

# THE GREAT Jungle JOURNEY

AnswersVBS

## TODDLER/PRE-PRIMARY DAY 1

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Show child the <b>7 C'S CREATION POSTER</b> . Have them touch the poster and say "God created" or "God created in six days."	Say the main ideas from the Bible lesson. Repeat, stopping periodically to leave out a key word (i.e., God, six, created/creation). Have child say the missing word.	Use the graphic version of the Memory Verse. Have child point to each word/picture as you say it together.	Show child the <b>DAY 1 ANIMAL PAL POSTER</b> . Have them flap their arms like a parrot. Remind child that God placed the first people in the garden of Eden.
LOGICAL/ MATHEMATICAL	Provide child with six blocks. Have them point to each block as they count from 1 to 6. Reinforce that God created in six days.	Have child listen as you count to six. Then have them count to six and hold up the appropriate number of fingers as they count.	Use Touch Table Dry: All Things Green. Consider adding additional items that are not green and have child sort the items by color.	Use Touch Table Wet: Creation Counting. Remove water if necessary.
BODILY/ KINESTHETIC	Point to the <b>7 C'S CREATION POSTER</b> . Have students use their hand or entire body to make a "C."	Call out a day of creation and have child use hand or body motions to show what God did or created on each day.	Place sensory/tactile materials around the room to represent the days of creation (mock fur for animals, silk flowers, etc.). Have child travel to each area as the day of creation is discussed.	Use the Toddler Adam & Eve Chase game. Allow for different modes of movements (walking, crawling, wheeling).
VISUAL/ SPATIAL	After the lesson, have child help color or place stickers on the creation drawing from the lesson to review the days of creation.	Call out a day of creation. Have child point to the elements in the creation drawing that represent that day.	Make the Toddler Creation Sensory Box in advance and use during the lesson. Have child observe and touch items related to each day of creation as it is discussed.	Use the Toddler Hungry Monkeys game. Cut yellow pool noodles into larger pieces, if necessary.
MUSICAL	Point to each word on the <b>DAY 1 MEMORY VERSE POSTER</b> . Have child clap their hands as they say each word.	Intersperse the telling of the Bible account with different VBS songs.	Play VBS music while child completes craft or coloring sheet.	Sing "He's Got the Whole World in His Hands" and have child do the corresponding motions.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTERPERSONAL	Have child point to items in the creation drawing from the lesson and explain on which day the item was created.	Say the Memory Verse. Have child listen and then repeat it back to you or a partner. Repeat several times.	Have child work with a partner or buddy to decorate their Bug Jar craft.	Use Dramatic Play: 7 C's Explorers. Have child work together or with a buddy to pack a suitcase or bag.
INTRAPERSONAL	During the lesson, provide child with their own completed set of the creation drawing.	Provide child with their own puppet to use during the Puppet Pal presentation. Have child use their puppet to mimic its dialogue in the skit.	Give child a plastic or plush parrot to hold throughout the day to remind them of Eden the Green Parrot.	Say the Memory Verse. Have child point to the ground for "earth" and point to the sky for "heavens."
NATURALIST	Show child real-life images of parrots or have child select pictures of parrots when introducing Eden the Green Parrot.	Play rainforest sounds throughout the day. Encourage child to think about what generated the different sounds (e.g., animals, weather).	Use the Toddler <b>EDEN THE GREEN PARROT COLORING SHEET</b> activity as the craft. Substitute smooth, soft fabric for feathers.	Use the Discovery Center: Rainforest Rubbings. Provide large block crayons for child to better grasp when coloring.
TECHNOLOGY	Have child use a smartphone, tablet, or digital camera to take pictures of items that are green.	Play sound effects of soldiers marching or a sword fight during the Puppet Pal presentation.	Have child use a tablet with a drawing app to recreate the creation drawing during the lesson.	Record child on a webcam singing and doing the motions for "He's Got the Whole World in His Hands."

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## TODDLER/PRE-PRIMARY DAY 2

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Following the lesson, hold up the objects from the sacks and have child identify the object and what it shows about Corruption.	Say each main idea from the Bible lesson that relates to the gospel. Have child repeat key words from the idea (e.g., fruit, sin, flood, ark).	Use Dramatic Play: 7 C's Explorers. Have child name the animals as they pair them together.	When students hear the word "sin" during the lesson, have them make an X with their arms and say, "Do not sin."
LOGICAL/ MATHEMATICAL	Use Discovery Center: Missing Fruit. Challenge child to classify the fruits on the tray by an attribute (i.e., color, shape, size).	Sing "The 7 C's." Emphasize the number "seven" throughout the song.	Use Dry Touch Table: All Things Dark and Blue but add a few objects that are not dark or blue. Have child identify the objects that do not belong with the others.	Hang the 7 C'S (CREATION, CORRUPTION, CATASTROPHE) POSTERS in random order around the room. Have child move to each poster to show the order of events they have learned about during days 1 and 2.
BODILY/ KINESTHETIC	Point to the <b>DAY 2 ANIMAL PAL POSTER</b> and have child jump like a frog around the room.	During Puppet Pal presentation, have child pat their laps or lightly clap to simulate the sound of the rain that fell during the flood.	Use Touch Table Wet: Toy Boats. Remove water if necessary.	Play the Toddler Noah Says game.
VISUAL/ SPATIAL	Assist child in holding a prism up to a light source to create a rainbow. Reinforce that God used a rainbow as a sign that he would never flood the whole earth again.	Say a main idea from the lesson. Have child point to a picture from the lesson that shows it.	Show child the <b>WATER EVERYWHERE POSTER</b> . Have them submerge their hand, finger, or another object in water to reinforce that the flood covered the whole earth.	Have child use their body to make the shape of a serpent when discussing Corruption.
MUSICAL	Sing "The 7 C's." Point to each <b>7 C'S POSTER</b> when the "C" is mentioned in the song.	Vary the tone of voice when repeating the Memory Verse. Have child repeat using whisper voice, high-pitched voice, etc.	Sing the VBS songs. Use hand-over-hand support to help child do the motions.	Have child stomp or clap while saying each word of the Memory Verse. Repeat, saying the verse faster or slower.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTERPERSONAL	Provide groups or pairs of children with props from the lesson (i.e., items from the sacks, teacher posters, props). Have children work together to identify if the item represents Corruption or Catastrophe.	Have child restate or explain one or more of the main ideas to a partner or buddy.	Use the Toddler Two-by-Two Animal Match game. Limit number of cards presented to child at one time if necessary for successful matching.	Have child retell the account of Corruption or Catastrophe using props or pictures.
INTRAPERSONAL	Give child their own copy of the <b>ANIMALS COMING POSTER</b> to look at during the Puppet Pal presentation. Encourage child to think about modern-day animals that resemble the animal kinds on the poster.	During prayer time, teach child how to say “sorry” to God for their sin (prayers of confession).	Prepare a Toddler Ocean in a Bottle Craft. Have child hold the bottle and move it to simulate the ocean during the Puppet Pal presentation.	Have child help prepare the classroom for the lesson by putting the items into the sacks and organizing the props for the Puppet Pal presentation.
NATURALIST	Use the Toddler <b>TOX THE DART FROG COLORING SHEET</b> activity as the craft. Prior to starting the craft, show child real-world images of dart frogs.	Give child a toy or plush snake. Have child hold it up whenever they hear “serpent/snake” or “sin.”	Add blue cellophane to Tox’s frog skin on the <b>DAY 2 ANIMAL PAL POSTER</b> . Allow child to rub the smooth “skin.”	Have child act like the animals shown on the <b>ANIMALS COMING POSTER</b> (i.e., mimicking their movements, sounds).
TECHNOLOGY	Record the Puppet Pal presentation prior to the lesson. Share on a laptop or tablet with child.	Record VBS songs on a digital player. Supply earphones for child to listen.	Take pictures of the <b>TEACHING POSTERS</b> to show on a laptop or tablet. Allow child to select the pictures during the lesson.	Use a webcam, tablet, or smartphone to record child singing “The 7 C’s” and doing the hand motions. Replay the video daily for child to watch.

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## TODDLER/PRE-PRIMARY DAY 3

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Show the <b>DAY 3 MEMORY VERSE POSTER</b> . Point to each word and say it. Have students repeat the word.	Say “hello” in various languages. Have child repeat what you said in each language.	Use puffy paint to outline the letters on the <b>7 C’S POSTER (CONFUSION)</b> . Have child trace the letters while saying “Confusion.”	When you say “scatter,” have child move from one location in the room to another. Repeat as time and child’s attention allows.
LOGICAL/ MATHEMATICAL	Use Pre-Primary: Confusion Concentration. Allow child to play with the cards face up. Limit the number of cards child sees at one time.	Say three words, one from the child’s native language and two from another language. Have child identify the word from their language.	Show example of a “mix-up” (e.g., teacher wearing a glove on their foot). Have child fix the “mix-up.” Relate to the Confusion.	Hang Pre-Primary <b>CONFUSION CONCENTRATION CARDS</b> around the room. Have child move to cards in order as you retell the account.
BODILY/ KINESTHETIC	Show child a world map. Point to it and say “scatter.” Have child move to a different location in the room. Connect to the dispersion of people from Babel.	Play the Toddler North South game. Adapt the movement to allow for child’s motor abilities, such as walking or wheeling child.	Use Discovery Center: Brick Building. Provide hand-over-hand support if necessary.	Play the Toddler Snoozing Silverback game. Adapt the movement to allow for child’s motor abilities, such as walking or wheeling child.
VISUAL/ SPATIAL	Use the Toddler World Map Place Mat craft.	Have child retell the account of Confusion while a teacher points to elements on the <b>7 C’S POSTER (CONFUSION)</b> , such as the tower or people.	Have child use crayons of different shades of brown to color circles or people outlines. Reinforce that we are all one race.	Write each word of the Memory Verse on a piece of paper. Hang around the room. Have child move to each word as they say the verse.
MUSICAL	Watch the videos of the VBS songs and sing along with them.	Have child listen to the “Down Where It Rains” song. Play it again and have child provide the “echo” parts of the song.	Give the child a toy gorilla, like Scatter, to move in motion with the songs.	Sing “Do Right,” assigning child the “side one” part. Assign the “side two” part to another child or a buddy.
INTERPERSONAL	Create a simple puzzle of the Toddler <b>WORLD MAP PATTERN</b> . Have child work with a group, partner, or buddy to assemble the puzzle.	Have child work with a buddy to echo read (one person says the word and the other repeats it) the Memory Verse.	Use Dramatic Play: 7 C’s Explorers. Have child work with a group, partner, or buddy to gather the people dolls and pretend to walk through the jungle.	Give child and a buddy or partner a collection of people figures. Have them scatter them around the room like the people scattering from Babel.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	<p>Give child their own copy of the <b>7 C'S POSTER (CONFUSION)</b> to hold during the lesson. Have them point to different elements as they are introduced, such as the tower.</p>	<p>Ask child to reflect on a time they did not obey God. Let child choose to share either verbally with buddy or by drawing a picture.</p>	<p>Provide child with a tray of sand. Have child use their finger to draw a tower in the sand during the lesson.</p>	<p>Use Touch Table Dry: All Things Gray. Modify to provide the child with their own small bin filled with gray objects.</p>
NATURALIST	<p>Have child look for objects in the room or outside that are gray. Relate to the day's color and its meaning.</p>	<p>Play audio recordings of gorillas in the wild when introducing the Day 3 Animal Pal.</p>	<p>Have child use clay to make models of bricks like those that may have been used to build the tower at Babel.</p>	<p>Have child go on a nature walk to collect materials they can build with, such as sticks or rocks. Then have them use the materials to build a tower.</p>
TECHNOLOGY	<p>Show child pictures of modern-day towers. Discuss how these towers might be similar to or different from the tower the people built at Babel.</p>	<p>Provide child with a media player to listen to people speaking in different languages.</p>	<p>Have child build a tower using materials of their choice and then take a picture of it using a digital camera, smartphone, or tablet.</p>	<p>Provide child with a tablet or media player and headphones. Allow child to listen to VBS songs during movement breaks between activities.</p>

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## TODDLER/PRE-PRIMARY DAY 4

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Point to each 7 C's Poster introduced on days 1-4. Have child say the name of the C.	Cue child to say the Memory Verse when a bell or other distinct sound plays throughout the day.	Have child trace the words on the <b>ADMIT, BELIEVE, FOREVER RECEIVE POSTERS</b> with their finger during the lesson.	Place the <b>ANIMAL PAL POSTERS</b> around the room. Walk to each picture and talk about what each animal reminds us about the 7 C's.
LOGICAL/ MATHEMATICAL	Show child the <b>CUTOUT PATTERNS</b> . Have child put the patterns in order to show the details of the Christ and Cross events.	Say a number 1-6. Have child say the C that corresponds to the number or point to the appropriate <b>7 C'S POSTER</b> .	Use Discovery Center: Holiday Happenings.	Make two sets of the <b>CUTOUT PATTERNS</b> . Have child play a "memory" game by matching the images. Cards could be facedown or face up.
BODILY/ KINESTHETIC	Use Dry Touch Table: All Things White and Red.	Use Wet Touch Table: Bible Truth Colors. Remove water from table if necessary.	Use the Toddler Easter Scene craft. When complete, have child use their body to represent different elements in the diorama, such as the cross.	Use Dramatic Play: 7 C's Explorers. Adjust activity to accommodate child's balance and preferred method of movement.
VISUAL/ SPATIAL	Pair the Animal Pal with the memory verse. Move a cutout of Rose the Pink River Dolphin to each word on the graphic version of the Memory Verse.	Have child listen to and then say the Memory Verses for Lessons 1-4. Have child point to the <b>7 C'S POSTER</b> that corresponds to each verse.	Use Toddler Christmas Ornament craft. Use hand-over-hand support as needed.	Use Toddler Nativity Hunt game. Adjust hiding location of Nativity Cards so child can easily find them.
MUSICAL	During the Puppet Pal presentation, have the puppet "lead" children in singing "Jesus Loves the Little Children."	Have child use rhythm sticks or tap a drum as they say each word in the Memory Verse.	Sing "The 7 C's" while child touches the corresponding <b>7 C'S POSTERS</b> .	Play VBS music throughout the lesson to allow child movement breaks. Encourage child to walk, jump, dance, etc.
INTERPERSONAL	Have child retell the main ideas from the Christ and Cross accounts to a buddy or partner using the <b>CUTOUT PATTERNS</b> .	Play a 7 C's game with child and a small group, partner, or buddy. Call out one of the 7 C's. Have group say the C's number (1-5) or point to the corresponding <b>7 C'S POSTERS</b> .	Assign partners. Cut apart the graphic version of the Memory Verse. Ask them to work together to put the verse in order.	Put a puppet on child's hand. Teacher can say the teacher part of the Puppet Pal presentation and help the child move his/her hand while the puppet part is given.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	Give child a set of the <b>CUTOUT PATTERNS</b> to refer to during the lesson.	During prayer time, lead child to say “thank you” to God for sending Jesus to earth.	Use the Toddler <b>ROSE THE DOLPHIN COLOR SHEET</b> as the craft. Assist child in gluing cellophane to the dolphin.	Hide red and white objects around the room. Call out one of the colors and have child find an object of that color.
NATURALIST	Show pictures of other animals that are pink. Reinforce the connection of red and white to Christ and the Cross.	Think of sounds to represent the different Animal Pals. Have child listen to those sounds and review each animal.	Have child mix red and white clay together to create pink clay. Connect to the day’s colors.	Use Toddler Dolphin Splash game. Replace water with packing peanuts or Easter basket grass if desired.
TECHNOLOGY	Show child illustrations or pictures of Christmas and Easter decorations, traditions, etc. on a tablet or computer. Have child determine which C (Christ or Cross) the image is related to.	Have child listen to Christmas music on a media player. Relate Christmas to the fifth C.	Record Puppet Pal presentation on a webcam. Replay for child on a tablet. Child can hold the puppet while viewing.	Create a presentation with slides showing each <b>CUTOUT PATTERN</b> . Have child advance the slides as you review each item.



# THE GREAT Jungle JOURNEY

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## TODDLER/PRE-PRIMARY DAY 5

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Show child a Bible. Help them find the book of Revelation.	Read aloud each day's Memory Verse. Have child repeat it. Consider leaving out words occasionally and having child give the missing word.	Have child color the <b>DAY 5 MEMORY VERSE COLORING SHEET</b> with sponges dipped in watercolor paint. Have child say or repeat verse while painting.	Hide items used during the lesson around the room. Call out an item and have child find it.
LOGICAL/ MATHEMATICAL	Copy and laminate each of the <b>MEMORY VERSE POSTERS</b> and <b>7 C'S POSTERS</b> . Have child match each verse to the C it tells about.	Present items in the days 1–5 colors. Say a color and have child select items of that color.	Copy and cut out the pictures from the graphic version of the Memory Verse. Ask child to put the pictures in order as you say the verse.	Have child work with a buddy or partner to make each of the numbers 1–7 with their bodies. Then review the C related to each number.
BODILY/ KINESTHETIC	Show each of the <b>ANIMAL PAL POSTERS</b> . Have child use their body to mimic the movements of each animal.	Call out one of the 7 C's and have child use their body to act out something about the account.	Walk your fingers across a tray, coloring sheet, or sand and say the Memory Verse as you do. Then help child to do the same.	Use Toddler Jungle Obstacle Course game. Allow for different types of movement (e.g., walking, crawling, wheeling).
VISUAL/ SPATIAL	Use the optional Toddler Coffee Filter Butterfly craft.	Play a listening game. Call out different C's. Have child point to the corresponding <b>7 C'S POSTER</b> .	Use Wet Touch Table: No More Tears. Allow child to use wet wipes instead of water if desired.	Use Toddler 7 C's Hunt game.
MUSICAL	Show the graphic version of the Memory Verse. Sing the words on the poster to a tune or use a sing-song voice. Repeat with posters from other lessons.	Have child choose his/her favorite VBS song and lead the class in singing it.	Have child touch his/her head, shoulders, knees, and toes as the class repeats each word in the Memory Verse.	Sing "The 7 C's" while child does the motions.
INTERPERSONAL	Have child work with a buddy or partner to draw a picture of what being in the new heaven and new earth may be like based on the descriptions in the lesson.	Have child pass one of the objects from the lesson back and forth with a partner as they say or repeat the Memory Verse.	Copy the graphic version of the Memory Verse on cardstock. Cut it up into simple puzzle pieces. Have child work with a group or partner to put puzzle together.	Use Dramatic Play: 7 C's Explorers. Have child work with a group, partner, or buddy to "travel" through the jungle.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	Allow child to hold an item from the doctor's kit during the lesson. Have them reflect on God's promise to end sadness, sickness, hurt, and death during the consummation.	Lead child in a prayer of "adoration" for God's faithfulness to give believers eternal life with him.	Have child hold toys or stuffed animals that represent each Animal Pal. Review each animal and the biblical truth it represents.	Model body language that is connected to being sad, upset, or hurt (e.g., frowning, crying). Have child practice identifying these emotions as you model.
NATURALIST	Use Discovery Center: Caterpillars and Butterflies. Include a model of the butterfly's life cycle.	Have child listen to sounds of wolves and lambs. Emphasize that in the new heaven and new earth wolves and lambs will get along.	Use Dry Touch Table: All Things Yellow. Include yellow items from nature, such as flowers, leaves, or feathers.	Use sidewalk chalk outside for child to draw a large C. Have child walk along the outline while saying the 7 C's in order.
TECHNOLOGY	Show child a picture on a tablet or computer of a frowning face whenever a sad or bad thing is discussed and a happy face when the new heaven and new earth are discussed.	Record child singing "Heaven Is a Happy Place." Allow child to take a copy of the recording with them to listen to at home.	Instead of using the objects mentioned in the lesson, create presentation slides with pictures of each object. Allow child to advance the slides as you go through the lesson.	Have child activate a switch to turn on a media device to play their favorite VBS song of the week.

# THE GREAT Jungle JOURNEY

AnswersVBS

## PRIMARY/JUNIOR DAY 1

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Show child how to find the book, chapter, and verse for each Bible verse in the lesson.	Read the Memory Verse aloud. Have child point to the verse or each word on the <b>DAY 1 MEMORY VERSE POSTER</b> as you say it.	Use sign language to teach the Memory Verse.	Hang the <b>EVIDENCES POSTERS</b> around the room. As you review each piece of evidence, have child stand by it.
LOGICAL/ MATHEMATICAL	Point to items in the creation drawing and have child identify on what day it was created.	Say one of God's creations (e.g., animal, plant, heavenly body). Have child identify its day of creation.	Reinforce six days of creation by having child count groups of six blocks or counters.	Play Simple Outdoor Games Creation Shapes.
BODILY/ KINESTHETIC	Show the Memory Verse Poster and point to each word. Have child engage in a preferred movement (e.g., jumping, clapping) as they say each word.	Have teacher or buddy say half of the Memory Verse. Have child say the other half. When listening, have child sit. When speaking, have child stand. Switch parts and repeat.	Have child complete Order and Disorder science experiment with a partner or buddy. Provide hand-over-hand support if needed.	Play Jungle Obstacle Course. Adapt course and movement for child's needs.
VISUAL/ SPATIAL	Use a large-print Bible to display and read the lesson verses. Assist child in finding each verse in the Bible.	Cut apart the graphic version of the Memory Verse and put the sections in a bag. Draw each section out one by one and then say the verse.	When showing the <b>BRICK FACTORY POSTER</b> , have child simulate the action on the poster by shaking a set of blocks inside a clear lidded container and "waiting" to see if it makes a house.	Play Super Simple Games Day 1: Animal Charades.
MUSICAL	Have child move a cutout of Eden the Green Parrot around as a VBS song plays.	Sing the words of the Memory Verse in different pitches, voices, or rhythms and vary the volume.	Give child rhythm sticks. Have child tap stick loudly when the lesson refers to the "creation."	Choose a VBS song to play. Combine it with a game of listening. Ask child to move around the room, freeze when you stop the music, then begin when you restart it.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTERPERSONAL	Have child work with a partner or buddy to recreate the creation drawing from the lesson.	Have child work with a partner or buddy to recite the Memory Verse, alternating between who says each word.	Have child role-play the Puppet Pal presentation with the teacher.	Play Sea & Sky Tag. Allow child to tag with a pool noodle if personal touch is not preferred.
INTRAPERSONAL	Give child a copy of the <b>7 C'S CREATION POSTER</b> to hold and look at during the lesson.	During prayer time, lead child in a prayer thanking God for creating the world.	Provide child with a tray of sand, shaving cream, or rice. Have child write the following words or phrases in the material on the tray: six days, create, God.	Have child go on a nature walk and identify elements of God's creation around them.
NATURALIST	Show the <b>EVIDENCES POSTERS</b> . Have child identify natural elements in each picture (e.g., ocean, cave).	Have child listen to or make parrot sounds when learning about Eden the Green Parrot.	Glue feathers to Eden's wings on the <b>DAY 1 ANIMAL PAL POSTER</b> for child to feel as the Animal Pal is discussed.	Use the My Bug Jar craft. Have child go outside and look for bugs to put in the jar.
TECHNOLOGY	Display Bible verses used in lesson on a mobile device using an app-based Bible.	Type out small group discussion questions on computer. Provide talk-to-text option for child to record answers.	Create presentation slides with images of the <b>RAINFOREST LAYERS PATTERN</b> . Have child use a mouse or touchpad to drag the layers onto the slide in the correct order.	Have students watch the hand-motion video for a VBS song and do the motions as the video plays.

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## PRIMARY/JUNIOR DAY 2

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Point to important items on the lesson's posters that are related to the lesson main ideas (e.g., ark, animals, serpent). Have child name them.	Call out a modern-day animal. Have child identify if its kind would have been on the ark (only land animals and flying creatures would be included).	Squirt shaving cream onto a tray or desk. Have child use his/her finger to write the words "sin," "fruit," and "flood" in it.	Choose a key word from the lesson, such as sin, flood, ark, or serpent. Anytime the child hears the word during the lesson, have them do a predetermined motion (e.g., jump up, clap).
LOGICAL/ MATHEMATICAL	Show the <b>DOG KINDS POSTER</b> . Have child identify similarities and differences in the dogs shown (e.g., color, size).	Have child summarize the Corruption or Catastrophe account using time/order prompts: first, next, then, last.	Have child use a ruler or tape measure to measure out 20 inches, the approximate length of the cubit mentioned in the lesson.	Place the <b>7 C'S CREATION, CORRUPTION, AND CATASTROPHE POSTERS</b> around the room. Have child stand in front of each as they are discussed.
BODILY/ KINESTHETIC	Point to the <b>ANIMALS COMING POSTER</b> . Have child mimic an animal kind that entered the ark.	Teach the Memory Verse through repetition. Say a short phrase; ask child to stand and repeat after you.	Provide hand-over-hand assistance for child to create the playdough shapes during the lesson.	Play Rainy Day Relays or Tox Tag. Adapt movement to child's needs.
VISUAL/ SPATIAL	Provide child with copies of the lesson posters. Assist child in selecting and cutting out pictures from posters to create a collage about the Catastrophe event.	Type or write out each word of the Memory Verse on separate strips. Give child a paper with outlined boxes for each word. Ask child to glue words in successive boxes as the verse is read.	Use Straw Serpent craft. Provide hand-over-hand support if needed.	Enlarge Memory Verse words onto separate sheets of paper. Place on floor. Have child hop from word to word as verse is said.
MUSICAL	Sing one of the Memory Verse songs while pointing to the lyrics on the <b>DAY 2 MEMORY VERSE POSTER</b> .	When child hears the words "corruption" or "catastrophe" during the lesson, have them clap their hands.	Cut apart the graphic version of the Memory Verse into words or word phrases. Sing or play the memory verse song while child assembles the verse.	Have child complete the hand motions while listening to one of the VBS songs.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTERPERSONAL	Have child complete the Catastrophic Eruption science experiment in a group or with a buddy. Ask child to identify what they observed during the eruption.	Have child listen to a buddy or partner recite the Memory Verse and then have them repeat it.	Have child pass a plush or toy snake back and forth with a partner as they say "We all sin. But God has a plan." multiple times.	Have child act out the Pre-Primary Puppet Pal presentation with a teacher or buddy.
INTRAPERSONAL	Reduce the lesson posters to a smaller size and put together on a ring or in a booklet. Give an individual set to the child.	Lead child in a prayer of confession to say "I'm sorry" for a sin they have committed.	Have child hold a toy snake when learning about Corruption and a toy land animal or flying creature when learning about Catastrophe.	Have child take a walk around your area or outside and think about things in the world that are present because of corruption (i.e., sickness, animal death). Encourage them that God has a plan to restore all of creation.
NATURALIST	Have child identify each tree on the <b>JUNGLE TREES POSTER</b> after the lesson.	Have child listen to a VBS song while walking outside.	Have child simulate a flood by forming a ball of clay into a mountain on the bottom of a clear bin. Then have them pour water over the clay until it is completely covered.	Use sidewalk chalk outside to draw a large C. Write Memory Verse in it. Have child hop, jump, or walk while saying verse.
TECHNOLOGY	Have child examine pictures or videos of a flood. Emphasize that although there are floods today, they do not cover the whole earth like the global flood, just as God promised.	Provide earbuds or headphones and an audio recording of the lesson or VBS song for child to listen to.	As lesson main ideas are presented, have child draw a picture, using a drawing app on a tablet, to show the main idea.	Have child use a mouse, touchpad, or switch to activate a video or audio recording of a rainstorm when discussing the global flood.

# THE GREAT Jungle JOURNEY

AnswersVBS

## PRIMARY/JUNIOR DAY 3

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Point to one of the <b>BABEL POSTERS</b> . Have child explain what the picture has to do with the lesson.	Say “At the tower of Babel _” and have child complete the sentence with a word or phrase to tell about the Bible lesson.	Put the Memory Verse on separate brightly colored index cards. Lay out in order. Turn over one at a time as verses are used.	Place the <b>BABEL POSTERS</b> around the room. Have child stand in front of each as you explain it.
LOGICAL/ MATHEMATICAL	Show the <b>BABEL POSTER (RACE)</b> . Have child point to each section on the number one image as they explain how it relates to all of us belonging to one race.	After the lesson, have child retell it by answering questions such as, “What was first?” “What came next?”	Have child use playdough to create a number one when discussing how all people are a part of one human race.	Have child experiment with building towers using different materials (e.g., blocks, marshmallows). Prompt them to analyze which materials worked best.
BODILY/ KINESTHETIC	Assign an action that the child should complete when each <b>BABEL POSTER</b> is presented, such as pretending to build when shown the <b>TOWER POSTER</b> .	Emphasize that all people are part of one human race. Call out “one” and have child stand up straight like a “1” and say “human race.”	Use the Tower Test experiment. Modify the number and size of the blocks as necessary to meet child’s fine motor needs.	Have child say the Memory Verse while doing different movements, such as hopping, jumping, clapping, waving, or stretching.
VISUAL/ SPATIAL	Have child point to each <b>7 C’S POSTER (CREATION-CONFUSION)</b> and match it to the corresponding <b>MEMORY VERSE POSTERS</b> .	Give child a play microphone. Have child point to the <b>BABEL POSTERS</b> while saying the corresponding main ideas into the microphone.	Use the Skin-Deep science experiment.	Use the graphic version of the Memory Verse. Cut apart the words and place in different parts of the room. Have child find the words and put them in order.
MUSICAL	Play a different song in the background each time a new <b>BABEL POSTER</b> is shown in the lesson.	Use background music for the Confusion account. Adjust tempo of music to mood of the event (e.g., drum beats, loud or soft harmonica, piano chords).	Have child use an instrument such as a drum or keyboard to play low or loud notes any time the people do something to disobey God.	Come up with a tune for the Memory Verse. Sing while marching around room.
INTERPERSONAL	Ask child to work with another to create a picture of one part of the Bible lesson.	Ask child to pretend to be the teacher. Let child teach another child some main ideas from the lesson.	Have child complete the Tricky Triangle craft or provide child with a premade craft. Then have child play with a buddy or partner.	Play Confusion Competitions: Reverse Relays. Consider using the Backward Target Toss for students who may prefer activities that do not rely on balance or speed.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	Give child a whiteboard. Say examples of obeying or disobeying God. Have child draw an X on the board if the example is a sin and a check if it shows obeying God. Relate to the people's actions at Babel.	Ask child to share a time they did something right—a time when they obeyed such as picking up a toy when told, sharing with someone else.	Provide child with blocks to build a tower during the lesson.	Play Super Simple Games Day 3 Tower Relay. Modify the directions so the child is the only one retrieving blocks and building the tower.
NATURALIST	Have child complete the Toothpick Tower craft. Use natural materials like clay and sticks instead of toothpicks and marshmallows.	Play sounds of carpenters and builders working during the appropriate times in the Confusion account.	On the <b>DAY 3 ANIMAL PAL POSTER</b> , glue gray fur on Scatter to mimic his skin. Have child touch the fur.	Outside, use sidewalk chalk to draw bricks. Have child follow the bricks while you tell or child retells the lesson or main ideas.
TECHNOLOGY	Show child videos of towers and other architectural structures being built.	Have child listen to audio recordings of people speaking in different languages. Emphasize that all languages today come from the language families God created at Babel.	Have child type the following words on a laptop or tablet: obey, confuse, scatter.	Play audio recordings of construction sounds. Have child build a block tower or other structure as they listen.



# THE GREAT Jungle JOURNEY

AnswersVBS

## PRIMARY/JUNIOR DAY 4

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Point to each of the <b>7 C'S POSTERS</b> (through Cross). Have child tell about each event.	Help child remember Admit, Believe, Forever Receive by saying the beginning sound of each word and having child say the word.	Have child use playdough to form A, B, FR for the initials for gospel presentation.	Have child stomp or clap as they repeat Admit, Believe, Forever Receive multiple times.
LOGICAL/ MATHEMATICAL	Have child put the <b>ADMIT, BELIEVE, FOREVER RECEIVE POSTERS</b> in order to tell how to become a member of God's kingdom.	Say one of the first six C's. Have child identify the event's associated color.	Provide child with objects that are the colors mentioned in the lesson. Have them sort the objects into different color groups.	Place the <b>ADMIT, BELIEVE, FOREVER RECEIVE POSTERS</b> in different areas of the room. Have child go to each poster in order, saying the order number and word (i.e., 1-Admit).
BODILY/ KINESTHETIC	Give several children the words or phrases from the Memory Verse on pieces of paper. Let them put themselves in order and say the word/phrase they are holding.	As child listens to the Bible lesson, give him/her playdough to form a star to represent Jesus' birth and a cross to represent his sacrifice for sinners.	Have child touch each of the <b>ADMIT, BELIEVE, FOREVER RECEIVE POSTERS</b> and then use sign language to make the corresponding letter A, B, or C.	Play the Simple Outdoor Games Day 4: Dolphin Splash. Remove the water soaker with water if necessary to play indoors or for children who do not like to get wet.
VISUAL/ SPATIAL	Have child make the Christmas Ornament or Easter Diorama craft. Provide hand-over-hand support if necessary.	Describe an Animal Pal from Lessons 1-4. Have child point to the correct <b>ANIMAL PAL POSTER</b> .	Provide a nativity set for child to look at and manipulate when discussing Jesus' birth.	Enlarge words of the Memory Verse and place on the floor. Have child throw a beanbag onto a word and say the verse, stopping at the word on which the beanbag is sitting.
MUSICAL	Show Gospel Presentation Posters (6-8) in order. Say each word in a sing-song voice. Have child repeat or clap out the syllables in the word.	Sing a verse of one of the VBS songs. Have child listen and then sing back to you.	Give child a rhythm instrument such as a triangle, stick, or shaker to use while singing a VBS song.	Teach the memory verse songs with the motions. Intersperse the verses with the lesson being taught.
INTERPERSONAL	Give child and a partner or buddy the Gospel Presentation Posters (1-5). Have them work together to put the posters in order as they retell the lesson.	Have one child interview another to see if they can explain the gospel message.	Have child work with a buddy or partner to take turns coloring the <b>COLOR CROSS PATTERN</b> during the lesson.	Have children get in a circle. Have first child hold a beanbag and retell the first event in the Christ or Cross account. Have child pass beanbag to next child who tells next event. Visual clues can be held up as prompts.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	As each main idea about the Christ and Cross events is reviewed, ask child to react with a facial expression.	Repeat the gospel presentation one-on-one with child.	Allow child to play the Bag of Beads game as a single player and not part of a team.	Review the gospel presentation. Have child touch their mouth (Admit) and their heart (Believe) and raise their hands up (Forever Receive). Have child repeat actions by themselves.
NATURALIST	Have child draw their own picture of one of the baby animals from the <b>JUNGLE BABY ANIMALS POSTERS</b> .	Have child listen to dolphin noises when learning about Rose the Pink River Dolphin.	Have child find a rock from outside. Prompt them to roll it around to mimic the stone rolling away from the empty tomb during Jesus' resurrection.	Have child look for objects during a nature walk that match the colors of the first four days.
TECHNOLOGY	Record Puppet Pal presentation on a webcam. Replay it for child.	Use a speech-to-text app on a tablet or laptop. Have child retell the Bible lesson and reread what the app recorded.	Have child type the Memory Verse onto a tablet or laptop. Have child point to or highlight words while saying them. Use enlarged font as needed.	Display the graphic version of the memory verse on a large screen. Have child run their finger under each word as he/she says it or the teacher reads it aloud.

# THE GREAT Jungle JOURNEY

AnswersVBS

## PRIMARY/JUNIOR DAY 5

Please highlight all the activities your child is able to do or would be able to participate in.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Use the <b>TEACHING POSTERS</b> from each of the previous lessons to review what has been taught during the week.	When students hear the words “zip line” during the lesson, have them shout “woo-hoo” like they are riding a zip line.	Print the Memory Verse in outlined letters. Give child an appropriate medium such as paint, watercolor, or crayons to color in the words.	During the Zip Line game, allow child to use movements, such as jumping and crouching, to represent true and false.
LOGICAL/ MATHEMATICAL	Show child all the <b>7 C’S POSTERS</b> and have them sequence them.	Say the numbers 1–7 aloud. After each number, have child say the corresponding C.	Give child a ball of playdough in each of the day’s colors. Have them make a letter C of each. Then have child point to each colored C and say the corresponding event.	Print the five <b>ANIMAL PAL POSTERS</b> on smaller-size paper. Have child sequence the five posters as a review.
BODILY/ KINESTHETIC	When showing the Man-Made Creations Poster, have child pretend to ride a zip line.	Review the <b>ANIMAL PAL POSTERS</b> from the week. Have child mimic the sounds or movement of each animal.	Have child use play doctor tools to reenact a doctor taking care of a patient. Relate to how there will be no more sickness, pain, or death in the new heaven and new earth.	Play the Coconut Launch game. Modify the game so child is launching the ball to see how far it goes.
VISUAL/ SPATIAL	Have child draw a picture of what they think it will be like in the new heaven and new earth.	Say the first word/phrase of the Memory Verse. Then point to the next word/phrase for child to say. Continue until the complete verse is said.	Use the Beautiful Butterfly craft. Provide hand-over-hand support if needed.	While reading the Memory Verse, assign hand motions to important words for child to complete, such as wiping tears from the eyes.
MUSICAL	Hold up the <b>MEMORY VERSE POSTERS</b> from the week. Have child repeat each verse and clap as they say each word.	To break up the lesson, stop periodically and say, “Cue the music.” Have child select and play a VBS song from the week.	Teach the Memory Verse in rhythm while clapping hands, tapping feet, or using rhythm wood sticks. Have child repeat verse and rhythm.	Have child sing one of the VBS songs while marching around the room and holding a picture or plush animal of their favorite Animal Pal.

	<b>VISUAL</b>	<b>AUDITORY</b>	<b>TACTILE</b>	<b>KINESTHETIC</b>
<b>INTERPERSONAL</b>	Have child work with a group, partner, or buddy to create a collage of the Animal Pals. Provide children with stickers, magazine images, etc. to cut out and glue on the collage.	Provide a play or real microphone. Have child speak into it while naming each of the 7 C's they studied this week.	Have child use a sock puppet. Use it to interview a teacher by asking questions about the Bible lesson. Prompt with written questions or by another adult helping to think of questions to ask.	Play a game of charades. Have child act out one of the 7 C's. Have another child guess which C it is.
<b>INTRAPERSONAL</b>	Provide child with a completed 7 C's Bracelet or Necklace to hold during the lesson. Have them touch each bead as the corresponding C is discussed.	Lead child in a prayer thanking God for his faithfulness to restore his creation during the consummation.	Use the graphic version of the Memory Verse. Enlarge and cut apart words. Outline words and pictures in puffy paint. Have child trace them as they reassemble the words in order.	Have child help "restore" something in the classroom, such as putting supplies in bins or cleaning up a mess. Connect to the perfect and complete restoration of creation during the consummation.
<b>NATURALIST</b>	Have child create a butterfly by folding a piece of paper in half and painting one half of the butterfly's wings on one side. Refold the paper, press lightly, and unfold to show the full butterfly.	Teach the animal sounds for each animal used this week as a cue for saying its corresponding Memory Verse.	Use plush animals to represent each Animal Pal for the week. Have child hold the animal as you review the concept it represents.	Have child act out the animals mentioned in the lesson (wolf, lamb, and butterfly).
<b>TECHNOLOGY</b>	Show child videos of people zip lining prior to the lesson.	Use a speech-to-text program on a tablet or laptop. Have child record his/her favorite Memory Verse from the week.	Type the Memory Verse into a word processing or whiteboard app on a tablet. Have child use a highlighter or marker feature to highlight each word as it is said.	Have child sing and do the hand motions for his/her favorite VBS song. Record it using a webcam and play it for child.