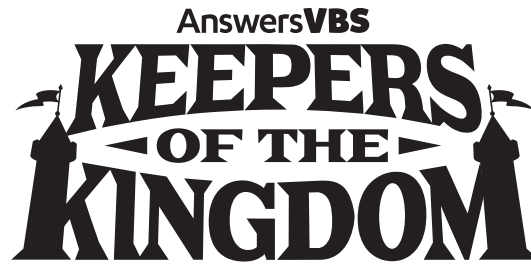


Primary/Junior Day 1

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 Veritas Verse aloud. Have child point to the verse or each word on the DAY 1 MEMORY VERSE POSTER as you say it.	Use sign language to teach the Veritas Verse.	Say the Rhyme Time phrase. Have child use body or a body part to make the numbers “two” and “one” when said.
LOGICAL/ MATHEMATICAL	Give child a handful of GOOD KINGDOM/BAD KINGDOM CARDS . Have child sort them into two groups: good kingdom and bad kingdom.	Say the following sentences. Have child provide the missing numbers. “There are __ kingdoms. Of __ only __ is true.”	Reinforce “2” by having child count groups of two blocks or counters. If able, have child make groups of two and count by 2s to a desired number.	Ahead of time, hide the GOOD KINGDOM/BAD KINGDOM CARDS around the room. Have child find cards and pair corresponding opposites.
BODILY/ KINESTHETIC	Place pictures of the good kingdom and bad kingdom on the floor. Read aloud a GOOD KINGDOM/BAD KINGDOM CARD . Have child toss a beanbag on corresponding picture.	Have teacher or buddy say half of the Rhyme Time phrase. Have child say the other half. When listening, have child sit. When speaking, have child stand. Switch parts and repeat.	Have child complete the Juggling Balls craft. Provide assistance as needed. Have child hold or toss one or more juggling balls.	Designate one side of the room as the “good” kingdom side, the other as the “bad” kingdom side. Child moves from one side of the room to other to indicate which one is appropriate during any of the games.
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 Veritas Verse and put the sections in a bag. Draw each section out one by one to say the verse.	Have child use flashlight to shine on the appropriate kingdom on the GOOD KINGDOM/BAD KINGDOM POSTER during the Two Kingdoms Game.	Ahead of time, place cards from GOOD KINGDOM/BAD KINGDOM CARDS on building blocks. As game is played, build two castles—one for the good kingdom, one for the bad kingdom.
MUSICAL	Have child move a cutout of “Winnie” the Warhorse around as a VBS song plays.	Sing the words of the Veritas 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 “good kingdom.”	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 role-play the Puppet Pal presentation with the teacher.	Say the Rhyme Time phrase multiple times. Child stands alone when you say "one." Child finds a partner when you say "two."	Practice the Veritas Verse or Rhyme Time phrase by rolling a juggling ball back and forth between partners as verse or phrase is said by children or teacher.	Read a QUESTION CARD from the Guardians of Truth Game. Have child and a partner discuss the answer and jump up and down if it is a truth or sit down if it is an error.
INTRAPERSONAL	Give child a copy of the GOOD KINGDOM/BAD KINGDOM POSTER to hold and look at during the lesson.	During prayer time, lead child in a prayer thanking God for being a good and true ruler of the good kingdom.	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: good, bad, one is true, God will win.	Give child a balloon with a smiley face on one side and a frowny face on the other. Have child bat it around while you review characteristics of the good/bad kingdoms.
NATURALIST	Do the Light and Dark science experiment as a demonstration.	Have child listen to or make horse sounds when learning about "Winnie" the Warhorse.	Glue straw to Winnie's tail on the DAY 1 ANIMAL PAL POSTER for child to feel as the Animal Pal is discussed.	Play Capture the Flag outside. Assist child with movement if necessary, such as wheeling child around or holding his/her hand.
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.	Prepare a slide for each of the Guardians of Truth Game question. Include choices of answers. Have child point to the answer choice.	Have students watch the hand-motion video for a VBS song and do the motions as the video plays.

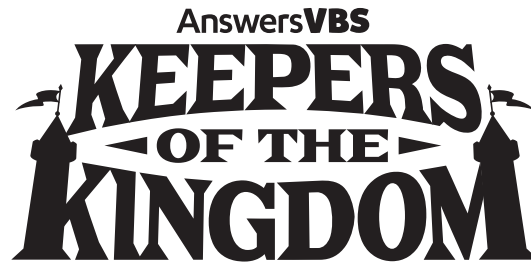


Primary/Junior Day 2

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 TEACHING POSTERS that are related to the lesson main ideas (i.e., tomb, cross). Have child name them.	Help child remember Admit, Believe, Forever Receive by saying the beginning sound of each word and having child say the word.	Have child use play dough to form A, B, FR for the initials for gospel presentation.	Make stations around the room to correspond with each gospel point. Move from station to station as each is presented.
LOGICAL/ MATHEMATICAL	Use a biblical timeline, such as a 7 C's Timeline, to show sin entering the world (corruption), Jesus' birth (Christ), death, burial, resurrection (cross), and present-day decision time.	Say shortened versions of three events in the Gospel Presentation like "baby Jesus" and "empty tomb" in random order. Have child say the events in the correct order.	Show child a variety of belts. Have child sort the belts by length. Relate the tangible belt to the spiritual belt of truth.	Place GOSPEL PRESENTATION POSTERS (6-8) 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	Provide a nativity set for child to look at and manipulate when discussing Jesus' birth.	Teach the Veritas Verse through repetition. Say a short phrase; ask child to stand and repeat after you.	Give child a scarf or belt. Read QUESTION CARDS from the Guardians of Truth Game. If the statement is a truth, have child put belt on. If not, have child put belt on floor.	Have children play Belt Bonanza. Adapt movement to children's abilities as needed.
VISUAL/ SPATIAL	Have child put GOSPEL PRESENTATION POSTERS (6-8) in order to tell how to become a member of God's kingdom.	Play a Christmas song or hymn when showing POSTER 3: BABY JESUS . Remind child that we celebrate Jesus' birth on Christmas.	Type or write out each word of the Veritas 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.	Enlarge Veritas Verse words onto separate sheets of paper. Place on floor. Have child hop from word to word as verse is said.
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 the traditional style of "I'm in the Lord's Army." Listen to the medieval-style version of the song.	Cut apart the graphic version of the Veritas Verse into words or word phrases. Sing or play the memory verse song while child assembles the verse.	Have child stomp or clap as they repeat Admit, Believer, Forever Receive multiple times.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
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 recite the gospel message.	Have child pass a plush animal fox back and forth with a partner as they say “Decide your side!” multiple times.	Have child act out the Pre-Primary Puppet Pal presentation with a teacher or buddy.
INTRAPERSONAL	Reduce the TEACHING POSTERS to a smaller size and put together on a ring or in a booklet. Give an individual set to the child.	Repeat the gospel presentation one-on-one with child.	Give child their own set of the silhouettes to hold during Option 2—Chronicles of the Kingdom.	Review the gospel presentation. Have child touch their mouth (Admit) and their heart (Believer) and raise their hands up (Forever Receive). Have child repeat actions by themselves.
NATURALIST	Involve child in holding up silhouettes of the dinosaur, flower, serpent, and tree during Option 2—Chronicles of the Kingdom.	Have child listen to a VBS song while walking outside.	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.	Use sidewalk chalk outside to draw a long belt. Write Veritas Verse or Rhyme Time phrase in it. Have child hop, jump, or walk while saying verse.
TECHNOLOGY	Assist student in completing an online image search for Bethlehem to see current-day images of the city where Jesus was born.	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 watch videos of foxes moving and then mimic the movements. Relate to Wily the Fox and review how he reminds us about the belt of truth.

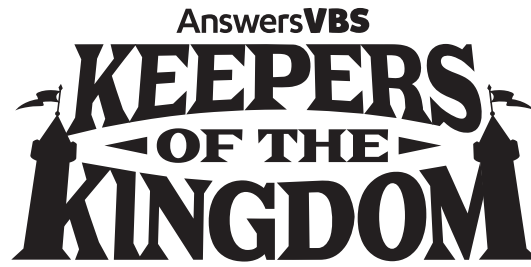


Primary/Junior Day 3

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

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Show child the DAYS 1-3 ANIMAL PAL POSTERS . Have child identify each animal's name and what concept or armor piece they represent.	Say "King Josiah __" and have child complete the sentence with a word or phrase to tell about the Bible lesson.	Put the Veritas Verse or the Bible lesson verses on separate brightly colored index cards. Lay out in order. Turn over one at a time as verses are used.	Have child complete the Royal Games of Skill: Jousting. Have child say the Rhyme Time phrase as they strike the balloon with the lance.
LOGICAL/ MATHEMATICAL	Show a two-column chart (obey, disobey). Have child identify examples of obeying God and disobeying him. Record the examples on the chart.	After the lesson, have child retell it by answering questions such as, "What was first?" "What came next?"	Gather different pairs of shoes. Have child sort pairs by an attribute, such as color or size. Relate shoes to the shoes of the gospel of peace.	Have child complete the Royal Games of Skill: Catch the Chicken with a partner. Have child count aloud how many catches they get.
BODILY/ KINESTHETIC	Give child a baseball catcher's chest protector (breastplate) and running shoes (shoes of peace) to try on. Relate to the armor of God.	Play the Guardians of Truth Game. Have child respond to each statement by moving like a dragon (truth) or snake (error).	Provide foil for child to mold into a belt, breastplate, and shoes.	Have child say the Veritas Verse while doing different movements such as hopping, jumping, clapping, waving, or stretching.
VISUAL/ SPATIAL	Have child point to each piece of armor on the KNIGHT POSTER and match it to its corresponding picture on the MEMORY VERSE POSTERS .	Give child a play microphone. Have child point to the TEACHING POSTERS while saying the corresponding main ideas into the microphone.	On the DAY 3 ANIMAL PAL POSTER , glue colored cellophane or shiny fabric on Grimwald's skin to mimic scales. Have child touch the scales.	Use the graphic version of the Veritas Verse. Cut apart the words and place in different parts of the room. Have child find the words and put them in order.
MUSICAL	Sing "The Kingdom Keepers." Have child hold up the KNIGHT POSTER or small pieces of armor as they sing.	Use background music for the King Josiah 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 high or fast notes any time King Josiah or the people do what is "right."	Come up with a tune for the Rhyme Time phrase or Veritas 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 and a partner take turns tying/ untying (or fastening/ unfastening) a shoe while saying, "Do right in God's sight!"	Have children act out the King Josiah account using the KING JOSIAH SCRIPT CARDS . Assist child with reading or read the lines and have child act them out.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	Give child a whiteboard. Say examples of obeying or disobeying God. Have child draw a X on the board if the example is a sin and a check if it shows obeying God.	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.	Copy the picture of King Josiah on cardstock. Cut it out and make it a puppet. Have child hold the puppet up when King Josiah is mentioned in the lesson.	After the King Josiah lesson, give child the responsibility of handing everyone a plastic gold coin to represent the treasure King Josiah found.
NATURALIST	Show different types of things people wear on their feet outdoors, such as hiking boots and skis. Then ask child to identify the most important shoes we should put on (shoes of the gospel of peace).	Play sounds of carpenters and builders working during the appropriate times in the King Josiah account.	Have child complete the Breastplate Tin Punch craft. Provide hand-over-hand support if needed.	Outside, use sidewalk chalk to draw footprints. Have child follow the tracks while you tell or child retells the lesson or main ideas.
TECHNOLOGY	Show child videos or pictures of treasure that has been found during archaeological digs. Remind child that God's Word is the best treasure!	Have child record lines to King Josiah skit using a microphone and media player. Play the audio instead of child saying their lines during the skit.	Have child type the following words on a laptop or tablet: obey, right, and peace.	Have child activate a switch to turn on a light during the King Josiah skit when he reads God's Word. Relate this to Psalm 119:105.

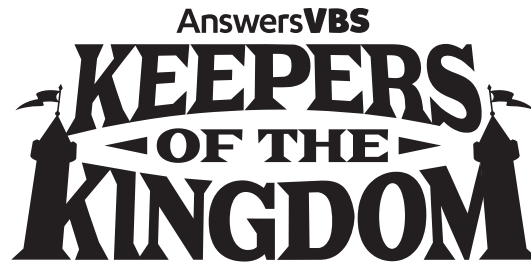


Primary/Junior Day 4

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 dart on the D-DART POSTER . Have child say or repeat the d-word.	Teach the Rhyme Time phrase "Learn to discern" to child. Cue child to say it at appropriate times in the lesson.	Have child complete the Wordless Book craft.	Have child put on a belt, breastplate, shoes, shield, and helmet, naming each piece as it is put on.
LOGICAL/ MATHEMATICAL	Have child keep track of the number of times the class raises their red flags during the King Solomon lesson.	Say the D-darts aloud. Have child count them.	Provide child with different hats. Have child sort them by one or two attributes, such as color or pattern. Relate the hats to the helmet of salvation.	Provide child with different materials, such as fabric, wood, and plastic. Have child try to use each material as a shield and evaluate which is best.
BODILY/ KINESTHETIC	Give several children the words or phrases from the Veritas 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 play dough to form a crown to represent King Solomon.	Have child use interlocking bricks or blocks to build a temple like King Solomon built.	When asking if Solomon made a bad choice, instead of using red flags, let child do jumping jacks, hop or jump, or do another movement.
VISUAL/SPATIAL	Give child a set of cutouts of the armor pieces for the KNIGHT POSTER . Have child match their cutouts to the armor pieces already on the poster.	Describe an Animal Pal from Lessons 1-4. Have child point to the correct ANIMAL PAL POSTER .	Give child a plastic suction cup arrow to hold as you discuss the D-DARTS POSTER .	Enlarge words of the Veritas 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	Sing a VBS song while having child hold up a piece of armor or an object that represents it.	Give child a rhythm instrument such as a triangle, stick, or shaker to use in place of red flags during the King Solomon lesson.	Sing "I'm in the Lord's Army" and have child beat on a drum to keep the rhythm.	Teach the memory verse songs with the motions. Intersperse the verses with the lesson being taught.
INTERPERSONAL	Cut up the DAY 4 ANIMAL PAL POSTER into puzzle pieces. Have child and a partner put it back together.	Have children work in pairs to memorize the Rhyme Time phrase and/or Veritas Verse.	Have child and a buddy or partner work together to sand a wood block. One person can hold it while the other sands. Relate this to King Solomon building the temple.	Have children get in circle. Have first child hold a beanbag and retell the first event in the King Solomon 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 King Solomon is reviewed, ask child to react with a facial expression.	Read Philippians 4:8 aloud. Ask child to think of good things God would want them to think about. Provide options to choose from if necessary.	Supply happy face and sad face puppets. Have child hold up the corresponding emotion during the lesson when right or wrong choices were made.	Have child complete the Hat Stack Game independently, using a cone to place the hats on.
NATURALIST	Show child objects made of gold or pictures of gold bars. Explain King Solomon used a lot of gold when building the temple.	Have child listen to insect noises when learning about Byron the Ironclad Beetle.	Cut parts of armor out of sandpaper for a textured feel. Have child feel each piece of armor.	Use belts, ponchos, shoes, pizza rounds, and hats for child to try on to symbolize the pieces of armor.
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 Veritas 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.



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 TEACHING POSTERS from each of the previous lessons to review what has been taught during the week.	Anytime child hears the word “sin” in the lesson, have him/her say “Error. We should obey God.”	Print the Veritas Verse in outlined letters. Give child an appropriate medium such as paint, watercolor, or crayons to color in the words.	Give child a foam sword or pool noodle. Each time child hears Jesus respond to Satan with God’s Word, have child hold up sword and say, “Sword of the Spirit.”
LOGICAL/ MATHEMATICAL	Make a copy of the JESUS IN THE WILDERNESS POSTER . Cut it into the three sections shown. Have child put the sections in the order they are recorded in Matthew 4.	Say the numbers 1–7 aloud. After each number, have child say a piece of the armor of God from the week.	Give child an abacus or blocks. When presenting Jesus in the Wilderness, ask child to move an abacus bead or block each time Jesus uses the sword of the Spirit.	Print the five ANIMAL PAL POSTERS on smaller-size paper. Have child sequence the five posters as a review.
BODILY/ KINESTHETIC	During the Armor of God—Take Two, have children act out ways they can live peacefully with others, be kind, and resolve conflict.	Make truth/error signs. Have child hold up the appropriate sign as Matthew 4 is read aloud and they hear truths (from Jesus) and errors (from Satan).	Have child complete the Mini Sword craft. Provide hand-over-hand support if needed.	Play the Sword Tag game. Adapt movement for child’s abilities (i.e., walking, wheeling around the area). If child prefers not to be touched by the “sword,” have others touch ground in front of child with “sword” to tag.
VISUAL/ SPATIAL	When teaching each of Jesus’ temptations, hold up a large cutout sword with the phrase “It is written” on it whenever Jesus quotes Scripture.	During the Armor of God skits, hold up items, such as a toy dinosaur and a bird feather, that relate to the topics being discussed.	While reading the Matthew 4 passage, have child use play dough to form bread, a temple, and a mountain.	Write the words of the Veritas Verse on small cutouts of swords. Hide them around the room. Have child find swords and put the words in order.
MUSICAL	Hold up the RHYME TIME POSTERS from the week. Have child repeat each rhyme 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 Veritas Verse or Rhyme Time phrase in rhythm while clapping hands, tapping feet, or using rhythm wood sticks. Have child repeat verse and rhythm.	Have child sing “The Kingdom Keepers” while marching around the room and holding a picture or plush animal of their favorite Animal Pal.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTERPERSONAL	Show child and partner each section of the JESUS IN THE WILDERNESS POSTER separately. Have them work together to retell what happened in each situation.	Provide a play or real microphone. Have child name each piece of the armor of God in front of the class or a partner.	Give a child 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 temptations of Jesus from the lesson. Have another child guess which temptation it is.
INTRAPERSONAL	When discussing prayer, show the acronym ACTS (adoration, confession, thanksgiving, supplication). Explain each letter for child to model prayers after.	During prayer time, model prayers of adoration, confession, thanksgiving, and/or supplication.	Use the graphic version of the Veritas 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 practice being kind and living in peace by doing a task that helps the class, like passing out snacks.
NATURALIST	When reading or discussing Matthew 4, show child a real loaf of bread, a tall building from a play set, and a large rock (mountain).	Teach the animal sounds for each animal used this week as a cue for saying its corresponding Veritas Verse.	Use plush animals to represent each Animal Pal for the week. Have child hold the animal as you review the concept it represents.	Play the Sidewalk Sword game from the Games Guide. Use small rocks to slide across the ground. Relate the chalk outline to the sword of the Spirit.
TECHNOLOGY	After the Armor of God Skits, have child watch a video about the creation of dinosaurs. Consider clips from Buddy Davis' <i>I Dig Dinosaurs</i> DVD.	Use a speech-to-text program on a tablet or laptop. Have child record his/her favorite Veritas Verse or Rhyme Time phrase from the week.	Type the Veritas Verse into a word processing or whiteboard app on a tablet. Have child use a highlight 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.