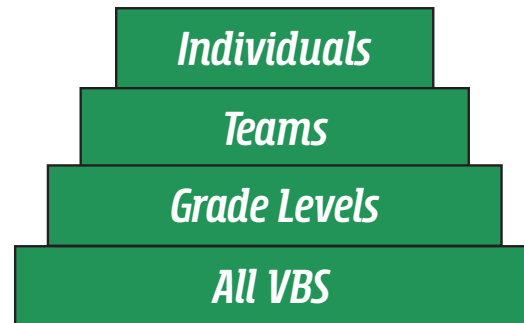




Cool Contests

Get ready for great fun! For *The Incredible Race*, we have developed an amazing set of contests and challenges the kids love! The race has a week-long game with a four-tiered contest system that goes with it. You may want to use one, two, or three of the tiers, or go for the whole thing! Customize to fit your situation, but plan to do at least the All VBS Challenge. That one is a must with challenges written in to every rotation every day that are an important and fun element of *The Incredible Race*.

Check out what is involved with each tier below. They are all a blast, and all teach a lot. *Our test church kids were so into these!*



Individual Challenges

It's hard to gain a love for the nations if you don't even know about them, right? At the heart of the Individual Challenge section is the desire to see kids grow in their knowledge about the nations so they can hopefully, by God's grace, grow to love the people of those nations more.

The individual challenges are really quite easy to pull off. Just print copies of each daily challenge sheet (see Digital Resources) and send them home with the kids, one per day. If they bring them back completed, put them in a container as their entry for a drawing. Collect them each day, adding to the pile. You can also cut them in half after they've been returned and put in one or both halves—one if they do just one of the two parts, or both if they complete both.

On the last day of your VBS, draw several winners from the container and give them prizes, or make a donation to a mission organization in their honor. (One test church chose five names and gave each child a gift card to a local ice cream shop, but tailor this to fit your situation.)

Director's TO DO List for the Individual Challenges:

- Decide if you are doing the Individual Challenges. Print a copy of the Individual Challenge each day for each child—South America on Day 1, Asia on Day 2, etc. (See Digital Resources.)
- Ahead of time, communicate to your volunteers how this contest works.
- Decide on the prizes or mission donations you want to give to the individuals and get them organized.
- Gather a container to hold the entries.
- Communicate to the kids what the Individual Challenge is during the closing assembly the first day, and make sure each child goes home with the correct copy every day thereafter.
- Have someone go through the entries daily after VBS is over and discard any blanks. Place the correct entries in the container that's being used for the drawing.
- Draw names on the last day of VBS during the closing assembly and announce winners and prizes.

Team Challenges

The goal for the Team Challenges is to help teams work together to learn memory verses—let's hide God's Word in our hearts!—and to complete the Go and Do sections on the student guides. The student guides are loaded with

great practical ideas and are a valuable component of the VBS program. If you're not able to purchase them, however, you can still do the Team Challenges. Just take out that aspect of the Team Challenges and it'll still work!

Teams (Team Kenya, Team Germany, Team Brazil, etc.) that are kindergarten and older will keep track of their completed daily challenges on the daily tally sheets. Younger racers will have fun participating in some of the challenges as well, but there will not be a scoring element involved in theirs because it's difficult for them to understand that part of it. All the kids enjoyed participating in team challenges at the test churches.

Check out a daily tally sheet sample on the Digital Resources. Team leaders need to turn in tally sheets by the third rotation each day¹, or whatever time works for your administrative team to have enough time to figure out the winning team, which is the one with the highest average point total per child. To figure this out, add all the points earned for the team and divide that number by the number of children on the team. For example, if the team earned 50,000 points and there were 10 kids, the average point total per child would be 5,000.

Announce the winning team at the end of each day's closing assembly. Dismiss the younger children (PreK and younger) before the winners are announced if they are picked up from another area. You may want to give each winning team member a small prize, make a donation in honor of that team to a mission of some kind, or just announce it for the fun of it².

- Being here (attendance counts!) 1,000 pts
 - Learning the Daily Memory Verse 2,000 pts
 - Learning the Bonus Memory Verse 2,000 pts
 - Completing the Daily Go & Do Section³ up to 4,000 pts
-
- (1,000 points for each one completed)

1 The admin team should keep the turned in, daily tally sheets if you plan to do the Grade Level contest that is described next. You'll need them later in the week.

2 If you have a large VBS, you may want to award two winning teams—a primary winner and a junior winner.

3 The Go & Do section is on the back of the student guide.

- Participating in the Daily Cool Contests⁴ 1,000 pts
 - » Day 1: Gummy Bear Guessing Game (Gummy bears, originating in Germany, are the topic of interest in this guessing game. Guess how many and win the jar.)
 - » Day 2: Team Cheers (Bring team cheers, signs, songs, or handshakes.)
 - » Day 3: Dress-Up Day (Wear something to celebrate any culture of the world or to depict running in a race.)
 - » Day 4: Bible Verse Challenge (Find three verses that have the words “love one another” in them. Write them down or have someone help you write them down and bring them in.)
 - » Day 5: Mission Money Mania (Bring in your final mission money today. Double points!)

Director's TO DO List for the Team Challenges:

- Decide if you're doing the Team Challenges.
- Ahead of time, communicate to your volunteers how this contest works.
- Decide on the prizes or mission donations you want to give to the winning teams and get them organized.
- Print a copy of the tally sheet for each team each day and get it to them. (See Digital Resources.)
- Have someone tally up the day's average point totals per child and determine which team (or teams) won.
- Announce the daily winners and prizes.
- During the Closing Assembly, communicate to the kids what the next day's team contest requirements are.

4 See the Assembly Guide for more info on the daily cool contests.

Grade Level Challenge

This is an extension of the Team Challenges and is done just once, during either the last day's Checkpoint Closing Assembly or your Finish Line Finale Closing Program. Tally up all the average point totals per child earned by each team throughout the week. For instance, if a team got an average of 5,000 points per child on Day 1, 6,000 per child on Day 2, and so on, you would add up 5,000 plus 6,000 plus the other three days and see which team had the most points.

If you have just one team per grade level, then the team with the most points for the whole week is the grade level that wins. If you have several teams per grade level, such as three second-grade classes, three third-grade classes, three fourth-grade classes, etc., then award a prize to the

winning grade level for the week, such as all the third-grade classes. Award either a small prize to each team member, a donation to a mission made in honor of that grade level, or just announce it for the fun of it.

Note: If you feel the need to remove one of the four tiers, this is the first we would suggest deleting.

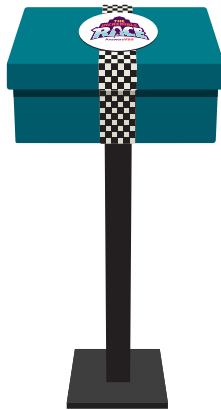
Director's TO DO List for the Grade Level Challenge:

- Decide if you're doing the Grade Level Challenge.
- Communicate how this contest works to your team.
- Decide on the prize or mission donation you want to give to the grade levels and get it organized.
- Have someone tally up the weekly average point totals per child and determine which grade level won.

- Announce the winners and prizes.

All VBS Challenges

This tier is at the heart of the entire week of clues and challenges and is very important to the flow of the whole VBS. Every day, throughout the day, at each rotation spot (snacks, games, teaching, crafts/science, assembly), teams will be facing various clues and challenges that have to do with both the fun and the spiritual theme of *The Incredible Race*. They will get the clues and challenges either from a video (during assembly), a challenge box (see illustration), or handed to them from a teacher or leader. Check the Digital Resources for all the possible challenge sheets. These can be copied, folded as illustrated, and sealed with an Incredible Race logo sticker or other sticker.



As the teams complete the challenges, their team leaders keep track of them on their team's daily score card. Each day, the score card features the continent of the day. For each clue or challenge the team completes, the leader circles the name of one country on the score card. It doesn't matter which one. See the five daily score cards on the Digital Resources.

Team leaders turn their score cards in each day, in addition to their team tally sheets described above (if participating in the Team Challenges).

The VBS director or admin team will keep a tally of the total number of scores all the teams earned all together by adding up how many countries each team has circled. For example, if you have three VBS teams, and Team Kenya successfully completed five clues and challenges on the first day, Team Germany did seven, and Team Brazil did three, the total would be 15 for Day 1 for your whole VBS. Continue to add Day 2, Day 3, Day 4, and Day 5 for all teams to get the grand total for the week for all the VBS teams together.

At the end of the VBS week or at the closing program, announce what the entire VBS earned as they worked together, and explain what happens as a result. A mission-oriented gift is a great way to thrill the kids and also benefit someone from another culture! For example, if they reached a goal you told them about at the beginning of the week, such as X amount of total countries circled on their score cards, then your church will donate something in their honor, such as X amount of dollars to a special ministry. You may want to set several possible goals at the beginning of the week. If they reach goal A, one donation is made. If they reach a higher goal (goal B), more is given. If they reach the highest goal (goal C), the most is given.

Some possible giving ideas are listed below, but the possibilities are practically endless.

- Make a donation to an organization that delivers Bibles to countries that are not able to get Bibles. What an amazing gift of love we can give to others who don't have access to God's Word!
- Have members of your congregation donate items that can go in Operation Christmas Child shoeboxes in the fall, and let winning children choose an item to "buy" to go in those boxes.
- Make a matching donation to Children's Hunger Fund, the mission organization Answers VBS has partnered with that offers physical and spiritual help to those in need all over the globe.
- Have members of the congregation donate non-perishable canned goods and boxed food items and let winning children go "shopping" and choose an item to give to a local homeless shelter. Remind the kids that loving the nations starts with loving our neighbors right around us!
- Make a donation to a Christian relief organization that also shares the gospel, such as Samaritan's Purse. Depending on what level the kids earn, you can designate working toward giving chickens, a bicycle for a pastor, medical aid, or any of the other wonderful gifts that are possible.
- Work to donate one or more planes from Mission Aviation Fellowship, a mission organization that shares the gospel and practical help with hard to reach people groups all around the globe.

Director's TO DO List for the All VBS Challenges:

- A comprehensive list of clues and challenges written into the various teacher guides and leader guides is included in this guide and follows. Read through them to get acclimated to the challenges.
- Meet with the leaders of each area (snack leader, craft leader, assembly leader, game leader, teachers) about the clues and challenges and decide which you'll be doing and who is doing what. The leaders of each area are responsible for preparing the materials or challenge sheets for their area's challenges, but it's helpful to meet ahead of time so the right hand knows what the left hand is doing.
- Photocopy the daily score cards (sheet with the continent of the day) and make sure each team leader has one each day. See the Digital Resources.
- Communicate to the rest of your team how this contest works.

- Communicate to the racers how the All VBS challenges work. You don't need to explain the specific details of each challenge—just the overall concept and info they need to know. The best time to do this is during the assembly time.
- Decide on the giving goals you are trying to achieve. There is the potential to score 5–9 challenges a day per team (one at opening assembly—a video challenge, one or two at snack, one or two at game, one or two at craft/science, and one at lesson; plus there is an extra one they can do as they rotate around the halls throughout the day if you want to add it in. See the Digital Resources.)

This can vary greatly, though, if you determine to take out some or write in more.

- Decide on the prizes or mission donations you want to give the whole VBS at the end of the week and get it organized.
- Have someone tally up all the daily score card totals and determine a total number.
- At the end of the week, announce what the All VBS total is and tell them what donation you will be able to make with it.

Checkpoint Opening Assembly Challenges

Days 1–5

The assembly leader should begin each Opening Assembly with the provided daily Checkpoint Challenge Video.

(See Digital Resources.) After playing it, have each team confer and decide what continent of the day we are traveling to. If they get it right, the team leader circles a country on that day's score card.

Snack Guide Possible Challenges

The snack leader should decide which option or options to do each day and prepare accordingly. See Digital Resources for sample daily challenge sheets that can be put in a challenge box or handed to the racers.

Day 1

Option 1—One-bite Wonder

This challenge was a favorite with our test churches each day! Give the kids a one-bite taste test of an authentic food from the continent of the day. If at least half try it, the team leaders circle a country on the South America score card.

Today's continent is South America, so besides the ideas already written into Day 1, additional possibilities are pao de queijo (this works particularly well—it's a cheesy bread), yellow dragon fruit, guava, mango, passion fruit, empanadas, or dulce de leche. Find recipes online, or find a type of pao de queijo called Brazi Bites® in the frozen food aisle at grocery stores.

Note: One test church served Brazi Bites® cut into fourths for the One-bite Wonder.

Option 2—Find It

Rice and beans are staples of many meals in South America, so this challenge involves finding a hidden piece of rice or a bean in a bin of rice or beans. Ahead of time, color one piece of rice or a bean red with a permanent marker. Mix it into the bin of rice or beans that is sitting on a plastic tablecloth. Have the kids take quick turns (5–10 seconds each) to try to find it. If someone finds it in the allotted time, the team leader circles a country on the South America score card.

Day 2

Option 1—One-bite Wonder

Today's continent is Asia, so besides the ideas already written into Day 2, additional possibilities are kimchi, egg rolls, Pocky® sticks, or potato latkes (Israel). Find recipes online, or buy at a grocery store. If successful in completing this challenge, leaders circle a country on their Asia score card.

Note: One test church gave each child one pita chip with a little hummus.

Option 2—Dead Sea Float

The Dead Sea is in Asia and is a lake that is full of salt. It's written about in the Bible, and it's unusual because when you get in the Dead Sea, you will not sink—you will float! In this challenge, we'll see which food-related things sink and which float.

Before class, gather a bin or bowl of water and some objects to test, such as an apple, a plastic cup, a can of soup, a plastic plate, a carrot, an orange, and a spoon. Show the kids one object at a time. Have them guess if it will sink or float. Put it in the water to test it. If they get at least half of the objects correct, the team leader circles a country on the Asia score card.

Day 3

Option 1—One-bite Wonder

Today's continent is Africa, so besides the ideas already written into Day 3, additional possibilities are plantain chips, fried plantains, or ugali. Check for recipes online. Kids particularly love the plantain chips, which are found in bags in the grocery store. If successful in completing

this challenge, leaders circle a country on their Africa score card.

Note: One test church served each child a couple plantain chips.

Option 2—African Animals

Before class, put African animal stickers on the bottom of each water bottle (or cup) that will be used for drinks at snack time. Make sure there are a variety of animals so kids get different ones. Don't tell the kids there's a sticker on there, but make sure they hold on to their water bottle or cup and don't throw it away until you explain the challenge.

To win this challenge, each team needs to have at least five different African animals represented on the bottoms of their water bottles or cups. You may need to adjust this number depending on how many kids you have and what variety of stickers you found, but do something along this idea. If successful in completing this challenge, leaders circle a country on their Africa score card.

Day 4

Option 1—One-bite Wonder

Today's continent is Europe, so besides the ideas already written into Day 4, additional possibilities are French cheeses (Brie or Munster), French crepes, biscotti, gelato, or Irish soda bread.

Note: One test church made little scones.

Option 2—Stack 'Em Up

This challenge should be done if you are serving the Leaning Tower of Chees-a snack. The racers stack up their

Leaning Tower of Chees-as. To do so, they must be able to get at least four RITZ bits® stacked into a tower, but the kicker is, the tower has to lean at least a little! The racers can't start eating until they've completed this challenge. Once they do, they can eat, and the team leader circles a country on the continent of Europe score card.

Option 3—Pick the Pasta

If you're eating something other than the Leaning Tower of Chees-a snack today, here is another option for a challenge. Show pictures of different kinds of pasta, with the words on the bottom. (See Digital Resources.) See if the racers can figure out which one is called what. Answers are on the bottom of the sheet. They have two minutes to get at least half right. If they do, the team leader circles a country on the Europe score card.

Day 5

Option 1—One-bite Wonder

Today's continent is North America, so besides the ideas already written into Day 5, additional possibilities are soft maple syrup candies (Canada), guacamole, or coconut.

Note: One test church served a couple pieces of Mexican popcorn to each child.

Option 2—Candy World

North America is famous for many candy inventions. Show the pictures of candy from around the world (Digital Resources) and see if they can pick out at least two that were not developed in North America. If they do so in the allotted time, the team leader circles a country on the North America score card.

Science/Craft Guide Possible Challenges

The science/craft leader should decide which option or options to do each day and prepare accordingly. See the Digital Resources for sample daily challenge sheets that can be put in a challenge box or handed to the racers.

Day 1

Option 1—Where in the World?

Show the pictures of landmarks, animals, and natural wonders from South America. Racers have 1–2 minutes to figure out which picture *does not* belong in South America. (Answers are on the bottom of the sheet. Leaders may want to check the answers ahead of time, then black them out so the kids can't see them.) Team leaders circle a country on the score card if successfully completed.

Option 2—Hide and Seek

Hide an item or a picture from South America somewhere in the room where everyone is able to see it from where they are standing. It likely will need to be hidden up high. Possibilities could be a picture of a capybara, a flag of Brazil, or the Christ the Redeemer statue. Hide it so it is

at least partially visible to all participants, but try not to make it too easy. If someone finds it in less than a minute, tell the team leaders to circle a country on the score card for their team.

Note: This idea can be repeated any day using pictures or items from the continent of the day.

Day 2

Option 1—Where in the World?

Show the pictures of landmarks, animals, and natural wonders from Asia. They have 1–2 minutes to figure out which picture *does not* belong in Asia. Team leaders circle a country on the score card if successfully completed.

Option 2—"Jesus" in Many Languages

Have the kids attempt to write the beloved name "Jesus" in different languages. See the *"Jesus" in Many Languages* chart on the Digital Resources and print copies for the kids to have at each table. See if at least half of them can get three written (besides "Jesus" in their own language) in two minutes. Team leaders circle a country on the score card if successfully completed.

Day 3

Option 1—Where in the World?

Show the pictures of landmarks, animals, and natural wonders from Africa. Racers have 1–2 minutes to figure out which picture *does not* belong in Africa. Team leaders circle a country on the score card if successfully completed.

Option 2—It's Shade Time

Ahead of time, gather numerous shades of one color (preferably brown, but it can also be shades of blue or shades of green or whatever you have available). Find as many different shades of one color as possible. One way to do this is to cut up paint chip sample cards found at hardware store paint departments. Another way to do it is to color cards with different shades of one color, one shade per card. Give the racers 1 minute to arrange the shades from lightest to darkest. Remind them that we're talking today about us all having different shades of skin color, not different skin *colors*. Team leaders circle a country on the score card if successfully completed.

Day 4

Option 1—Where in the World?

Show the pictures of landmarks, animals, and natural wonders from Europe. They have 1–2 minutes to figure

out which picture *does not* belong in Europe. Team leaders circle a country on the score card if successfully completed.

Option 2—Things Are Looking Up

Ahead of time, gather large appliance boxes and cut the ends off them. Tape sheets of copy paper inside on the "ceiling" of each box, along with several simple clip art shapes. (See Digital Resources for clip art possibilities.) Give each child a marker and explain how a famous European painter named Michelangelo painted the ceiling of a famous building called the Sistine Chapel while on his back. Have them take turns trying to draw a simple clip art shape while on their backs. Give them two minutes to do so. (Adjust timing to your situation.) Team leaders circle a country on the score card if successfully completed.

Day 5

Option 1—Where in the World?

Show the pictures of landmarks, animals, and natural wonders from North America. They have 1–2 minutes to figure out which picture *does not* belong in North America. Team leaders circle a country on the score card if successfully completed.

Option 2—Find the Flag

Place international flag pictures or an international flag banner somewhere in the room where everyone is able to see it from his spot in the room. It likely will need to be up high. Racers have 2 minutes to figure out at least three flags that are from North American countries. (You may need to adjust the amount of time given or the number of countries' flags they are looking for, depending on your situation.) Team leaders circle a country on the score card if successfully completed.

Game Guide Possible Challenges

The game leader should decide which option to do each day and prepare accordingly. See the Digital Resources for sample daily challenge sheets that can be put in a challenge box or handed to the racers.

Day 1

Option 1: Ten in Ten

In Ten in Ten, the leader counts to 10 in Spanish (uno [oo-no], dos [dose], tres [trace], cuatro [quat-row], cinco [sink-o], seis [say-s], siete [see-et-ay], ocho [o-cho], nueve [new-ev-ay], diez [dee-ez]), as the players try to do **10 jumping jacks in 10 seconds**. If at least half the team completes this in the allotted time, the team leader circles a country on the South America score card.

Option 2: Race the Clock

Every day, a race idea is included that involves racing the clock. Also, each day's race has something to do with the animal pal of the day. These are fast and fun challenges.

Each class works together to try to complete the race in a certain amount of time. The amount of time allotted depends on how many students there are per team. Try each day's ahead of time to determine how much time to allot.

The Day 1 animal pal is Bo the anaconda, so today's race has to do with snakes. When the leader yells "Go!" the whole team has to get on their backs in a continuous line, making one long snake. Then the last person (the tail of the snake) should be handed a cup of water which should

be passed the whole way down the line until it reaches the first person (the head of the snake). If the team completes the task in the allotted time and still has at least one-fourth of its cup of water, the team leader circles a country on the South America score card.

Day 2

Option 1: Ten in Ten

Today's continent is Asia, so in today's Ten in Ten Challenge, the leader counts to 10 in Filipino, also called Tagalog (isa [ee-sa], dalawa [da-la-wa], tatlo [tat-low], apat a-pat], lima [lee-ma], anim [aa-neem], pito [pea-toe], walo [wa-low], siyam [see-yum], sampu [sum-poo]), and the players try to do **10 toe touches in 10 seconds**. If at least half the team completes this in the allotted time, the team leader circles a country on the Asia score card.

Option 2: Race the Clock

Today's animal pal is Jamal the camel, so our race has to do with camels. The team will be racing with bowls of water on their backs. Point out that camels don't actually store water in their humps, but instead fatty tissue. But for our version, we're using water because it's fun!

Place half the team at the start line and half at the finish line. Each team member gets on all fours, reminiscent of a camel. Put a styrofoam bowl of water on the backs of the first player at the start line and the first player at the finish line. On "Go!" those two players start their way toward the other line. They will pass each other at some point. When they get to either the start or finish line, transfer the bowl of water to the next two players. Continue in like manner until the whole team has gone. If they complete the course in the allotted time and still have at least some water in their bowls, the team leader circles a country on the Asia score card.

Day 3

Option 1: Ten in Ten

Today's continent is Africa, so in today's Ten in Ten Challenge, the leader counts slowly to 10 in Swahili, an African language (moja [mow-ja], mbili [bee-lee], tatu [tat-two], nne [nn-eh], tano [ta-no], sita [see-ta], saba [saw-ba], nane [gnaw—nay], tisa [tea-sa], kumi [coo-me]), and the players try to do **10 sit-ups in 10 slow seconds**. If at least half the team completes this in the allotted time, the team leader circles a country on the Africa score card.

Option 2: Race the Clock

Today's animal pals are the Pup Patrol, so our race has to do with dogs. Have a basket of play dogs, either stuffed animal ones (Beanie Babies™ or other stuffed animal dogs) or laminated pictures of dogs. The goal is to get all the dogs transferred from one end of the course to the other end. Racers line up. On "Go!" the first person grabs a dog, runs down to the finish line, puts the dog in a designated spot, then runs back and tags the next person, who repeats the

process. Continue until everyone has gone. If the team completes the task in the allotted time, the team leader circles a country on the Africa score card.

Day 4

Option 1: Ten in Ten

Today's continent is Europe, so in today's Ten in Ten Challenge, the leader counts slowly to ten in French (un [ahn], deux [deuh], trois [twah], quatre [katr], cinq [sank], six [seese], sept [set], huit [wheat], neuf [nurf], and dix [deese]), and the players try to do **10 push-ups in 10 slow seconds**. If at least half the team completes this in the allotted time, the team leader circles a country on the Europe score card.

Option 2: Race the Clock

Today's animal pals are Agape and Phileo, a pair of Polish mute swans, so our race has to do with working together in pairs. Have the kids pair up, and give each pair a beach ball or other ball. The pairs should stand back-to-back with arms linked and the ball between their backs. Pairs are spread out along the start line. On "Go!" each pair takes off from the start line, goes to the finish line, and runs back, keeping the ball from falling. (In other words, all pairs are doing this at the same time.) If the ball falls, the pair has to go back to the start or finish line they just left and continue on. If all the pairs complete this task in the allotted time, the team leader circles a country on the Europe score card.

Day 5

Option 1: Ten in Twenty

Today's continent is North America, so in today's Ten in Twenty Challenge, the leader counts slowly to 20 in English, and the players try to do **10 burpees in 20 slow seconds**. (Burpees begin in a standing position, then go to a squat position with hands on the ground, then kick feet back into a plank position, then back to a squat position, and then back up.) If at least half the team completes this in the allotted time, the team leader circles a country on the North America score card.

Option 2: Race the Clock

Today's animal pal is Racer the roadrunner, so our race has to do with running. The team lines up behind each other at the start line. On "Go!" the first racer runs to the finish line and back. The next person goes, and so on, until everyone has run down and back. The only hitch is every member of the team must run in a different way. A few ideas are to run using just one foot (hop, in other words), run while doing arm circles, and run while counting to 10 in Spanish. Each player must think up his own variation. If the team completes this challenge in the allotted time, the team leader circles a country on the North America score card.

Teacher Guide Possible Challenges

The Primary and Junior teacher guides have two options at the start of each day's lesson, which are listed below. Primary and Junior teachers should decide which option to do each day and prepare accordingly. Once they complete the challenge, the racers receive a Bible clue. (See Digital Resources for the Bible clues.) If they get that right, they circle a country on their score card.

The Pre-Primary and Toddler kids have one little challenge at the start of each lesson and one at the end. Their challenges are just for fun so they can still participate in the All VBS challenges but have no scoring involved. Only the older kids have daily score cards. Check the daily Pre-Primary and Toddler teacher guide lessons to see their challenges. They require no pre-prep and are quick.

Day 1

Option 1—South American Fruit Pictures

Give the racers one minute to try to match at least three names of South American fruits from the **FRUIT POSTER** with their pictures. Once they complete the task of matching at least three, you may hand them their **BIBLE CLUE** (also listed below).

Option 2—South American Fruit Samples

Be adventurous and try a South American fruit—fresh or dried. (Check for allergies. If you're sure allergies aren't a problem, you may want to bring a fruit or food sample every day for the continent of the day. The kids at the test churches loved them!) Today's possibilities: mango, pineapple, red banana, acai, yellow dragon fruit, guava, passion fruit, papaya, or coconut. If at least two racers in the group taste it, you may hand them their **BIBLE CLUE** (also listed below).

Bible Clue

Teacher One: You've just experienced fruits from South America. Now, to complete your challenge and earn a country to circle on your score card, you must correctly answer these Bible questions dealing with fruit:

Question 1: Who ate a fruit when they were told not to?

Question 2: What book of the Bible is this account found in? (Hint: It's the first book of the Bible.)

Answers: Adam and Eve, and it's found in Genesis.

Teacher Two: If they got it right, remind the team leaders to circle a country on their score card.

Day 2

Option 1—Stacking Challenge

Divide into groups of 2–4 racers for this fun challenge. See how fast each group can stack ten cups or blocks into a tower or pyramid. Rules are they have to stack one block at a time and everyone has to participate. At least one group

has to get it done in under one minute to earn the **BIBLE CLUE** (also listed below).

Option 2—Language Challenge

Give each child a piece of paper and a writing utensil. Have each child write the word "hello" in Japanese (pronounced "kon'nichiwa") using the **"HELLO" IN JAPANESE CHART** as a sample. At least two of the team members must get the writing done and pass inspection in under two minutes to earn the team's **BIBLE CLUE** (also listed below).

Bible Clue if Using Option 1

Teacher One: Now, to complete your challenge and earn a spot on your score card, you must correctly answer this Bible question.

Question: Your challenge had to do with building a tower. Genesis 11 talks about a tower we refer to as the tower of Babel. What does the tower of Babel have to do with Asia, our continent of the day?

Answer: The tower of Babel happened in Asia—perhaps in the country of Iraq.

Bible Clue if Using Option 2

Teacher One: Now, to complete your challenge and earn a spot on your score card, you must correctly answer this Bible question.

Question: Your challenge had to do with writing an Asian word. What do you think Asia has to do with the tower of Babel?

Answer: The tower of Babel was built in Asia—perhaps in the country of Iraq.

Teacher Two: Great job, racers! Leaders, circle a country on your race chart and let's move on to hear more about the tower of Babel.

Day 3

Option 1—African Handshakes

Handshakes in Africa come in numerous, interesting variations, depending on where you are in Africa. Watch the possibilities on [YouTube.com/AnswersVBS](https://www.youtube.com/AnswersVBS) and teach the racers how to do one or two. Once this task is successfully completed, you may hand them their **BIBLE CLUE** (also listed below).

Option 2—African Food

Try a simple food from Africa such as plantain chips. (Check for allergies.) Bags of plantain chips can be purchased online or at select grocery stores. If at least two racers in the group taste them, you may hand them their **BIBLE CLUE** (also listed below).

Bible Clue

Teacher One: To complete your challenge and earn a score on your card, you must correctly answer this question:

Question: What color would you call this African boy's skin? Hold up the **DARK SKIN POSTER**.

Answer: The answer is not black, but brown (dark brown), so if they say black first, tell them you will give them two more chances to guess.

Teacher Two: If they get it right, remind the team leaders to circle a country on their score card.

Day 4

Option 1—Pancake Race

The Pancake Race is run on Pancake Day in the United Kingdom every year, which is also Shrove Tuesday, a day known in some traditions for indulging before Lent begins. Tradition has it that a lady was cooking pancakes when she heard the church bells ring on Shrove Tuesday back in 1445. She raced out the door and to the church with her frying pan.

This option involves flipping pancakes. Divide into pairs and give each pair a “pancake” and two styrofoam or plastic plates. On “Go!” everyone tries to flip their pancake back and forth from one partner's plate to the other. It must flip in the air and be caught by the other partner. The goal is to successfully do so at least three times in one minute. As long as one pair successfully completes the challenge, everyone earns the **BIBLE CLUE**.

Option 2—Cheese Race

This option is reminiscent of a race from Gloucester, England that involves rolling cheese down a hill. Give each child or small groups of kids a real or fake cheese wheel. These can be Babybel® cheese wheels, a yellow sponge cut in a circle, Trivial Pursuit® yellow wheels, or a wheel made out of yellow play dough. Either have them try to see how far they can get it to roll along the floor or make a ramp by propping up a large cardboard box just a little with one end a foot or more off the floor and the other end resting on the floor. Have groups try rolling the cheese down the ramp and see how far it goes. To win, at least someone needs to get it to the designated spot the leader has decided on. (Do not make it too hard.) If someone does so, everyone earns the **BIBLE CLUE**.

Bible Clue

Teacher One: To complete your challenge and earn a country on your score card, you must correctly answer this Bible question:

Question: Yes or No—Are we all related?

Answer: Yes—we know from the Bible we all came from the first two people, Adam and Eve, and scientific facts confirm this. We are all one race, or one blood as it says in Acts 17:26. Recite the verse together.

Teacher Two: If they get it right, remind the team leaders to circle a country on their score card.

Day 5

Option 1—Seeing Red

In Mexico, Valentine's Day is a day to celebrate love, but it's not just for couples, it's for everyone. People buy red balloons and release them into the sky. They give gifts to people, write poems, and do many other expressions of kindness and love. In honor of love, team members should see if they can find at least ten different things around the room that are red in 30 seconds or less. If they successfully do so, you may hand them the **BIBLE CLUE**.

Option 2—Love in Different Languages

Scatter the assorted heart pieces on a table or on the floor and have the racers work together to try to match each language with its word. Answers include “love” in French, Spanish, Haitian Creole, Inuit, Danish, English, and Cherokee. Once they match at least three of them in under one minute, you may hand them the **BIBLE CLUE**.

Bible Clue

Teacher One: To complete your challenge and earn a score on your card, you must correctly answer this Bible question:

Question: Love is universal. It's not only found in North America, but all over the world. But where did love first come from?

Answer: God—God is love. He's the one who thought up love! The Bible says in 1 John 4:19 that we love because God first loved us.

Teacher Two: If they get it right, remind the team leaders to circle a country on their score card.