



# DAY 1 DRAMA

Characters: Duchess, Albert, Sir Laughsalot, Eldrick

*Theme music*

*The DUCHESS stomps onto the stage from inside the castle.*

**DUCHESS:** *(fuming and pacing)* Who does the King think he is? He can't tell me what to do. No one can. He thinks he's so wise, but he doesn't know everything. "Absolute truth" ... ha! What is truth, anyway? I could be a much better ruler than him. Why, if I sat on that throne ... *(thinking)* Yes ... if I were queen ... *(cunningly)* And why not? Why shouldn't I be queen? I wouldn't let all that power go to waste. *(smugly)* And I would look rather marvelous wearing a crown! *(self-satisfied laughter, then a pause)* There's no time to waste. I must come up with a plan. And I may need some assistance ...

*The DUCHESS exits. ALBERT enters via an aisle and walks toward the stage, talking to himself energetically, full of naive excitement and anticipation.*

**ALBERT:** Today is the day! I can't believe I'm finally here. After years of just dreaming about it, I'm finally going to become a Knight of the Square Table!

*ALBERT arrives at the castle gate. A voice booms from behind the gate.*

**SIR LAUGHSALOT:** Halt! Who goes there?

**ALBERT:** *(trying to sound as official as he can)* My name is Albert, and I have come from Faraway to join the Knights of the Square Table!

**SIR LAUGHSALOT:** I'm sorry, but I can't let you in. *(tone changing from serious to almost silly)* First, you have to knock!

**ALBERT:** Uh, okay ... *(gives two loud consecutive knocks on the door.)*

**SIR LAUGHSALOT:** *(playfully)* Who's there?

**ALBERT:** *(confused)* It's still me.

**SIR LAUGHSALOT:** Me who?

**ALBERT:** Me Albert. Albert from the land of Faraway.

**SIR LAUGHSALOT:** *(exasperated)* No, no, no, that's not how it's done! Like this. Say, knock knock.

**ALBERT:** Uh, okay ... Knock, knock.

**SIR LAUGHSALOT:** Who's there? *(in a loud whisper)* Now say, Boo.

**ALBERT:** Boo!

**SIR LAUGHSALOT:** Now I say, boo-o whooo. And then you ask me why I'm crying! See? Hilarious!

*He laughs hysterically and opens the gate. ALBERT walks through into the castle courtyard.*

**SIR LAUGHSALOT:** Welcome to the castle! I don't let anybody in without a joke. I love jokes. Here's a good one! Why did the knight fight with a sword made of cheddar cheese?

**ALBERT:** *(very confused)* Um ... I don't know, why?

**SIR LAUGHSALOT:** Because the cheese was extra sharp!

*He bursts out laughing again. ALBERT chuckles hesitantly, still a bit confused. Suddenly, GEORGE THE DRAGON groans [GROAN sfx].*

**ALBERT:** *(jumping)* Wha-what was that?!

**SIR LAUGHSALOT:** Oh, that was just old George! The not-so-fearsome dragon who "guards" *(using air quotes)* the castle. But, he really just eats and sleeps most of the time.

*GEORGE THE DRAGON roars in protest [ROAR sfx].*

**SIR LAUGHSALOT:** Well, you do! *(to ALBERT)* The Princess treats him like her pet, giving him treats all the time. *(to GEORGE, playfully)* If you weren't so fat and lazy, maybe you could do your job!

*Then a big roar from GEORGE [BIG ROAR sfx], scaring SIR LAUGHSALOT, who jumps and falls backwards.*

**SIR LAUGHSALOT:** Okay, okay! Sorry, old boy. *(standing up and saying under his breath to ALBERT)* He may be fat and lazy, but he can still breathe fire!

*ELDRICK approaches. He carries a large, worn hardcover or leather Bible tucked under his arm.*

**ELDRICK:** Hello there. Who is this?

**ALBERT:** *(reaching out to shake ELDRICK'S hand)* I'm Albert!

**ELDRICK:** Nice to meet you, young man. *(ALBERT is still eagerly shaking ELDRICK'S hand until ELDRICK*



# Daily Assembly Scripts

## Day 1: Opening Assembly

### Welcome (2 minutes)

SUPPLIES FOR DAY 1 WELCOME: weights and exercise equipment of your choice

**Person 1:** Huzzah! That means "hooray!" Let's try that together. When I say, "Huzzah!" you answer with "Huzzah!" Do so. Welcome to *Keepers of the Kingdom*! Are you ready to enter a world of castles and kings and queens and dragons and epic battles?

**Person 2:** Enter flexing your muscles, lifting weights, and working out. Did someone say epic battles? If I'm going to be in a battle, I want to be ready. I want to be strong!

**Person 1:** Well, I'm glad you want to be physically strong, but this week, we're going to talk about being strong in a different, more important way—being strong in the Lord.

**Person 2:** Ooo, I bet that involves lifting even more weights if I want to be strong in the Lord. Grab more stuff and try to lift it, grunting and groaning.

**Person 1:** Um, you know what? Being strong in the Lord has nothing to do with lifting weights.

**Person 2:** Nothing to do with lifting weights?

**Person 1:** Nothing.

**Person 2:** Then what does it mean to be strong in the Lord?

**Person 1:** We can't just muster up our own strength. Listen as I read this verse from the Bible. Read *Ephesians 6:10*. Notice this says to be strong "in the Lord." To be "in the Lord," we need to be part of God's good kingdom and rely on God to help us be spiritually strong. He gives his children special spiritual armor to wear in the spiritual battles.

**Person 2:** This sounds like big stuff!

**Person 1:** It is! We can't wait to share more with everyone this week, so let's get started! Everyone up, and let's sing about being a keeper of the kingdom!

### Song (3 minutes)

"Keepers of the Kingdom"

### Song (3 minutes)

Contemporary: "Way, Truth, Life" / Traditional: "The Kingdom on the Right"

### Mission Moment (5 minutes)

SHOW: "Forged in Hope" slide

As we spend this week learning about standing strong in God's truth, we're also going to get the chance to meet

a boy or girl living in a different part of the world. We are partnering with Children's Hunger Fund to help children who are living in poor conditions and don't have enough to eat.

But the best part is you can help them! And along with sending food, you can help them hear about Jesus, too!

SHOW: "Forged in Hope—Ehani" slide

Are you ready to meet the first child? Pause for participation. Great! Today, we're going to meet a very little girl named Ehani (eh-ha-nee), who lives in the country of Nepal.

SHOW: Video 1—Ehani

Country: Nepal

Problem: Generational Poverty

Ehani doesn't have the same opportunities that you have here. If her mom can't afford school supplies, Ehani doesn't get to go to school. Without an education, Ehani's children could live in poverty someday, too. Thankfully, a pastor from a local church came to break the cycle of poverty for Ehani and her family!

Do you want to help kids like Ehani? Pause for participation. Great! This week at VBS, we'll be collecting coins to put in these Coin Paks. Show Coin Pak. Take this home today and tell your family and friends about Ehani. Ask them to help you collect coins for meals. It only costs 25 cents to provide a nutritious meal for a hungry child.

These meals will be packed into a Children's Hunger Fund Food Pak, which is a box of nutritious food. This will be enough to feed a family for several days.

Each day this week, bring back any coins you've collected, and we'll count how many meals you've given so far. With your help, we can deliver hope to suffering families all over the world.

### Announcements (time varies)

Announce any info pertinent to your situation. Today, you need to explain how the contests work so the kids can participate. Check with your director if you aren't sure.

### Prayer

### Dismissal

### Song (play as children leave)

C: "Hold on to the Truth" / T: "My Armor" / Contemporary Memory Verse Song: "Be Strong" / Traditional MV: *Ephesians 6:10–18*



# Set Design & Construction

## Main Stage Set



The set for your VBS is very important. It not only serves as a setting for the drama, but also communicates the theme and helps set the mood for the entire VBS! The suggested design for the *Keepers of the Kingdom* set is shown above. Use it as a guide, and adapt it as necessary to your particular setting.



# UBS Giveaway

# Scene Setter Kit





# Set Components

## Medieval Castle

The set is designed to resemble a medieval castle with a main entrance in the center, a courtyard on one side, and the Great Hall on the other. Each section consists primarily of panels. Your panels should be constructed using rigid materials, such as corrugated cardboard, polystyrene insulation, lauan plywood, or a combination of these materials. For best results, consider making "flats" (panels attached to lightweight wooden frames) and "jacks" (wooden supports) to prop them up. For basic instructional videos on how to build stage flats and jacks, visit [YouTube.com/answersvbs](https://www.youtube.com/answersvbs) and scroll down to the "Building a VBS Set" videos.

## Dragon Chamber Door

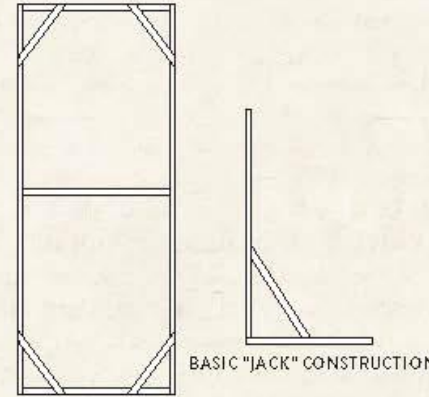
At the far end of the courtyard is the dragon chamber ("George's den") which will need a working door. The door should be a solid panel and a bit oversized, if possible. After all, there'll be a large dragon (imaginary) in there! To simulate metal grille, you can use lattice over plywood, wide black duct tape, or simply paint the lines onto the door.

## Backdrop

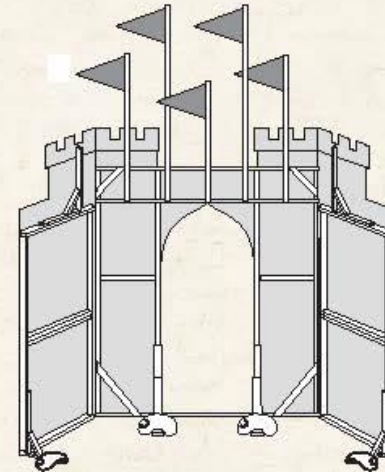
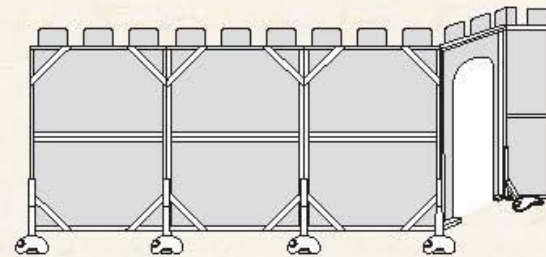
A backdrop is an important part of the overall set. Not only does it help to cover the back wall of your platform, but it also gives some depth to the look of your set. So before you install your castle, add a backdrop of trees and clouds. Start by draping the back wall with sky blue fabric. Black fabric or even black plastic can also be a good choice. Then add clouds (if using sky blue) and trees that will rise above and behind the castle. The trees can be made of cardboard or painted onto fabric. See the Resource USB for clip art images of trees.

## Decorations and Furniture

The Resource USB has numerous clip art images including a fireplace, banners, flags, a suit of armor, topiaries, and shrubs. Use an overhead projector to enlarge and transfer the images onto paper, poster board, or rigid materials such as corrugated cardboard or wood. Some images can be painted directly onto the set panels. For purposes of the drama you will need a bench for the courtyard. No particular furnishings are required in the Great Hall.



BASIC "FLAT" CONSTRUCTION













# Costume Suggestions

## Albert

A short-sleeved knee- or shin-length tunic with a rope belt tied around the waist, stockings or tights, period-appropriate boots or shoes

## Sir Laughsalot

Tunic over a long-sleeved top (gray long underwear simulates chain mail rather well), wide black leather belt, dark trousers, black shoes or boots, cape, sword

## Eldrick

A long tunic with a leather or rope belt tied around the waist, robe, long white wig and/or beard, if desired

## Duchess

A medieval or Renaissance-style gown (something that looks expensive and elegant), period-appropriate jewelry, circlet

## Princess Gwendolyn

A pretty medieval or Renaissance-style gown fit for royalty, long braided hair, a delicate crown

## King

Regal robe over tunic fit for royalty, adorned leather belt, long black trousers, black shoes, crown, signet ring or appropriate jewelry

## Tip Corner

- Thrift shops are a good source for inexpensive clothing and accessories.
- Tunics can be made easily (without sewing) from shiny fabric.
- Check the internet for a myriad of medieval costume ideas.

# Props List

- ☐ Large, worn hardcover or leather Bible that looks old (The Book of Truth)
- ☐ Two fake (but realistic) swords for SIR LAUGHSALOT and ALBERT
- ☐ Hankie
- ☐ Onion with a big bite taken out of it

- ☐ Leather belt
- ☐ Apples
- ☐ Dog bone/treat
- ☐ Scroll (the DUCHESS' evil plans!)
- ☐ Sword for the KING



## Rehearsal & Production Schedule

The following schedule should be used as a guide and should not be considered a comprehensive list of "to do" items. Add to or adapt the schedule according to your situation.

### Six Weeks Before VBS

- Host an orientation meeting with your entire cast.
- Distribute the daily scripts.
- Assign parts, and then read through the scripts to acquaint the actors with the storyline and characters.
- Encourage actors to read scripts on their own and begin to learn their lines.
- Establish a rehearsal schedule. (Make sure cast members bring their calendars with them.) In addition, schedule an extended dress rehearsal of all five scripts on stage during the weekend just before VBS.
- Communicate expectations regarding attendance and behavior during rehearsals.
- Exchange cell phone numbers and email addresses.
- Encourage the actors to read the scripts daily.
- Meet with the set design and construction crew to discuss set design.

### Five Weeks Before VBS

- Focusing on one script (or two) per rehearsal, begin to block scenes (movement and positioning of characters).
- Encourage actors to read scripts on their own and learn their lines.

### Four Weeks Before VBS

- Focusing on one script (or two) per rehearsal, continue to block scenes.
- Encourage actors to learn their lines.
- Purchase/collect set materials.

### Three Weeks Before VBS

- Focusing on one script (or two) per rehearsal, continue to block scenes.
- Begin to limit the use of scripts by the actors.

- Discuss costume needs and assign collection of props.
- Create set pieces.

### Two Weeks Before VBS

- Continue with blocking rehearsals. (Limit use of scripts.)
- Discuss rehearsal schedule for next week (the most important week of rehearsals!), reminding the cast of the extended dress rehearsal of all five scripts on stage. (Allow at least four hours, if possible.)
- Discuss progress regarding costumes and props.
- Meet with the sound and lighting crew to discuss microphones, music, sound effects, and lighting.
- Continue work on set pieces.

### One Week Before VBS

- Conduct rehearsals with no scripts.
- Make sure all costumes are assembled and all props are collected.
- Install the set early in the week for dress rehearsal on the weekend.
- Conduct an extended dress rehearsal of all five scripts on stage with sound and lighting.

### During VBS

- Conduct run-through rehearsals on stage before each day's drama. Schedule the auditorium to be "closed" between the opening and closing assemblies for this purpose.

### Tip Corner

- To help motivate actors to learn their lines, set deadlines to memorize each day's script.
- A recording of a complete read-through of all five scripts can be a handy tool to help the actors learn their lines.
- Begin blocking as early as possible. It helps the actors learn their lines faster.
- Resist the tendency to neglect the Day 5 script because it's later in the VBS week. Your drama should end on a high note, with a strong performance!



## Creature Features

During the assemblies each day, we'll share a Creature Feature to highlight the incredible design features of five amazing animals the Creator has made. These are written into the closing assembly but can also be done during the opening assembly—your choice! Do these live or use the [Creature Feature videos](#) that you can show instead of using the provided scripts. Check the Resource USB for the videos.

### Day 1: Warhorse

Today, we'll meet the warhorse, an iconic medieval animal that knights used when going into battle. As we learn some of the amazing design features of this animal, we'll also talk about the fact that we're in a battle—a spiritual one—between God's good kingdom and Satan's bad kingdom. Winifred ("Winnie") the warhorse will be a great reminder of this.



### Day 2: Red Fox

Time to meet the red fox, an animal that medieval people dubbed as sneaky and who does, in reality, have some wily ways. As we check into some of the fox's design features, we'll also learn that during the Middle Ages, the fox was considered a symbol for the ultimate trickster, Satan. Thus the name for our animal pal that we will meet today—Wily.



### Day 3: Dragon

Today's animal pal is the fascinating dragon. Of course, we've all heard many stories of knights fighting dragons. But were they just myths? Or could those "dragons" have been real live dinosaurs? This will be one fun creature feature as we meet Grimwald the dragon and talk about the dragon/dinosaur connection.



### Day 4: Ironclad Beetle

Did you know God made an insect that actually looks like it's clad in armor? This interesting little bug has such a strong "helmet" and "shield" on its exoskeleton that it can withstand a small car running over it! God made this guy tough, and Byron, our animal pal, will show us that.



### Day 5: Peregrine Falcon

The peregrine falcon is a beautiful bird with fantastic design features. It was a popular bird in medieval times, known to be highly trainable and obedient. Our animal pal, Skye, is a great reminder of today's rhyme time phrase: Train your brain!











Winifred  
“Winnie”  
THE WARHORSE



