the brown overlap section.

How It Works
God created animals to live in different places. Each animal has something that helps it live where it belongs.

- What can a fish do that lets it live in the water? (breathe under water)
- Can a fish live on land? (No.)
- What about a lion; can a lion live under water? (No.)

God created lions to live on the land and fish to live in the water.

Bible Tie-In!
In today’s Bible story, we saw lions following the will of God, their creator. God is the Creator of all creatures in all of the earth, including people like you and like me!
Reflection Time

Journaling
Student Books & Fun Pages

Assist Voyagers as needed in completing the Session 1 activities on pages 2–4 of their Student Books and/or copies of pages 2–7 from the Fun Pages.

Prayer

Thank you, God, for helping us in such amazing ways. We want to show our faith in you each and every day. Amen.

To Mars and Beyond!

Let’s pretend we are the planet Mars! Invite Voyagers to make a circle with their hands overhead for Mars. To Mars and Beyond!

Now let’s pretend we are stars! Invite Voyagers to make five-pointed stars with their bodies. Have them spread their feet apart, raise their arms to shoulder level, and smile. Count off the points: one is their head, two is their left arm, three is their right arm, four is their left foot, and five is their right foot. See the five points. As you stand in your star shape, name something special you did or discovered today!

Tell Voyagers how glad you are that they came To Mars and Beyond, and invite them to come back again for another adventure!

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

Preschool/Kindergarten Student books (1 per student)
Younger Elementary Reproducible Fun Pages book (1 per class)
Bible Beginnings

Space Station
Cut large circles from white construction paper to make a Mars planet shape. Cover the table with a tablecloth. Invite Voyagers to paint on the bubble wrap. Help them place that paper on top of the painted bubble wrap and press down. When the paper is lifted, Voyagers will be able to see the craters left by the bubble wrap. Make sure to write the Voyager’s name on his or her design.

Manipulatives Station
During each session, select one or two of these items as options for Voyagers to use:
- To Mars and Beyond Space Mission Matching Game
- wooden or foam puzzles
- large floor puzzles
- lacing cards
- plastic interlocking blocks

Exploration Station
Before Voyagers arrive, cut yarn into various lengths. Place a large piece of sandpaper on a table or on the floor. Suggest Voyagers take turns adding pieces of yarn to create a scene. Talk about the Bible lesson. Suggest Voyagers create pictures of a palace where Esther lived. Repeat the Power Launcher as Voyagers create various scenes and designs. Praise their efforts.

Bible Station
Provide Voyagers with play dishes, play foods, a table, and chairs so they can pretend to have a banquet. Tell the Voyagers they will hear a Bible story about a woman named Queen Esther. In our Bible story, she had a banquet and invited people to attend.

Bible Story
Queen Esther Takes a Stand
Esther 4–9

Power Launcher
Go Beyond with Boldness!

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
Space Station
- To Mars and Beyond Tablecloth
- white construction paper
- washable red and orange paint
- bubble wrap
- wipes

Exploration Station
- various colors of yarn
- 40-grit sandpaper (cut into 8½-inch squares)

Bible Station
- play dishes
- play foods
- table and chairs
Gathering Time with EP3-20

Mission Commander: Hello again, Voyagers! I'm Mission Commander ___, and I'm so glad you've come To Mars and Beyond, to explore where God's power can take us!

EP3-20: And I'm EP3-20, your friendly neighborhood robot assistant! (to Mission Commander) I'm so excited for another day with you and the Voyagers!

Mission Commander: You know, EP3-20, someday, YOU could become the Mission Commander on this outpost. Would you like to practice leading by reviewing our last mission with them?

EP3-20: Me?! You think I could be Mission Commander?

Mission Commander: Well, sure! Don't you want to be?

EP3-20: Of course I WANT to be! I'd love to be the leader...someday. But today? I feel like I'm too young, and I don't really know how.

Mission Commander: I bet you know more than you think. Give it a try.

EP3-20: (clears throat, speaks shyly) Okay. Well. Who remembers our Bible story from last time? (Allow Voyagers to respond.) That's right! We learned all about how Daniel had faith in the lions' den—that means he trusted God to take care of him no matter what. Great job!

Mission Commander: Great job to you too, EP3-20! You're shaping up to be a fine leader! Now let's practice our Vector Verse. It says, “Glory to God, who is able to do far beyond all that we could ask or imagine by his power at work within us!” Let's say it together. (with Voyagers)
Well done, everyone! Now let's get ready to go to Mars and beyond...

EP3-20: ...beyond with Boldness!

Mission Commander: Good reminder, EP3-20. Our new Power Launcher is Go Beyond with Boldness! Voyagers, say that with me, please. (See Teacher Tip.)

EP3-20: That was fun; let's say it again!

Mission Commander: Okay, EP3-20. (with Voyagers and motions.) Go Beyond with Boldness! Great job, everyone. Let's go!
Music Time

Preparation
1. Select the number of songs and activities you feel will best meet your needs for the time span.
2. Gather the necessary items to create the instruments or use simple rhythm instruments.
3. Play the To Mars and Beyond music as Voyagers enter and exit music time.

Rhythm Activity
Banquet Music
Invite each Voyager to select a pot and a spoon. Ask the Voyagers to play these kitchen instruments as you play the song, “God Can Do.” Experiment with dynamics by playing loudly and softly. Talk about how Queen Esther, the king, and Mordecai had to listen in order to help others in the Bible lesson.

Session Songs
1. “God Can Do”
2. “Safe Inside Your Love”
3. “Music for My Lord”

Mission Time
Mission Time will focus on hands-on ideas. There are several options. Look in the Mission Leader guide and select the ones that best fit the needs of your church.

Music Activity
Queen Esther’s Song
Tune: “The More We Get Together”

Let’s sing about Queen Esther,
Queen Esther, Queen Esther.
Let us sing about Queen Esther,
for she was so bold.

She went beyond with boldness
and helped all her people.
Let us sing about Queen Esther,
for she was so bold.
Experience the Bible Story

Transition

Invite Voyagers to stop their current activity and prepare for the Bible story by joining in this action rhyme.

Climb aboard, Voyagers. (Pretend to climb.)

We’re going beyond Mars! (Point up and away.)

Our spaceship will be flying (Pretend to fly.)

way up among the stars. (Hold arms up and wiggle fingers.)

As we go, we’ll hear a story (Cup hands around ear.)

of God’s love and power. (Cross hands over heart; make a muscle arm.)

So let’s start the countdown, (Hold up ten fingers.)

right this very hour. (Squat down.)

10, 9, 8, 7, 6, 5, 4, 3, 2, 1. (Count together.)

Blast off! (Jump up high.)

What Do You See?

Show Voyagers the Session 2 Bible Story Poster before and after the telling of the Bible story.

Voyagers, Voyagers, what do you see? I see______, that’s what I see. (Invite each Voyager to complete the phrase, saying something they notice in the Bible story image.)

Get Ready!

Direct Voyagers to sit in a circle.

Option One

Locate pictures of individuals who are showing bravery in their work or daily lives. Show these pictures to the Voyagers. Talk about ways these people are being bold.

Option Two

Show Voyagers some swimming floaties. SAY: It takes a bold person to use floaties while swimming in the water.

Show a helmet. SAY: It takes a bold person to wear a helmet while riding a trike or bike.

Now show a stuffed animal. SAY: It takes a bold person to stay in your own bed all night long.

Point to each child. SAY: It takes a bold person to ask for help!

Our Bible story is about a bold person.

Bible Story

Queen Esther Takes a Stand
Esther 4–9

Power Launcher

Go Beyond with Boldness!

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

What Do You See?

 широко Bible Story Poster Pak

Get Ready!

Option One

Locate pictures of community helpers, life guard, school crossing guard, etc.

Option Two

Helmet, floaties, stuffed animal

SPECIAL NEEDS CLASSROOM LEADER GUIDE
Tell the Bible Story

Open the Bible to the Book of Esther and show your Voyagers where to find the Bible story. Place the Bible in your lap or on the table as you tell the story.

Our story is about a woman named Queen Esther. Queen Esther went beyond with boldness! Her story is located in the Book of Esther in the Old Testament.

Queen Esther was very bold and brave. She had faith in God and helped her people. To help us remember that Queen Esther was bold and brave, we’re going to make the shape of a crown and place it over our heads each time I say her name in the story. Let’s practice. QUEEN ESTHER... (Invite Voyagers to make the crown shape.) ...boldly helped her people! Great job. Remember to make your crown shape every time I say her name in the Bible story. Here we go!

QUEEN ESTHER and her cousin, Mordecai, were Jews. They loved God.

The king had a helper named Haman. Haman was an unkind man. He did not like any Jews. He especially did not like QUEEN ESTHER’S cousin, Mordecai, because Mordecai would not bow down to him.

Haman tricked the king into making a law to get rid of every Jewish person in the kingdom. Oh, no! QUEEN ESTHER and Mordecai were Jews. Mordecai asked QUEEN ESTHER to help her people.

At first, QUEEN ESTHER was scared. She did not know what the king would do to her if she went to him without permission. After fasting and praying, QUEEN ESTHER decided she must be bold and use her voice to stand up for her people.

So QUEEN ESTHER went to the king. He was happy to see her! QUEEN ESTHER asked the king and Haman to come to a banquet. At the banquet, she told the king that she was a Jew. Then QUEEN ESTHER told the king about Haman’s plan to get rid of all the Jews.

The king was very angry! He did not want to get rid of QUEEN ESTHER or her people. The king stopped Haman’s unkind plan. Now QUEEN ESTHER and her people were safe. QUEEN ESTHER’S boldness helped her people.

Think about it...

1. Why do you think Queen Esther was so bold?
2. How can you be bold and help others?
Respond to the Bible Story

Response

Prayer
Thank you God, for the story of Queen Esther. Help us to stand up for you and for others. Amen.

Response

Activity

Bold Ropes and Hoops Course

Create a design on the floor with rope and Hula Hoops. Place tape across the rope in several places to adhere it to the floor. Invite your Voyagers to be bold and follow the ropes without falling off or losing their balance. When they come to a Hula Hoop, they spin the hoop around their waists, drop it, then move to the next section of rope.

Repeat the Power Launcher as they are following this course. Remind them that Queen Esther was a bold and brave person.

Vector Verse

Show Voyagers the Vector Verse Poster. Open the Bible to Ephesians 3:20. Say the verse. (For sign language motions and directions, see the Free Resources section at cokesburyvbs.com.)

Bible Story

Queen Esther Takes a Stand
Esther 4–9

Power Launcher
Go Beyond with Boldness!

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
Response Activity

- large rope
- making tape
- Hula Hoops

Vector Verse

- Activity Center Signs and Publicity Pak
- Bible

Teacher Tip
If needed, shorten the verse to use with your Voyagers, or teach it to them a little at a time, adding to it each day!
**Recreation**

**Bold Steps**

### Preparation
Make sure the recreation area is safe and ready for play. Using chalk or masking tape, draw two parallel lines on the floor about 15 feet apart.

### Let’s Play!
Before play, practice these cues and steps with your Voyagers:
- **Bold:** Take a giant step.
- **Regular:** Take a regular step.
- **Hop step:** Make a little hop with both feet together.
- **Spin step:** Step forward while spinning around.

1. Invite Voyagers to stand behind a line. Select one Voyager to be “IT” and stand with his or her back to the Voyagers.
2. IT shouts out steps for the Voyagers to take, then turns to see where the players are after each.
3. As a Voyager gets close enough to be able to touch IT, then IT begins to chase everyone.
4. When IT tags a Voyager before he/she reaches the line, that Voyager becomes IT for the next game.

### Let’s Play!

1. Place several of the items on a tray or table.
2. Encourage the Voyagers to study the items. SAY: Look at these items and try to remember what you see.
3. Have the children close their eyes. Cover the items with a towel. Take away one item.
4. Remove the towel and tell the Voyagers to open their eyes. Ask them what item is missing.

Continue to play. Take two items away at one time to make it more challenging.

### Bible Tie-in
- In order to accomplish our task, we had to remember the missing items. Queen Esther had a big task too. Did Queen Esther do the right thing? What happened?

Queen Esther did the right thing at the right time. Because she was bold to make the right choice, she saved many lives.

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**Bible Story**
Queen Esther Takes a Stand
Esther 4–9

**Power Launcher**
Go Beyond with Boldness!

**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**
- **Bold Steps**
  - chalk or masking tape
- **What’s Missing?**
  - flashlight; simple household items, such as plastic cup, plastic plate, marker, crayon, small ball, party hat, etc.
  - tray or small table
  - towel

**Teacher Tip**
For more Recreation Station ideas, see the *Recreation Leader* guide!
Cokesbury Craft Kit
Clay Bots

Purpose
Voyagers will create a theme-related craft to help them remember their time at VBS.

Preparation
1. Cover table with a tablecloth.
2. Open packages. Place one craft kit on a sturdy paper plate for each Voyager. Write the name of the Voyager on the edge of the plate.

Directions:
Step 1: Voyagers use small amounts of the four colors of clay to mold the Clay Bot into shape.

Step 2: Place colorful clay on top of the plastic motor. Tip! Encourage Voyagers to use small amounts of clay to keep it from becoming too top-heavy.

Step 3: Set Clay Bots aside to dry.

Bible Story
Queen Esther Takes a Stand
Esther 4–9

Power Launcher
Go Beyond with Boldness!

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
- To Mars and Beyond Tablecloth
- Clay Bot Craft Kit
- sturdy paper plates
- markers

Bible Tie-in
In our Bible lesson, we discover that Queen Esther was bold and brave. Just as God was faithful to help Queen Esther, God will be faithful and give us boldness to go far beyond our fears.

Name ways we can be bold and stand up for others.
VBS Theme Make-and-Take Craft

Robot Frame

Purpose
Voyagers will create a robot frame to help them remember the Power Launcher phrases from VBS.

Ages
Appropriate for all ages. Younger Voyagers may need extra help.

Preparation
1. Cover tables with a tablecloth.
2. Make copies of the Robot Frame Template (page 33).
3. Pre-cut the template for Younger Voyagers.
4. Set out supplies.

Materials
- To Mars and Beyond Tablecloth
- Robot Frame Template (page 37)
- safety scissors
- a variety of craft supplies
- classroom glue

Teacher Tip
Take pictures of Voyagers to use for the frames, or suggest they draw their own.

Bible Tie-in
See page 35.

Directions:
Step 1: Voyagers trace the robot frame on tagboard or construction paper, cut it out, and use a variety of craft supplies to decorate it.
Step 2: Glue on a picture, attach a sticker, or draw in a face.

Optional ideas.
- Attach a magnet strip to the back of the robot frame.
- Trace the robot frame on tagboard or construction paper and don’t cut it out.
Quick & Easy Slime Time!

I. Observation
In our Bible story, Queen Esther had to “mix things up” to take a stand for her people; when she did, the results were amazing! In this experiment, we’ll see something amazing when we mix things up, too!

1. Have you ever heard of the four states of matter? What are they? (solid, liquid, gas, plasma) Do you think it’s possible for a substance to be in more than one state at a time (as in both a liquid AND a solid, etc.)?
2. (Show Voyagers the materials.) Have you seen materials like these before? How do we usually use them?

II. Question & Hypothesis
What do you think we’ll get when we mix all these things together? (Tally votes by raised hands and record the numbers.) Let’s test it!

III. Experiment

Step 1: Open your Galaxy Slime Kit and remove all materials EXCEPT the green shaker ball. Pour one bottle of glue (the larger bottles) into the jar with the ball.

Step 2: Add one tube of glitter glue and glitter shapes.

Step 3: Add one whole bottle of activator (the smaller bottles) and close the lid onto the jar securely.
Step 4: Shake vigorously for 30-60 seconds. What happens?

Step 5: Invite Voyagers to perform the experiment themselves (divide your group into teams, if needed). Repeat steps as time allows or until each Voyager who wants a turn gets one.

Go Beyond:

1. Provide materials for other slime recipes and see how they compare.
2. STEM option: Provide materials and invite Voyagers to create their own slime recipes!

IV. Analyze & Apply

How Does it Work?

All fluids have a property known as viscosity, which is its resistance to flowing. Newton stated that the viscosity of a fluid can be changed only by altering its temperature. (For example, honey flows easily, or has a low viscosity, when you warm it but has a high viscosity when it’s cold.) A non-Newtonian fluid is one in which viscosity changes by means of force rather than heat—and that’s we made when our activator bonded with the glue molecules. When we squeeze a handful of our slime, its viscosity increases and it acts like a solid…for a split second. When we release the pressure, water fills the spaces between molecules and the slime behaves like a liquid again. So our slime is kind of a liquid and a solid at the same time!

Bible Tie-In!

In today’s Bible story, Queen Esther had to be very bold and “mix things up” by approaching the king when he hadn’t asked for her. This was a risky move, but God was with her and used her boldness to change the king’s heart and to save her people. When we are bold to stand up for God’s ways and for others, we can help bring about great changes, too!
**Science**

**Bold Sounds**

**Observation**

In our Bible Story, we discovered how Queen Esther listened when Mordecai told her about the plot against their people. We are going to do an experiment about watching and listening.

**Preparation**

Before Voyagers arrive, make drums using various containers:

1. Locate the section of the balloon you would blow into; cut it off. If the balloon is too big for the container, trim more until it fits.
2. Stretch the balloon “skin” over top of the container and secure it in place using a rubber band.
3. Repeat this process to create more drums using cellophane in place of the balloons.

**Experiment**

1. Invite Voyagers each to select a container and drumsticks.
2. Place a handful of items on top of each drum (only use one type of item at a time per drum so Voyagers hear the difference).
3. Invite each Voyager to play the drum as others listen and watch.

**How It Works**

The impact of the sticks on the skins transferred its force to the items on them and caused them to move up and down and around.

**Bible Tie-In!**

Just as our drumming impacted the items on top of our drums, so our words impact the lives and feelings of others. We need to listen to each other and use our words and actions appropriately. We can ask God to help us be bold and stand up for others in need!

**Materials**

- containers of various sizes (empty tin cans and bowls work well)
- cellophane paper
- balloons
- rubber bands
- scissors
- chopsticks or wooden spoons for drumsticks
- various materials to bounce on the drums (coins, beans, rice, feathers, pebbles, etc.)

**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)
Reflection Time

Journaling
Student Books & Fun Pages
Assist Voyagers as needed in completing the Session 2 activities on pages 5–7 of their Student Books and/or copies of pages 8–13 from the Fun Pages.

Prayer
Thank you, God, for helping us to stand up for what is right. We want to stand up for you and others boldly day and night. Amen.

To Mars and Beyond!
Let's pretend we are the planet Mars! Invite Voyagers make a circle with their hands overhead for Mars. SAY: To Mars and Beyond!

Now let's pretend we are stars! Invite Voyagers to make five-pointed stars with their bodies. Have them spread their feet apart, raise their arms to shoulder level, and smile. Count off the points: one is their head, two is their left arm, three is their right arm, four is their left foot, and five is their right foot. See the five points. SAY: As you stand in your star shape, name something special you did or discovered today!

Tell Voyagers how glad you are that they came To Mars and Beyond, and invite them to come back again for another adventure!

Bible Story
Queen Esther Takes a Stand
Esther 4–9

Power Launcher
Go Beyond with Boldness!

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
.emplace("Preschool/Kindergarten Student books (1 per Voyager)"
.emplace("Younger Elementary Reproducible Fun Pages book (1 per class)")
Bible Beginnings

**Space Station**

**Outer Space Chase**

Tape paper suns, moons, and stars to the floor throughout the play area. Have each Voyager stand on a shape, save for one. This one is “IT.”

Call out one or more shapes, and those standing on that shape must move. If you say, “All stars, change places,” only the Voyagers standing on stars will swap spots. If you say, “Suns and stars, change places,” the Voyagers standing on either a sun or a star will move. You can even call all three at once!

The catch is that IT is also trying to find a shape to stand on. The person left without a shape is the new IT.

**Exploration Station**

Cut a star from sandpaper. Curl wide tape behind it and attach it to the table. Place a sheet of thin paper on top of the star.

SAY: I wonder what we can create with these items. Let’s see what we can discover as we use these crayons and paper. Show Voyagers how to use a crayon on its side to make a rubbing of the star.

Encourage Voyagers to cut out their star shapes. Add Bible verse stickers to them. Make sure each Voyager’s name is on the back of her or his star. Praise Voyagers for their efforts.

**Manipulatives Station**

During each session, select one or two of these items as options for Voyagers to use:

- To Mars and Beyond Space Mission Matching Game
- wooden or foam puzzles
- large floor puzzles
- lacing cards
- plastic interlocking blocks

**Bible Station**

Encourage Voyagers to pretend to drive an ambulance or care for a patient. To create an ambulance, line up chairs or build one using a large box. Attach a flying disc to the front of the box to use as a steering wheel.

Set out Voyager-size doctor bags and bandages for Voyagers to use. Provide a variety of stuffed animals and dolls that the Voyagers can “help.” While Voyagers are attaching bandages to the dolls and stuffed animals, introduce the Bible story.

**Bible Story**

The Good Samaritan Helps a Fellow Traveler

Luke 10:25-37

**Power Launcher**

Go Beyond with Kindness!

**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**

**Space Station**
- suns, moons, stars cut from paper
- tape

**Exploration Station**
- Craft Theme Stickers
- sandpaper
- thin paper
- unwrapped crayons
- stickers
- wide tape
- scissors

**Bible Station**
- large appliance box or chairs
- round flying disc and tape
- Voyager-size doctor kits
- dolls and stuffed animals
- bandages
Gathering Time with EP3-20

Mission Commander: Hello again, Voyagers! I’m Mission Commander ____, and (looks over at EP3-20, who is busily typing on the tablet) EP3-20? EP3-20?

EP3-20: (startled) Oh, hello, Mission Commander ____ , and Voyagers.

Mission Commander: You look pretty distracted there, friend. Whatcha working on?

EP3-20: Oh, just finishing up one of my lists. I LOVE lists.

Mission Commander: Really? What kind of list are you making now?

EP3-20: Well, this one is a chore list. (begins swiping pages) Here’s my list of planets I want to visit someday...(swipe)...a list of all the books I’ve read so far this year...(swipe)...a grocery list...(swipe)...a list of all my lists...(swipe)...and here’s a REALLY important list. The list of ways to show kindness!

Mission Commander: That does sound important. What’s on that list?

EP3-20: Smiling at others, helping clean up my room, using kind words, and being a good neighbor.

Mission Commander: Those are VERY important. They remind me of our Bible story today about the good Samaritan.

EP3-20: I can’t wait to hear it!

Mission Commander: Me too. First, let’s practice saying our Vector Verse together. (Practice in small phrases at a time as needed.) Well done, everyone! Now let’s get ready to go to Mars and beyond...

EP3-20: ...beyond with kindness!

Mission Commander: Good reminder, EP3-20. This time, our Power Launcher is Go Beyond with Kindness! Voyagers, say that with me, please. (See Teacher Tip.)

Bible Story
The Good Samaritan Helps a Fellow Traveler
Luke 10:25-37

Power Launcher
Go Beyond with Kindness!

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
EP3-20 the Robot Puppet

Teacher Tip
If desired, teach the motions to go along with the Power Launcher (available the FREE Resources at CokesburyVBS.com).
Music Time

Preparation
1. Select the number of songs and activities you feel will best meet your needs for the time span.
2. Locate simple rhythm instruments for Voyagers to use or create your own using clean containers.
3. Play the To Mars and Beyond music as Voyagers enter and exit music time.

Rhythm Activity
Use a whistle to blow rhythmic patterns (example: two short sounds, then two long sounds). Invite Voyagers to echo the pattern by clapping their hands to the same rhythm. Remind them that the word kindness is made up of two sounds. Change the patterns and play for several minutes. Repeat the Power Launcher at the end of the activity.

Session Songs
1. “Just a Little Bit of Love”
2. “Love that Makes the World Go ‘Round”
3. “Music for My Lord”

Mission Time
Mission Time will focus on hands-on ideas. There are several options. Look in the Mission Leader guide and select the ones that best fit the needs of your church.

Materials
- Complete Music CD or mp3 tracks and player
- Mission Leader guide

Music Activity
- Galactic Glow Sticks or other glow-in-the-dark plastic sticks
- Simple drum rhythm instruments

Rhythm Activity
- Whistle
Experience the Bible Story

Transition
Invite Voyagers to stop their current activity and prepare for the Bible story by joining in this action rhyme.

Climb aboard, Voyagers.
(Pretend to climb.)

We’re going beyond Mars!
(Point up and away.)

Our spaceship will be flying
(Pretend to fly.)

way up among the stars.
(Hold arms up and wiggle fingers.)

As we go, we’ll hear a story
(Cup hands around ear.)

of God’s love and power.
(Cross hands over heart; make a muscle arm.)

So let’s start the countdown,
(Hold up ten fingers.)

right this very hour.
(Squat down.)

10, 9, 8, 7, 6, 5, 4, 3, 2, 1.
(Count together.)

Blast off!
(Jump up high.)

What Do You See?
Show Voyagers the Session 3 Bible Story Poster before and after the telling of the Bible story.

Voyagers, Voyagers, what do you see? I see_______, that’s what I see.
(Invite each Voyager to complete the phrase, saying something they notice in the Bible story image.)

Get Ready!
Direct Voyagers to sit in a circle on the floor or in chairs. Toss or roll the ball to one of the Voyagers in the circle as you say the following rhyme:

(Voyager’s name), (Voyager’s name),
catch the ball.
Let’s be kind to one and all!

Invite the Voyager with the ball to stand. ASK: What’s one way you can show kindness to someone in need?

After answering, invite the Voyager to toss the ball back to you. Repeat with another Voyager in the circle. Continue until every Voyager who wants an opportunity to catch and answer gets one.

Bible Story
The Good Samaritan Helps a Fellow Traveler
Luke 10:25-37

Power Launcher
Go Beyond with Kindness!

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
What Do You See?
-smile Bible Story Poster Pak

Get Ready!
-smile Inflatable Logo Balls
Tell the Bible Story

Open the Bible to the Book of Luke and show your Voyagers where to find the Bible story. Place the Bible in your lap or on the table as you tell the story.

Our Bible story is one Jesus told about a man who went beyond with kindness. We can find the story in the Gospel of Luke in the New Testament. Please do these motions with me as I tell the story.

Walk, walk, walk. (Walk in place.)
A man was walking from Jerusalem to Jericho.
The road was rocky, and the man was all alone.
Jump, jump, jump. (Jump in place.)
Suddenly, some robbers jumped out from behind some rocks!
They knocked the man down, stole his money, and left him on the road.

Walk, walk, walk. (Walk in place.)
A priest came walking down the road.
Stop, stop, stop. (Stop walking.) The priest stopped. He saw the man lying on the road. He could see that the man was hurt.
Walk, walk, walk. (Walk in place.) But the priest quickly walked by the man.

Walk, walk, walk. (Walk in place.)
A temple worker came walking down the road.
Stop, stop, stop. (Stop walking.) The worker stopped. He saw the man lying on the road. He could see that the man was hurt.
Walk, walk, walk. (Walk in place.) But the worker quickly walked by the man.

Clop, clop, clop. (Pat your hands on your legs.) A third man road a donkey down that same road. This man was called a Samaritan.
Stop, stop, stop. (Stop patting.) The Samaritan stopped. He saw the man lying on the road. He could see that the man was hurt. The Samaritan quickly got off his donkey to help the man.
Help, help, help. (Put your hands over your heart.) The Samaritan put the man on the donkey. The Samaritan took the man to a place were he could rest and get well. The Samaritan even paid for the man’s care.

After Jesus finished telling the story, Jesus asked a question: Who, who, who? (Shrug your shoulders.) Who shared God’s love and was kind to the man who was hurt? Who was the good neighbor?
The Samaritan shared God’s love and was kind to the man who was hurt.

Think about it...
1. Do you think this story is happy, or sad, or both? How so?
2. Who are some people in need that you may be able to help?
Respond to the Bible Story

Response

Prayer
Thank you, God, for the story of the good Samaritan. Help us to share your love and kindness with others through our actions. Amen.

Response

Activity

Neighbor Bridge
Play like “London Bridge.”

Choose a Voyager to help you make a bridge. Have the Voyager stand facing you. Hold hands and form a bridge. Have the remaining Voyagers line up, ready to go under the bridge.

To the tune of “London Bridge”
Who’s my neighbor?
Let me see, let me see, let me see.
Who’s my neighbor?
Let me see.
You’re my neighbor!
Go beyond with kindness!

Have Voyagers march under the bridge as you sing. As you sing the last line, “You’re my neighbor!” bring your arms down to catch the Voyager under the bridge.

Choose different children to help you build the bridge, and repeat the song until everyone is caught. If you have a large group of children, divide those children into smaller groups. Make a bridge for each group.

Vector Verse

Show Voyagers the Vector Verse Poster. Open the Bible to Ephesians 3:20. Say the verse. (For sign language motions and directions, see the Free Resources section at cokesburyvbs.com.)

Bible Story

The Good Samaritan Helps a Fellow Traveler
Luke 10:25-37

Power Launcher

Go Beyond with Kindness!

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

Vector Verse

Activity Center Signs and Publicity Pak

Bible

Teacher Tip

If needed, shorten the verse to use with your Voyagers, or teach it to them a little at a time, adding to it each day!
Recreation

Stop and Go

**Preparation**
Make sure the recreation area is safe and ready for this version of “Red Light, Green Light.” Use masking tape to create start and finish lines.

**Let’s Play!**
1. One leader be will stationed at the finish line and says the word, “Go.” Voyagers take small steps from the start line to the finish line.
2. Another leader shouts out the word, “Stop.” At that time, Voyagers are to tell or illustrate ways they can show kindness to others. Another option is to repeat the Vector Verse or the Power Launcher instead of saying or acting out kindness. (Take time to illustrate this step before the game is played.)
3. Continue playing the game as the Voyagers show interest. Vary how Voyagers are to move across the area (hop, jump, take giant steps, and so forth).

**Bible Tie-in**
In our Bible story, we discovered how three people responded to an injured person. Of the three, which person showed kindness? How did that person show kindness?

**Bible Tie-in**
In our Bible story, someone showed kindness. Being a helper is a great way to show kindness to your family and others. Name some ways you are a helper.

Catching Mars

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

**Let’s Play!**
1. Voyagers gather around the sheet, holding its edges. Place the Inflatable Logo Ball on the sheet. Working together, the Voyagers raise and lower the sheet so the ball bounces up and down.
2. The goal is to right the ball to go in the hole. When the ball does go in the hole, have the Voyagers shout out the Power Launcher phrase.
3. Add more balls to increase the difficulty.

**Bible Tie-in**
In our Bible story, someone showed kindness. Being a helper is a great way to show kindness to your family and others. Name some ways you are a helper.

**Teacher Tip**
For more Recreation Station ideas, see the Recreation Leader guide!
Cokesbury Craft Kit

Galaxy Mobile

Purpose
Voyagers will decorate a mobile that will help them remember to go beyond in service to God and to others.

Preparation
- Cover tables with a tablecloth.
- Open packages. Set out supplies and one kit per Voyager.

Directions:

Bible Story
The Good Samaritan Helps a Fellow Traveler
Luke 10:25-37

Power Launcher
Go Beyond with Kindness!

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
- To Mars and Beyond Tablecloths
- Galaxy Mobile Craft Kit

Bible Tie-in
God can help us to go beyond all that we could ask or imagine because of God’s power at work within each one of you.

Step 1: Voyagers decorate their mobile, using a variety of craft supplies. Stickers can be added to the back of the mobile.

Step 2: Voyagers will attach the blue BEYOND sticker to the mobile.

Step 3: Voyagers attach the space shapes to the cording and tie them to the bottom of the mobile.
VBS Theme Make-and-Take Craft
Canvas Art

Purpose
Voyagers create a theme-related craft to help them remember their time at VBS.

Preparation
1. Cover tables with a tablecloth.
2. Open packages. Set out supplies and one kit per Voyager.

Directions:

Bible Story
The Good Samaritan Helps a Fellow Traveler
Luke 10:25-37

Power Launcher
Go Beyond with Kindness!

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
To Mars and Beyond Tablecloth
4” x 6” canvas boards
watercolors
glitter glue
kosher salt
tea spoon

Teacher Tip
Glitter glue works best. The gel glue and clear glue are too runny.

Bible Tie-in
1. God made all people to be special and unique; that's why we're all so different! What's special or unique about you?
2. What's special or unique about the people next to you?

Step 1: Voyagers paint the canvas board with watercolors. Cover the whole board with random painting; no particular design required.

Step 2: Voyagers squeeze glitter glue in a swirl shape to represent the solar system. Drop a few blobs of glitter glue to represent the planets (not too much, as the glue will spread).

Step 3: Voyagers sprinkle about a teaspoon of Kosher salt across the whole area of the canvas.

Step 4: Set aside to dry.
Bible Story Make-and-Take Craft

Gifts of Kindness

Purpose
Voyagers will create gift bags and cards for others to help them live out their Power Launcher phrase.

Preparation
- Cover tables with a tablecloth.
- Set out supplies.

Directions:
Step 1: Voyagers use stickers, stencils, stampers, and markers to decorate gift bags or note cards.

Step 2: Voyagers add the Vector Verse and/or the Power Launcher sticker to the bags and cards.

Bible Story
The Good Samaritan Helps a Fellow Traveler
Luke 10:25-37

Power Launcher
Go Beyond with Kindness!

Materials
- To Mars and Beyond Tablecloth
- Space Stencil Set
- Galactic Stampers Set
- Stay-Put Stickers, Foil Stickers, and/or Craft Theme Stickers
- gift bags and/or blank note cards
- a variety of stickers, stamps, and ink pad colors

Bible Tie-in
Jesus taught that kindness goes beyond showing compassion to friends, loved ones, and people who share our beliefs. We also must be kind to others, even when others are not kind to us.
- Think of a time when others were unkind to you. How did it make you feel?
- How do you think we can help people who have been hurt by others?
Quick & Easy
Galaxy in a Bottle

I. Observation
In our Bible story, we learned about two people groups who normally did not mix very well, and how an act of kindness brought about a big change. In this experiment, we will see some other substances that do and do not mix well!

(Show Voyagers the materials.) Have you seen materials like these before?
How do we normally use them?
Have you ever tried to mix oil and water before? What happened?

II. Question & Hypothesis
What do you think will happen when we try and mix these materials together? (Tally votes by raised hands and record the numbers.)
Let’s test it!

III. Experiment

Step 1: Fill your bottle about halfway with water.
Step 2: Add food coloring (and glitter, if desired); seal well, and shake.

Materials
- To Mars and Beyond Tablecloth
- plastic bottles with lids
- water
- vegetable or baby oil
- liquid dish soap
- blue and/or purple food coloring
- optional: star glitter

Preparation
Optional: Create and display a poster about Emulsions.
Cover tables and set out materials.
Step 3: Add about 2/3 cup of oil; seal well, and shake. Let it sit for 30-60 seconds and observe. What happens?

Step 4: Add a generous squirt of dish soap; seal well and shake again. Let it sit for 30-60 seconds and observe. What happens?

Step 5: Invite Voyagers to perform the experiment themselves (divide your group into teams, if needed). Repeat steps as time allows or until each Voyager who wants a turn gets one.

Go Beyond:
1. Repeat the same steps using different types of liquid and soap. Does the outcome change?
2. STEM option: Provide materials and invite Voyagers to create emulsions from their own liquid combinations!

IV. Analyze & Apply

How Does it Work?
Oil and water do not mix. Oil molecules are attracted to other oil molecules, so they stick together; the same goes for water molecules. In addition, the oil will always try to float on top of the water since the oil has a lower density than water. Detergent is the game-changer here. It is attracted to both water and oil molecules, so it grabs onto both, causing oil droplets to be suspended in the water. When you shake the jar, the detergent molecules adhere the water and oil together, forming an emulsion, which a substance of molecules who are not normally attracted. That is why detergent is so useful for cleaning greasy dishes!

Bible Tie-In!
Just like the detergent bringing the oil and water together in our experiment, the Good Samaritan's act of kindness brought people together who otherwise did not mix well. When we are kind to others, we can help bring people together, too!
Science
Kind Hearts

Observation
In our Bible story, the Good Samaritan helped a fellow traveler. The Samaritan may have listened to the man’s heart to see how badly he was hurt. In this experiment, we are going to listen to each other’s hearts.

Preparation
Cover a paper towel tube with foil.

Experiment
1. Direct Voyagers to put their hands over their own hearts. What do they feel?
2. Show Voyagers how to place one end of the foil-wrapped tube on a friend’s chest (over the heart), then hold an ear to the other end. Let the Voyagers take turns listening to each other’s hearts. What do they hear?
3. Invite some Voyagers to jump up and down, then let others listen to their hearts again. What do they hear now? How is it different from listening to hearts of those who haven’t been jumping?

How It Works
When we exercise, we need extra energy and oxygen to keep going. Our hearts beat faster to get oxygen from our blood to the body faster. That’s why it’s easier to hear heartbeats when we’ve been active!

Bible Tie-In!
In our Bible story, the Samaritan stopped and helped the man who was hurt. The Good Samaritan helped the man’s physical heart by nursing him back to health, but he also helped the man’s feelings (or emotional heart) by showing that he cared for him.

How can we use our actions to help others who are feeling bad?
Reflection Time

Journaling
Student Books & Fun Pages
Assist Voyagers as needed in completing the Session 3 activities on pages 8–10 of their Student Books and/or copies of pages 14–19 from the Fun Pages.

Prayer
Thank you, God, for helping us be kind and loving too. We want to show your kindness in everything we do. Amen.

To Mars and Beyond!
Let's pretend we are the planet Mars! Invite Voyagers make a circle with their hands overhead for Mars. SAY: To Mars and Beyond!

Now let's pretend we are stars! Invite Voyagers to make five-pointed stars with their bodies. Have them spread their feet apart, raise their arms to shoulder level, and smile. Count off the points: one is their head, two is their left arm, three is their right arm, four is their left foot, and five is their right foot. See the five points. SAY: As you stand in your star shape, name something special you did or discovered today!

Tell Voyagers how glad you are that they came To Mars and Beyond, and invite them to come back again for another adventure!

Bible Story
The Good Samaritan Helps a Fellow Traveler
Luke 10:25-37

Power Launcher
Go Beyond with Kindness!

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
Preschool/Kindergarten Student books (1 per Voyager)
Younger Voyager Reproducible Fun Pages book (1 per class)
**Bible Beginnings**

**Space Station**
While at this station, Voyagers will create planet shapes. Write Voyagers’ names on the tablecloth. Direct Voyagers to shape their chenille stems into circles. Press circles down onto the tablecloth by their names. Pour a small amount of glue into a paper cup for each Voyager, and invite Voyagers to add a few drops of paint. Stir the mixture with a craft stick. Pour the mixture into the chenille stem planet. Set aside to dry for 24 hours. Once it is dry, pull the planet shape from the tablecloth and add a ribbon to serve as a hanger. Write the Voyager’s name on the ribbon.

**Manipulatives Station**
During each session, select one or two of these items as options for Voyagers to use:
- To Mars and Beyond Mission Matching Game
- wooden or foam puzzles
- large floor puzzles
- lacing cards
- plastic interlocking blocks

**Exploration Station**
Before Voyagers arrive, cut out paper flower shapes (two per Voyager). Ask each Voyager to think of someone/something for which they are thankful. Write it on a craft stick. Encourage Voyagers to use stickers, washable markers, and crayons to decorate flowers. Show Voyagers how to place glue dots on the inside of the flower shapes. Now place glue on the jumbo craft stick on the inside of the flower shapes. Press together firmly to secure as the stem. Optional: Add a magnet strip to the back of the craft stick. Say the Power Launcher as Voyagers create their shapes.

**Bible Story**
Jesus Heals 10 Lepers
Luke 17:11-19

**Power Launcher**
Go Beyond with Thankfulness!

**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**

**Space Station**
- To Mars and Beyond Tablecloth
- chenille stems
- small paper cups
- school glue
- washable paint
- craft stick
- ribbon

**Exploration Station**
- Craft Theme Stickers and Stay-Put Stickers
- flower templates
- safety scissors
- washable markers and crayons
- glue
- jumbo craft sticks
- optional: magnet strips

**Bible Station**
- poster board
- marker
- a variety of sortable objects in sets of 10

**Materials**

**Space Station**
- To Mars and Beyond Tablecloth
- chenille stems
- small paper cups
- school glue
- washable paint
- craft stick
- ribbon

**Exploration Station**
- Craft Theme Stickers and Stay-Put Stickers
- flower templates
- safety scissors
- washable markers and crayons
- glue
- jumbo craft sticks
- optional: magnet strips

**Bible Station**
- poster board
- marker
- a variety of sortable objects in sets of 10
Gathering Time with EP3-20

Mission Commander: Hello again, Voyagers! I’m Mission Commander ___. Great to see you at To Mars and Beyond.

EP3-20: (thinking hard, pencil to chin) And I’m EP3-20, your friendly neighborhood robot assistant at the Mars Outpost.

Mission Commander: What are you thinking about so hard, EP3-20?

EP3-20: (sighs) Well, the mail drone is coming today, and I want to write letters to my friends back on Earth...but I can’t think of anything to say.

Mission Commander: Nothing to say? We have one of the most amazing jobs ever! Can’t you tell them something about that?

EP3-20: I mean, I CAN, of course, but that’s what I always write. I want to send them something special this time so they’ll know how much I care about them and miss them. I just can’t think of anything new or fun to say.

Mission Commander: Well, maybe you should just say thank you for all the things they’ve done for you.

EP3-20: Good idea! I can write my thanks to my friends back home for all the things they did to care for me and help me get here. (begins scribbling furiously on the pad)

Mission Commander: That’s just like the Bible story we will be exploring today. Jesus helped ten men, and then one came back to say thank you.

EP3-20: That man went beyond with thankfulness!

Mission Commander: Good reminder, EP3-20. This time, our Power Launcher is Go Beyond with Thankfulness! Voyagers, say that with me, please. (See Teacher Tip.)

EP3-20: That was fun; let’s say it again!

Mission Commander: Okay, EP3-20. (with Voyagers and motions) Go Beyond with Kindness! Now let’s practice saying our Vector Verse together. (Practice in small phrases at a time as needed.) Well done, everyone. Let’s go!

Bible Story
Jesus Heals 10 Lepers
Luke 17:11-19

Power Launcher
Go Beyond with Thankfulness!

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
EP3-20 the Robot Puppet
stationery pad or clipboard secured to puppet stage so EP3-20 can “write” on it
large pencil secured to EP3-20’s hand

Teacher Tip
If desired, teach the motions to go along with the Power Launcher (available the FREE Resources at CokesburyVBS.com).
Music Time

Preparation

1. Select the number of songs and activities you feel will best meet your needs for the time span.
2. Gather supplies for the Music and Rhythm Activities.
3. Play the To Mars and Beyond music as Voyagers enter and exit music time.

Session Songs

1. “We Thank You”
2. “God of Wonders”
3. “Music for My Lord”

Music Activity

Worship Streamers

Let Voyagers select the crepe paper color of their choice. To create a handle, add some masking tape to one end of the crepe paper. Write the Voyager’s name on the handle. Demonstrate how to move the streamers back and forth. Encourage Voyagers to use these streamers as they sing and dance.

Rhythm Activity

Sensory Tubs

Cover the area with tablecloths. Set out several plastic tubs. Add shaving cream, plus a drip of orange and yellow food colors.

Alternate “Less Mess” option: Use a large resealable plastic bag for this activity instead of tubs.

Mission Time

Mission Time will focus on hands-on ideas. There are several options. Look in the Mission Leader guide and select the ones that best fit the needs of your church.
Experience the Bible Story

Transition
 Invite Voyagers to stop their current activity and prepare for the Bible story by joining in this action rhyme.

Climb aboard, Voyagers.  
(Pretend to climb.)

We’re going beyond Mars!  
(Point up and away.)

Our spaceship will be flying  
(Pretend to fly.)

way up among the stars.  
(Hold arms up and wiggle fingers.)

As we go, we’ll hear a story  
(Cup hands around ear.)

of God’s love and power.  
(Cross hands over heart; make a muscle arm.)

So let’s start the countdown,  
(Hold up ten fingers.)

right this very hour.  
(Squat down.)

10, 9, 8, 7, 6, 5, 4, 3, 2, 1.  
(Count together.)

Blast off!  
(Jump up high.)

What Do You See?
 Show Voyagers the Session 4 Bible Story Poster before and after the telling of the Bible story.

Voyagers, Voyagers, what do you see? I see ________, that’s what I see.  
(Invite each Voyager to complete the phrase, saying something they notice in the Bible story image.)

Get Ready!
 Direct Voyagers to sit in a circle. Sing the song, “We Thank You,” and pass the ball around the circle as the music plays. Remind them that the ball is similar to the shape of Mars. Pause the music. Invite the Voyager who is holding the ball when the music stops to stand up and name one thing for which she/he is thankful.

Restart the music and continue play until everyone has had a turn to speak their thanks.

PRAY: Thank you, God, for all the wonderful things you give and do for us. Amen.

Bible Story
 Jesus Heals 10 Lepers  
Luke 17:11-19

Power Launcher
 Go Beyond with Thankfulness!

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
 What Do You See?  
Bible Story Poster Pak

Get Ready!  
Inflatable Logo Ball  
Complete Music CD or mp3 track of "We Thank You" and music player

SPECIAL NEEDS CLASSROOM LEADER GUIDE 59
Tell the Bible Story

Open the Bible to the Book of Luke and show your Voyagers where to find the Bible story. Place the Bible in your lap or on the table as you tell the story.


Since the story is about ten men, we’re going to count to 10.
Let’s practice. *(with Voyagers, holding up fingers as you go)* 1, 2, 3, 4, 5, 6, 7, 8, 9, 10! Great!

The story begins with Jesus walking down a road. As he was walking, he saw 10 men coming toward him. *(with Voyagers and fingers)* 1, 2, 3, 4, 5, 6, 7, 8, 9, 10!

All 10 men had a skin disease called leprosy. They had lots of sores all over their bodies which would not heal. All 10 men stopped walking when they saw Jesus. They knew that people with their skin disease were not allowed to get close to other people. *(with Voyagers and fingers)* 1, 2, 3, 4, 5, 6, 7, 8, 9, 10!

All ten men wanted Jesus to make them well. All 10 men began to shout, “Jesus help us! Have mercy on us.” *(with Voyagers and fingers)* 1, 2, 3, 4, 5, 6, 7, 8, 9, 10!

Jesus said, “Go show yourselves to the priests. You are healed.” All ten men did what Jesus told them to do. As they walked away, all ten men were healed! *(with Voyagers and fingers)* 1, 2, 3, 4, 5, 6, 7, 8, 9, 10!

Nine men hurried away. They were very happy to be healed. But one man stopped. He turned and came back to Jesus. He knelt at Jesus’ feet. “Praise God!” said the man. “Thank you for making me well!” *(with Voyagers and fingers)* 1, 2, 3, 4, 5, 6, 7, 8, 9, 10! Jesus helped all 10 men and made them well again. *(with Voyagers and finger)* 1! But only one man returned to show his thanks.

Think about it...

1. Why do you think the other men did not show thanks to Jesus?
2. Who are some people that help you? How can you show them thanks?
Respond to the Bible Story

Response Prayer

Thank you, God, for the story of the 10 lepers. We thank you and we praise you for taking care of them and of us. Amen.

Response Activity

Discussion in Tens

How many men called out to Jesus in today’s Bible story? (10) Let’s hop 10 times. (Hop with Voyagers.)

How many men did Jesus heal? (10) Let’s clap our hands ten times. (Clap with Voyagers.)

How many men left to go show themselves to the priests? (10) Let’s march 10 times. (March with Voyagers.)

How many men came back to say thank you? (one) Let’s jump one time and shout, “Thank you!” (Jump with Voyagers.)

Go Beyond With Thankfulness!

Vector Verse

Show Voyagers the Vector Verse Poster. Open the Bible to Ephesians 3:20. Say the verse. (For sign language motions and directions, see the Free Resources section at cokesburyvbs.com.)

Bible Story

Jesus Heals 10 Lepers
Luke 17:11-19

Power Launcher

Go Beyond with Thankfulness!

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

Activity Center Signs and Publicity Pak
Bible

Teacher Tip

If needed, shorten the verse to use with your Voyagers, or teach it to them a little at a time, adding to it each day!
Recreation

Moving Mars

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

Let’s Play!
Our Vector Verse teaches us that God’s power is even more powerful than we could imagine.

1. Invite Voyagers to stand close together in a circle.
2. Place the playground ball in the center of the circle. The ball is “Mars,” and the Voyagers are to keep the ball from going out into “space.” Select a Voyager to be in the middle of the circle. That Voyager tries to kick the ball through the circle. Voyagers in the circle try to stop the ball with their feet.
3. When the ball does go outside the circle, another Voyager is selected to be in the middle of the circle.
4. Play until each Voyager has had an opportunity to be in the middle.

Bible Tie-in
- How did it feel to use your power to keep the ball inside the circle? Was it easy or hard?
- We had to use power to keep the ball in the circle. Our Vector Verse teaches us that God’s power helps us to make good choices.

Mars, Mars, Thankful!

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

Let’s Play!
Our Bible story is all about showing our thanks. We are going to play a game which will help us to remember to be thankful to those who help us.

1. Invite Voyagers to sit in a circle. Select one Voyager to be the first “IT.” That Voyager will walk around the circle patting each Voyager on the head and saying, “Mars.”
2. Whenever IT is ready, he or she will say, “Thankful.” The Voyager who was tapped on “Thankful” gets up and chases IT around the circle.
3. When IT gets back to the open seat in the circle, he or she sits with the rest of the Voyagers and then says something for which he or she is thankful.
4. The “Thankful” Voyager now becomes the new IT. Play until everyone has had a turn to be IT.

Bible Tie-in
- Let’s repeat our Power Launcher together: (with Voyagers) Go Beyond with Thankfulness!
  (If time allows, review all of the Power Launchers so far.)
Cokesbury Craft Kit
Galaxy Night-Light

Purpose
Voyagers will decorate a night-light craft that will help them remember their Vector Verse.

Preparation
1. Cover tables with a tablecloth.
2. Open packages. Set out supplies and one kit per Voyager.

Directions:

Bible Story
Jesus Heals 10 Lepers
Luke 17:11-19

Power Launcher
Go Beyond with Thankfulness!

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
- To Mars and Beyond Tablecloth
- Galaxy Night-Light Craft Kit
- glue or glue dots

Teacher Tip
Glue sticks or adhesive dots might work better for younger Voyagers.

Bible Tie-in
Telling people “thank you” can help brighten up their lives—just like this night-light brightens up a room!
Bible Story Make-and-Take Craft

Suncatcher

Purpose
Voyagers create a theme-related craft to help them remember their time at VBS.

Preparation
1. Cover tables with a tablecloth.
2. Punch holes in the top of the coffee filters before Voyagers arrive.
3. Cover craft area with newsprint or paper towels.
4. Set coffee filters on top of the newsprint.
5. Add water to the cups.

Directions:

Bible Story
Jesus Heals 10 Lepers
Luke 17:11-19

Power Launcher
Go Beyond with Thankfulness!

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
- To Mars and Beyond Tablecloth
- Stay-Put Stickers
- Round coffee filters
- Washable markers
- Hole punch
- Cotton swabs
- Small cups
- Water
- Newsprint or paper towels
- Ribbon

Bible Tie-in
See page 65.

Step 1: Voyagers use a combination of the three colors of markers to decorate their coffee filters. (Drawing can be as simple as straight lines or circles.)

Step 2: Voyagers dip a cotton swab into the water and then dot the wet swab on top of the colors on the filter. Set it aside to dry. (Talk with them about how the colors are changing and resembled the colors of the planet Mars.)

Step 3: Voyagers add about three Stay-Put Stickers to their filter. Make sure Voyagers add the Vector Verse sticker.

Step 4: Voyagers thread a piece of yarn through the hole in the suncatcher, then tie the ends together.
VBS Theme Make-and-Take Craft

Hope Stars

Purpose
Voyagers will create star shapes to remind them of the Power Launcher.

Ages
Appropriate for all ages. Younger Voyagers may need extra help.

Preparation
1. Cover tables with a tablecloth.
2. Pre-cut star shapes—two needed per Voyager for Option A.
3. Set out supplies.

Directions:

Step 1: Voyagers use a variety of craft supplies to decorate a face shape on one side of the star.

Step 2: On the other star shape, ask Voyagers to name a person who has helped them. Write each of those names on a star. A variety of other stickers can be added to complete the craft. Glue stars together and add a ribbon.

Materials
To Mars and Beyond Tablecloth
Glitter paper
Glue
Peel-and-stick letters
Craft supplies, such as duct tape, stars, metallic ribbon, googly eyes
Star template (page 80)

Bible Tie-in
God wants us to tell others we are thankful for the ways they have helped us. We need to go beyond by showing others in different ways that we are thankful for what they have done for us. Name some ways we can show our thankfulness to God.
Quick & Easy
Olympus Mons…with Glitter!

I. Observation
In our Bible story, when the Samaritan man was healed, his reaction was overflowing thanks to Jesus. In this experiment, we will see another powerful reaction and how it overflows!

Do you know where the largest volcano in our solar system is located? (Allow Voyagers to respond.) It’s on Mars, of course, and its name is Olympus Mons!

(Show Voyagers the materials.) Have you seen materials like these before? How do we normally use them?

II. Question & Hypothesis
What do you think will happen when we combine these materials? (Tally votes by raised hands and record the numbers.) Let’s test it!

III. Experiment

Step 1: Place the vase in the tray. Pour all the baking soda into the vase.

Step 2: Add several drops of food coloring and all of the glitter into the vase, and shake gently to mix.
**Step 3:** Pour the vinegar into the vase. What happens?

**Step 4:** Invite Voyagers to perform the experiment themselves (divide your group into teams, if needed). Repeat steps as time allows or until each Voyager who wants a turn gets one.

**Go Beyond:**
1. Repeat the steps using different types of powder (sugar, salt, cornstarch, etc.) and liquid (water, oil, etc.). Does the outcome change?
2. Create a model volcano in advance to house your eruption for an extra Mars-y effect.
3. **STEM option:** Provide materials and invite Voyagers to create their own Olympus Mons models!

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**V. Analyze & Apply**

**How Does it Work?**

A chemical reaction has occurred! Combining the vinegar (an acid) with the baking soda (a base) generates an entirely new substance: carbon dioxide. This causes the liquid to fizz, bubble, and overflow. (The glitter is just for fun!)

**Bible Tie-In!**

In our Bible story, Jesus’ love and kindness caused a reaction in the Samaritan man’s heart that made him overflow with thankfulness. We can make a big difference in the world when we overflow and share our thankfulness to those who help and care for us, too!
Science
Magnet Maze

Observation
In our Bible story, we discovered that Jesus healed 10 men. Only one man came back to show his thanks. We are going to observe how magnet cause certain items to move.

How It Works
A magnet can be any object that has an invisible magnetic field. Magnets attract objects that contain some amount of iron (such as steel cobalt, and other metal blends). The attraction of the magnet to the iron in the paper clip makes it move.

Preparation
1. Use the template to create a maze for each Voyager.
2. Cover the table.
3. Gather and set out supplies.

Experiment
1. Give each Voyager a paper plate. Encourage Voyagers to decorate the edges of their plates with crayons or markers.
2. Give each Voyager the maze circle. Have the Voyagers glue the circles onto the centers of their paper plates.
3. Put the ball or the paper clip on top of the maze.
4. Hold the magnet on the bottom of the plate, underneath the maze.
5. Move the magnet around to move the ball or the paper clip.
6. Try to move the ball or paperclip from the beginning of the maze (the picture of the man) to the end of the maze (the picture of Jesus).

Materials
- To Mars and Beyond Tablecloth
- circle maze template (see the FREE Resources at CokesburyVBS.com)
- magnets
- paper plates
- glue
- crayons or markers
- paper clips
- an assortment of other items to test, such as craft supplies, coated paper clips, pit balls, metal and plastic lids, etc.

Teacher Tip
Be careful to keep paper clips away from Voyagers’ mouths and noses!

Bible Tie-In!
The force of the magnet moved your paper clip to Jesus. In our Bible story, even though 10 men were healed, only one man’s thankfulness was strong enough to move him back to praise God and thank Jesus!

Bible Story
Jesus Heals 10 Lepers
Luke 17:11-19

Power Launcher
Go Beyond with Thankfulness!

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)
Reflection Time

Journaling
Student Books & Fun Pages

Assist Voyagers as needed in completing the Session 4 activities on pages 11–13 of their Student Books and/or copies of pages 20–25 from the Fun Pages.

Prayer
Thank you, God, for helping us in many different ways. We want to show our thanks to you each and every day. Amen.

To Mars and Beyond!
Let's pretend we are the planet Mars! Invite Voyagers to make a circle with their hands overhead for Mars.

Now let’s pretend we are stars! Invite Voyagers to make five-pointed stars with their bodies. Have them spread their feet apart, raise their arms to shoulder level, and smile. Count off the points: one is their head, two is their left arm, three is their right arm, four is their left foot, and five is their right foot. See the five points. As you stand in your star shape, name something special you did or discovered today!

Tell Voyagers how glad you are that they came To Mars and Beyond, and invite them to come back again for another adventure!

Bible Story
Jesus Heals 10 Lepers
Luke 17:11-19

Power Launcher
Go Beyond with Thankfulness!

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
* Preschool/Kindergarten Student books (1 per Voyager)
* Younger Elementary Reproducible Fun Pages book (1 per class)
Bible Beginnings

Space Station
Cover a classroom table with a bed-sheet. Tape star shapes to the underside of the table. Invite Voyagers to crawl under the table and lie on their backs. Turn on flashlights. See how many stars they can find.

Exploration Station
Fill a small tub halfway with water. Provide vegetable brushes and towels. Demonstrate how to use the brushes to clean the produce.

Voyagers can also shuck corn or snap beans. Demonstrate these actions and help as needed. Since Voyagers will be proud of their efforts, place items they prepared in resealable bags to take home.

Tell Voyagers you will be discovering a time when Jesus ate a meal with a couple of his disciples.

Manipulatives Station
During each session, select one or two of these items as options for Voyagers to use:

- To Mars and Beyond Space Mission Matching Game
- wooden or foam puzzles
- large floor puzzles
- lacing cards
- plastic interlocking blocks

Bible Station
Invite Voyagers to create roads using the craft sticks. Encourage them to use the blocks to represent buildings along the road. Voyagers will use the toy people figurines to walk along the road. Tell them they will discover a Bible story about two friends who walked along a road with Jesus. Repeat the Power Launcher together.

Bible Story
Jesus Comforts Friends on the Way to Emmaus

Power Launcher
Go Beyond with Hope!

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
Space Station
- bedsheet
- paper star shapes
- tape
- flashlights

Exploration Station
- To Mars and Beyond Tablecloth
- an assortment of fruits and vegetables
- small tub of water
- vegetable brushes
- corn (in husks)
- beans to snap
- paper towels
- resealable bags

Bible Station
- jumbo craft sticks
- small blocks
- toy people figurines
Gathering Time with EP3-20

Mission Commander: Hello again, Voyagers! I’m Mission Commander __, and what a time we have had together!

EP3-20: (jumps up and down excitedly) And I’m EP3-20, your friendly neighborhood robot assistant at the Mars Outpost. I’ve had a blast here with you and all these Voyagers.

Mission Commander: Wow, EP3-20! You sure seem happy!

EP3-20: I AM happy. I hope something wonderful is going to happen today.

Mission Commander: Like what?

EP3-20: Oh, I don’t know. Maybe a friend will visit. Or maybe there will be astronaut ice cream for lunch.

Mission Commander: Those are good things to hope for, but you know, EP3-20, the hope we get from Jesus is even better.

EP3-20: What do you mean?

Mission Commander: The hope Jesus gives us is remembering God loves us and is always with us. Our Bible story is about the hope Jesus gave two of his friends. They were feeling very sad, and then Jesus gave them hope.

EP3-20: That sounds amazing. I can’t wait to hear all about it!

Mission Commander: First, let’s practice saying our Vector Verse together. (Practice in small phrases at a time as needed.) Well done, everyone! Now let’s get ready to go to Mars and beyond...

EP3-20: ...beyond with hope!

Mission Commander: Good reminder, EP3-20. Our Power Launcher is Go Beyond with Hope! Voyagers, say that with me, please. (See Teacher Tip.)

EP3-20: Let’s try all five Power Launcher and motions!

Mission Commander: Okay, EP3-20. (with Voyagers and motions) Go Beyond with Faith! Go Beyond with Boldness! Go Beyond with Kindness! Go Beyond with Thankfulness! Go Beyond with Hope!
Music Time

Preparation

1. Select the number of songs and activities you feel will best meet your needs for the time span.
2. Gather supplies for the Music and Rhythm Activities.
3. Play the To Mars and Beyond music as Voyagers enter and exit music time.

Rhythm Activity

Mission Commander Says
Play similar to “Simon Says.”

In our Bible story, we will discover two friends who walked along the road with Jesus. We are going to play a walking game.

Leader will call out a motion, and Voyagers are to follow. After the motion is called, repeat the Power Launcher phrase. Ideas to use:
- regular steps
- hop
- run in place
- small steps
- giant steps
- walk to the right and left

Session Songs

1. “Movin’ On”
2. “Music for My Lord”

Music Activity

Music for My Lord

Play the song, “Music for My Lord.” Since this is the last session, use something made for another session, such as the maracas or streamers. Play the music and encourage Voyagers to express themselves.

Mission Time

Mission Time will focus on hands-on ideas. There are several options. Look in the Mission Leader guide and select the ones that best fit the needs of your church.
Experience the Bible Story

Transition
Invite Voyagers to stop their current activity and prepare for the Bible story by joining in this action rhyme.

Climb aboard, Voyagers.  
(Pretend to climb.)

We’re going beyond Mars!  
(Point up and away.)

Our spaceship will be flying  
(Pretend to fly.)

way up among the stars.  
(Hold arms up and wiggle fingers.)

As we go, we’ll hear a story  
(Cup hands around ear.)

of God’s love and power.  
(Cross hands over heart; make a muscle arm.)

So let’s start the countdown,  
(Hold up ten fingers.)

right this very hour.  
(Squat down.)

10, 9, 8, 7, 6, 5, 4, 3, 2, 1.  
(Count together.)

Blast off!  
(Jump up high.)

What Do You See?
Show Voyagers the Session 5 Bible Story Poster before and after the telling of the Bible story.

Voyagers, Voyagers, what do you see? I see______, that’s what I see.  
(Invite each Voyager to complete the phrase, saying something they notice in the Bible story image.)

Get Ready!
Hope Walk
Play like “Red Light, Green Light”

We are going to hear a Bible story about Jesus and two friends walking on the road to Emmaus. Now we are going to play a walking game.

Let’s pretend these papers are traffic lights. When I hold up the green light, everyone walk to me. When I hold up the red light, everyone stop. Before we can go again, I will say, “Go Beyond,” and you say, “with Hope!”

Bible Story
Jesus Comforts Friends on the Way to Emmaus  

Power Launcher
Go Beyond with Hope!!

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
What Do You See?

☯ Bible Story Poster Pak

Get Ready!

☯ sheets of construction paper (red and green)
Tell the Bible Story

Open the Bible to the Book of Luke and show your Voyagers where to find the Bible story. Place the Bible in your lap or on the table as you tell the story.

Our Bible story is about two of Jesus’ friends. They went beyond with hope! The story is found in the Gospel of Luke in the New Testament.

Teach the Voyagers this song to the tune of “We’re Following the Leader.”

We’re going to Emmaus, Emmaus, Emmaus.
We’re going to Emmaus with Jesus and his friends.

Direct Voyagers to stand in a circle and sing this each time the word Emmaus is underlined in the story. Have the Voyagers march around the circle as they sing.

Two friends were walking from Jerusalem to Emmaus. They were very sad and confused because they thought their friend, Jesus, was gone.

While they were walking to Emmaus, they met another man. They did not know who the man was. Can you guess who the man was? (Allow Voyagers to respond.)

The man joined them on the road to Emmaus and started telling them about God, just like Jesus used to do.

Finally, they arrived at their destination in Emmaus. The two men invited the third man to eat dinner with them. The men sat down to eat together. The third man took the bread and broke it apart. He thanked God for the bread. Suddenly, the two men knew who the man was. The man was Jesus! He wasn’t gone after all; he was right there with them!

Now the men were happy and full of hope. The men ran all the way from Emmaus back to Jerusalem. They wanted to tell all their friends that Jesus was alive!

Think about it...

Why do you think the friends didn’t recognize Jesus at first?

Jesus’ words and company gave his friends hope. What does the word hope mean to you?
Respond to the Bible Story

Response Prayer
Thank you, God, for Jesus. We are glad that Jesus brings comfort and hope to our lives. AMEN.

Response Activity
Power Up
Play a simple game of “Follow the Leader” or “Copycat.” Recite this saying to your Voyagers:
Power up! Power up!
That’s the game.
Watch me, then do the same.

Tell the Voyagers that you are going to do some motions and you want them to power up and do what you do. Try simple motions, such as walking both fast and slow, jumping, hopping, counting, and clapping.

Vector Verse
Show Voyagers the Vector Verse Poster. Open the Bible to Ephesians 3:20. Say the verse. (For sign language motions and directions, see the Free Resources section at cokesburyvbs.com.)

Bible Story
Jesus Comforts Friends on the Way to Emmaus

Power Launcher
Go Beyond with Hope!

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
Response Activity
_none

Vector Verse
Activity Center Signs and Publicity Pak
Bible

Teacher Tip
If needed, shorten the verse to use with your Voyagers, or teach it to them a little at a time, adding to it each day!
Recreation

Starship Tag

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

Let’s Play!
Can you show me how you would fly your spaceship out in space? (Allow Voyagers to respond.) Wow! Those are some great spaceships flying around. We are going to play a game with our flying spaceships.

1. Play like “Freeze Tag.” Designate a Voyager to be “IT,” and try to tag the others as they fly around.
2. When players are tagged, their ships must “freeze” in place.
3. If a free player tags a frozen one, the frozen one may resume flying.
4. After a certain amount of time has passed, choose a new Voyager to be IT. Continue as time allows.

Bible Tie-in
When we were tagged, we had to freeze. We were “stopped in our tracks.” In our Bible story, two disciples were “stopped in their tracks” too. How can we stop and listen to Jesus’ words today?

Hope Hop

Preparation
Make sure the recreation area is safe and ready for play. Place the pool noodles about a foot apart on the ground. (Do not play on concrete.)

Let’s Play!
In our Bible story, we’re hearing about a time when Jesus met some disciples on the road to Emmaus. In this game, we’re going to jump over pool noodles that make up our road.

1. Have the Voyagers stand in a line. Voyagers are to jump over the pool noodles. As they jump, ask them to repeat the Power Launcher: “Go Beyond with Hope!”
2. After each Voyager has had a turn, move the pool noodles a little farther apart.
3. Play several times, increasing the distance of the noodles.

Bible Tie-in
Let’s repeat our Power Launcher together: (with Voyagers) Go Beyond with Hope!

What does “Go Beyond with Hope” mean to you? How can you go beyond with hope?

Bible Story
Jesus Comforts Friends on the Way to Emmaus

Power Launcher
Go Beyond with Hope!

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
Spaceship Tag
none

Hope Hop
pool noodles

Teacher Tip
For more Recreation Station ideas, see the Recreation Leader guide!
Cokesbury Craft Kit
Peel-and-Stick Space Art Craft

Purpose
Voyagers will create fun space designs to help them remember their time at To Mars and Beyond.

Preparation
1. Cover tables with a tablecloth.
2. Set out supplies.
3. Write names of Voyagers on mailing labels.

Directions:

Bible Story
Jesus Comforts Friends on the Way to Emmaus

Power Launcher
Go Beyond with Hope!

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
- To Mars and Beyond Tablecloth
- Peel-and-Stick Space Art Craft Kit
- mailing labels
- markers

Craft Tip
There are three different designs for the Peel-and-Stick Space Art.

Bible Tie-in
In our Bible story, Jesus comforted two disciples on the road to Emmaus. Jesus gave them hope for a better future. Let’s say our Power Launcher together!
Bible Story
Jesus Comforts Friends on the Way to Emmaus

Materials
- To Mars and Beyond Tablecloth
- empty, clean frosting containers
- craft supplies such as nuts, bolts, springs, hooks, washers, paper clips, bottle caps, picture hangers, rubber gaskets, keys, buttons, ribbon, chenille stems, pom-poms, hole reinforcement stickers
- tape, such as washi or duct tape
- craft glue or adhesive dots
- variety of stickers
- jumbo craft sticks (five per student)
- thin markers

Preparation
1. Cover tables with a tablecloth.
2. Clean and dry empty frosting containers.
3. Set out supplies.

Directions
Step 1: Voyagers use a variety of craft supplies to decorate the frosting container to make a Blessing Bot.

Step 2: Voyagers write “blessings” on five jumbo craft sticks and place them in their Blessing Bot. (Encourage your Voyagers to add more blessings to their container after VBS is over.)

Bible Tie-in
In our Bible story, Jesus comforted two disciples on the road to Emmaus. Jesus gave them hope for a better future.
- Let’s say our Power Launcher together.
- How can this craft help you to remember your Power Launcher phrase?
Bible Story Make-and-Take Craft

Emmaus Footprint

Purpose
Voyagers will reinforce the Power Launcher with a theme-related craft.

Preparation
1. Cover tables with a tablecloth.
2. Pre-cut footprints from tagboard and old maps for your younger Voyagers.
3. Pre-cut sections of old maps for your Voyagers to use.
4. Pre-cut a length of yarn for each Voyager.
5. Set out supplies.

Directions
Step 1: Voyagers use the footprint pattern to cut one footprint from tagboard and one from the map.

Step 2: Voyagers glue the map footprint on top of the plain footprint.

Step 3: Voyagers use a paper punch to make one hole at the top of the footprint. Leaders will need to assist with this step.

Step 4: Voyagers thread the yarn through the hole. Tie the ends of the yarn to form a loop.

Step 5: Voyagers add the Power Launcher sticker “Go Beyond with Hope” to the footprint.

Special Needs Classroom Leader Guide
Quick & Easy
Defying Gravity

I. Observation
In our Bible story, two disciples were sad and confused by things happening around them, but talking with Jesus lifted them above their sadness in an amazing way! In this experiment, we will see another powerful force that has an amazing effect on everyday objects!

Have you ever heard of gravity? What do you already know about it? (Show Voyagers the materials.) Have you seen materials like these before? How do we normally use them?

II. Question & Hypothesis
What do you think will happen if I turn these cups upside down with water in them? (Tally votes by raised hands and record the numbers.) Let’s test it!

III. Experiment

Step 1: Prepare your pan (before Voyagers arrive). Turn tray upside-down. Cut string into four 6-foot long segments; fold each segment in half. Place each segment on the bottom of the pan such that the fold is in the center and the ends stretch diagonally out to the corners; secure across the bottom of the pan with duct tape (see video link in the sidebar for visual aid). Turn the pan over and gather the strings together. Tie them in a knot so that the pan is balanced horizontally when you hold the knot.

Materials
- 8”-square pan
- 4 identical plastic cups
- duct tape
- roll of string
- scissors
- water

Preparation
- Optional: Create and display a poster about centripetal force and/or Newton’s Second Law.
- Complete Step 1 in advance.
- Cover tables and set out materials.
**Step 2:** Fill four cups about 2/3 full with water and place in the corners of the pan.

**Step 3:** Swing the tray around in a large circle from about waist-height so the cups go upside-down in the tray. What happens?

**Step 4:** Invite Voyagers to perform the experiment themselves (*divide your group into teams, if needed*).

**Indoor Option:** If you find in your test experiments that the motion is too big for your Science Station space, you can do a smaller version by performing the same steps with a coin or a small ball in a bucket/sand pail and swinging it around your wrist or over your head, as space allows.

**Step 5:** Invite Voyagers to perform the experiment themselves (*divide your group into teams, if needed*). Repeat steps as time allows or until each Voyager who wants a turn gets one.

**Go Beyond:**

1. Repeat the steps with different materials in the cups (dirt, balls, paper, etc.). Does the outcome change?
2. **STEM option:** Provide a metronome and invite Voyagers to test this experiment at faster and slower speeds! How slow do they have to go before the objects will fall out of the cups/bucket?

**IV. Analyze & Apply**

**How Does it Work?**

Centripetal (pronounced *sen-TRIP-uh-tull*) force, or acceleration, acts on any body that revolves around a center. This is what keeps the planets revolving around the Sun; without it, the planets would go spinning off into space. In the case of a body in space, the centripetal force is gravity, in the case of our pan, the centripetal force is the tension of the rope. Whenever the centripetal force is great enough, such as in our experiment, it can overcome the force of gravity, making objects seem to be magically floating in the air!

**Bible Tie-In!**

In today’s Bible story, two disciples were sad; another way to speak of sad is to say their hearts were “weighed down.” Walking and talking with Jesus, however, lifted their spirits and gave them hope to rise above their circumstances. When we walk and talk with Jesus, we can have hope to overcome the forces and circumstances that would weigh our hearts down, too!
Science
Path of Hope

Observation
In our Bible story, we discovered two friends who walked with Jesus. In this experiment, we're going to create a path similar to the one to Emmaus where the friends and Jesus walked.

How It Works
The soap floated on the water because of a force called surface tension. Soap breaks down the surface tension, allowing the powder to scatter.

Bible Tie-In!
The craft stick could not break the power of the water's surface tension without the help of the soap. Sometimes, we can find it hard to break away from the power of our feelings or circumstances, too—but the hope that Jesus gives sets us free!

Preparation
Cover tables and set out supplies.

Experiment
1. Fill a bowl with water. Sprinkle talcum powder onto the surface of the water. What happens?

2. Strike a path through the powder on the surface with a jumbo craft stick. What happens?

3. Dip one end of the craft stick in the liquid soap. Place the soap-treated end of the craft stick in the water and stroke a path through the powder. What happens?

Materials
- To Mars and Beyond Tablecloth
- bowl
- water
- talcum powder
- liquid soap in a cup
- jumbo craft stick

Teacher Tip
Make sure Voyagers do not place their hands around their eyes if they have touched the liquid soap. If you are performing this activity multiple times, you will need to rinse and dry the bowl and use new water, powder, and craft sticks for each demonstration.
Reflection Time

Journaling
Student Books & Fun Pages

Assist Voyagers as needed in completing the Session 5 activities on pages 14–16 of their Student books and/or copies of pages 26–31 from the Fun Pages.

To Mars and Beyond!

Let’s pretend we are the planet Mars! Invite Voyagers to make a circle with their hands overhead for Mars. SAY: To Mars and Beyond!

Now let’s pretend we are stars! Invite Voyagers to make five-pointed stars with their bodies. Have them spread their feet apart, raise their arms to shoulder level, and smile. Count off the points: one is their head, two is their left arm, three is their right arm, four is their left foot, and five is their right foot. See the five points. As you stand in your star shape, name something special you did or discovered today!

Tell Voyagers how glad you are that they came To Mars and Beyond, and invite them to come back to your church for other services and activities.

Prayer
Thank you, God, for giving us new hope when we feel sad. The love and care you show to us can make our hearts feel glad. Amen.

Bible Story
Jesus Comforts Friends on the Way to Emmaus

Power Launcher
Go Beyond with Hope!

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

Preschool/Kindergarten Student books (1 per Voyager)
Younger Voyager Reproducible Fun Pages book (1 per class)

Teacher Tip
Alternate Activity: Invite Voyagers to prepare for dismissal by repeating the action rhyme from page 69.
TO MARS AND BEYOND!