

Cool Contests

It never fails—announce a contest—and watch kids light up! Daily contests run in one of three ways. Decide which option best suits your situation and plan accordingly.

Individual Effort

Each child earns points daily for the following:

- Attendance
- · Learning the daily memory verse
- · Bringing a visitor
- Participating in the daily special contest (see specifics below)

These points are tallied, and the child receives a prize if he or she reaches a certain point total.

TEAM EFFORT

Teams earn points as above, but all the points are tallied and scored for the whole team instead of the individual. When the team reaches a certain point total, they receive a special prize.

Another option for team effort is to tally the team points and award prizes to the top one or two teams daily.

The Resource USB contains a sample team roster.

WHOLE GROUP EFFORT

All the children in VBS work together to reach a certain number of points. If they reach the goal, they receive a prize. This could be something for them or for someone else, such as a special gift given to a mission organization.

OTHER CONTEST INFO

- Send home the student guide daily and encourage the kids to do the Go and Do sections. They will receive 1,000 points for each Go and Do they complete. They do not have to bring these back. Just take their word for it.
- Our test churches include the Pre-Primaries in the contests, but they don't keep score for that age group because they don't really understand or care about the points. They just enjoy the fun of everything.
- Kids can receive points for being at VBS, learning their memory verses and bonus memory verses, and

participating in the daily contest. The daily contests are as follows.

DAY 1—GUESS THE CANNONBALLS

Prepare a see-through jar with "cannonballs" (round cheese puffs—Uti's brand works great). Or, if you'd like to use candy, choose a round, safe candy that's not a choking hazard, such as Sixlets or Skittles. Count how many are in the jar and write the number on a piece of masking tape. Put the tape on the inside of the lid and put the lid on the jar. Place the jar, some slips of paper for kids to write their guesses on, some pens, and a small metal pail or basket somewhere near your assembly area. At any point in the day when they are passing by, each child can write their guess on a slip of paper with their name and put it in the pail or basket. Have an adult figure out who is closest and award the jar to that person during the closing assembly or at the next day's opening assembly.

Alternate idea: guess how many dragon nails, using Bugles corn snacks.

DAY 2—TEAM TOURNAMENTS

Each team comes up with a team cheer, song, motion, or sign. Or they can each wear something depicting their group. For example, if a group's name is Jesters, everyone wears a homemade jester's hat.

DAY 3—DRESS-UP DAY

Everyone dresses up in medieval-themed attire representing either the peasants or the nobility—think bakers, cobblers, jugglers, princesses, princes, knights, and so forth. Another option is to dress up as an animal from the time period, like a red fox or dragon.

DAY 4-DESIGN A HELMET

Have kids draw pictures or make actual helmets using their imaginations. What can they come up with?

DAY 5-MISSION MONEY MANIA

Bring in your final mission money today. Double points for anyone who brings in any amount.

Suggested Prizes

If you are interested in giving out prizes for any of the contests or for anything else, here is a list of prizes available from AnswersVBS.com.

- Tubular bandanas (12-0-152; 12-0-153; 12-0-154; 12-0-155; 12-0-156)
- Wristbands (12-0-083)
- Stickers (12-0-088)
- Puzzles (12-0-094)
- Water bottles (12-0-081)
- Pencils (12-0-085)
- Carabiners (12-0-082)
- Pens (12-0-086)
- Puffy stickers (12-0-143)
- Child backpacks (12-0-144)
- Notepads (12-0-146)
- Scratch art (12-0-147)
- Paper masks (12-0-148)
- Foam figure (12-0-149)

You can also check online retailers, such as Oriental Trading Company (orientaltrading.com) and Rhode Island Novelties (rinovelty.com), for inexpensive bulk prizes and local discount retailers that sell bulk individually wrapped candy or other edible treats. Some prize possibilities include plastic knight cups; knight helmets; small shields; plastic, rubber, or stuffed animals (foxes, beetles, horses, falcons, or dragons); crowns; jester hats; armor of God items; globe balls; water bottles; hand clappers; sticky hands; gummy worms; or Jordan almonds.