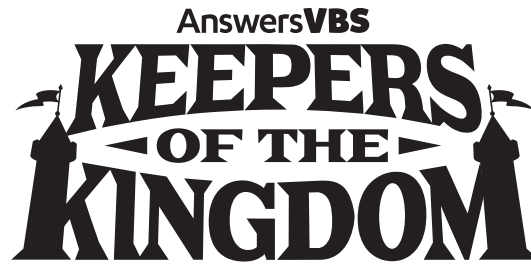


Toddler/Pre-Primary Day 1

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

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Fold and place a copy of the good kingdom from the TEACHING POSTERS in a Bible. Have child open up the Bible to the picture when you say "good kingdom."	Say the main ideas from the Bible lesson. Repeat, stopping periodically to leave out a key word (i.e., good, God). Have child say the missing word.	Use the graphic version of the Veritas Verse. Have child point to each word/picture as you say it together.	Cut the GOOD KINGDOM/BAD KINGDOM POSTER in half. Hang on opposite sides of room. Have child move to the correct side as you describe each kingdom.
LOGICAL/ MATHEMATICAL	Point to each kingdom on the GOOD KINGDOM/BAD KINGDOM POSTER . Have child count "1, 2" as you point to each kingdom.	Play an opposites game. Say a word and have child say its opposite (i.e., good/bad, light/dark, God/the enemy)	Emphasize "2" while teaching. Have child count groups of two objects, such as cubes or counters.	Say the Rhyme Time phrase. Have child complete a movement two times, such as jumping in place, when you say "two." Repeat process for "one."
BODILY/ KINESTHETIC	When you mention good/bad while teaching, hold up a thumbs up/down. Have child repeat the motion.	Provide or make a crown for each child. Have child hold the crown during the lesson and put it on anytime you say "good kingdom."	Give child blocks to build a castle or add on to a castle you already started.	Play the Knight's Ride game. Support movement as needed (i.e. hold hands, wheeling child across moat).
VISUAL/ SPATIAL	Make visuals of a smiley face (good) and a frowny face (bad). Hold up the appropriate face when discussing the good and bad kingdoms.	Give child a picture of a sword. Have them hold up or look at the picture when the puppet in the Puppet Pal presentation mentions a sword.	Make smiley/frowny faces out of cardstock. Outline the smile/frown in puffy paint. Have child trace the smile/frown during appropriate parts of the lesson.	Use the Touch Table Wet: Make It Clean! If child does not like touching water, use a spray bottle to spray off items.
MUSICAL	Sing "The Kingdom Keepers" and point to the kingdoms on the GOOD KINGDOM/BAD KINGDOM POSTER .	Intersperse the telling of the Bible account with different VBS songs.	Play VBS music while child completes craft or coloring sheet.	Sing "I'm in the Lord's Army" and have child complete the corresponding motions.
INTERPERSONAL	Use the Dramatic Play: Inside the Castle. Have child dress up and pretend to be a ruler (king).	Say the Veritas 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 Kingdom Crown craft.	Supply juggling balls, like jesters had, to roll back and forth between children as you share a concept or repeat the Veritas Verse.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	Give child a smiley face sticker to wear on their hand or shirt and look at while you are teaching about the good kingdom.	During prayer time, teach child to thank God for being a kind and true ruler.	Give child a plastic toy horse or a plush animal horse to hold throughout the day to remind them of “Winnie” the Warhorse.	Say the Rhyme Time phrase. Have child hold up one finger on each hand for “two” and then put one hand behind back for “one.”
NATURALIST	Show child real-life images of horses or have child select pictures of horses when introducing “Winnie” the Warhorse.	Supply clay or play dough. Have child form two castles while they listen to you teach about the two kingdoms.	Use the Toddler “WINNIE” THE WARHORSE COLORING SHEET activity as the craft. Substitute straw or wool for the yarn.	Use the Touch Table Dry: Two Kingdom Sandcastles. Create a basic sandcastle for child to replicate or add to.
TECHNOLOGY	Show child smiley face and frowny face emojis on a digital device. Relate these to the good and bad kingdoms.	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 draw pictures of a castle, smiley face, and frowny face during lesson.	Record child on a webcam singing and doing the motions for “I’m in the Lord’s Army.”

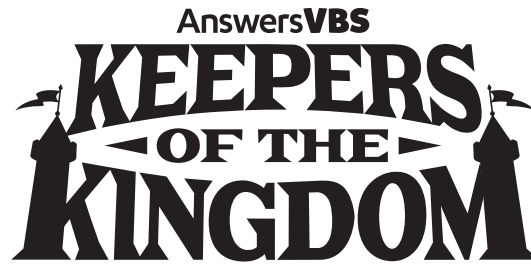


Toddler/Pre-Primary Day 2

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

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Give child copies of the ADAM AND EVE PIECES . Have child hold up and say the name of each person as you teach about them.	Say each main idea from the Bible lesson that relates to the gospel. Have child repeat it back.	Provide a nativity set for child to touch when explaining Jesus' birth. Have child select and name the baby Jesus figure.	Demonstrate "turn away from sin." Have child walk in one direction. When you say "turn away," have them walk in the opposite direction.
LOGICAL/ MATHEMATICAL	Show pictures of the serpent, cross, and Bible. Have child select the picture that does not belong in the good kingdom (serpent).	Say the following words from the lesson: serpent, Jesus, truth, sin, enemy, God. Have child say if each word is from the "good kingdom" or "bad kingdom."	Show pictures of the good/bad kingdoms. Have child move ADAM AND EVE PIECES from the "good kingdom" to "bad kingdom" as the account is told.	Hang the GOSPEL PRESENTATION POSTERS in random order around the room. Have child move to each poster to show the order of events.
BODILY/ KINESTHETIC	Hang up pictures of the good kingdom and bad kingdom. Have child move from "bad kingdom" to "good kingdom" as the gospel is explained.	Use the Toddler Decide Your Side game. When good/bad is called, allow child options in moving to either side (step, crawl, scoot, etc.).	When discussing the belt of truth, give child different belts to feel and try on.	Use Discovery Center: Strength Exercises. Adapt exercises to meet child's abilities, such as seated stretching or moving a specific body part.
VISUAL/ SPATIAL	Show child the belt piece. Have child put it on the correct spot on the KNIGHT POSTER .	Say a main idea from the lesson. Have child point to a picture from the lesson that shows it.	Use Touch Table Dry: Nativity. Remove sand if necessary.	Have child use their body to make the shape of a serpent and then a cross.
MUSICAL	Sing "Armor of God." Point to the belt on the DAY 2 MEMORY VERSE POSTER when it is mentioned in the song.	Vary the tone of voice when repeating the Veritas Verse or Rhyme Time phrase. 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 Veritas Verse. Repeat, saying the verse faster or slower.
INTERPERSONAL	Have child work with a partner or buddy to put Adam, Eve, and the serpent on the CHRONICLES OF THE KINGDOM POSTER while reviewing the lesson.	Have child restate or explain one or more of the main ideas to a partner or buddy.	Have child retell the account of Adam, Eve, and the serpent using props or pictures.	Teach the children how to role-play the Bible lesson in costume. Find another classroom where the children can present the role-play.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	Give child a cutout paper heart to look at during the Puppet Pal presentation. Encourage child to remember Jesus' love for us.	During prayer time, teach child how to say "sorry" to God for their sin (prayers of confession).	Use hand-over-hand assistance to help child create the Toddler Cross Magnet craft. Encourage child to think about Jesus when they touch it.	Have child help prepare the classroom by stacking Bibles or placing them on a shelf. Remind child that the Bible is God's true Word.
NATURALIST	Use the Toddler WILY THE FOX COLORING SHEET activity as the craft. Prior to starting the craft, show child real-world images of foxes.	Give child a toy or plush snake. Have child hold it up whenever they hear "serpent" or "enemy."	Have child use sticks from outside to form a cross when discussing Jesus' death on the cross.	Have child take a walk outside. Child should look for descendants of the kinds God created, such as flowers, trees, and animals.
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 TEACHING POSTERS to show on a laptop or tablet. Allow child to select the pictures during the lesson.	Use a webcam to record child pretending to put on armor and act like a knight. Allow child to watch video when reviewing the armor of God each day.

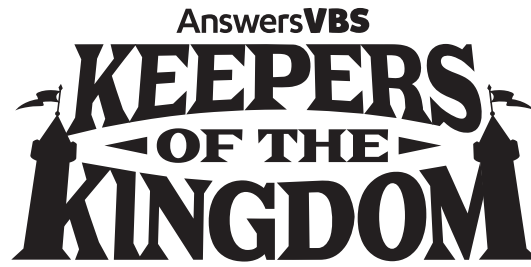


Toddler/Pre-Primary Day 3

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

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Keep the account of King Josiah simple by giving just the main ideas while showing the KING JOSIAH POSTER .	Say the Veritas Verse with varying volume—going from soft to softer. Have child repeat the verse in a matching voice volume.	Use puffy paint to outline the letters on the DAY 3 MEMORY VERSE POSTER . Have child trace the letters while saying the verse.	Name a piece of the armor of God (belt, breastplate, shoes). Have child point to the body part it would go on.
LOGICAL/ MATHEMATICAL	Show child a Bible, play money, and a necklace. Have child select which is worth more than anything else (Bible).	Emphasize the order of events in the King Josiah account by saying, “First... Second...” Then ask child to repeat what happened first and second.	Create flashcards showing pictures of right and wrong choices. Have child sort flashcards into the appropriate category.	Place various shoes around the room. Have child collect shoes from around the room and put them into pairs.
BODILY/ KINESTHETIC	Show child a baseball catcher’s chest protector. Point out that it looks similar to a breastplate. Have child try on the “breastplate.”	Play the Pre-Primary Do Right game. Adapt the movements used to show “right” for child’s motor abilities (i.e., wiggling instead of jumping).	Use Dramatic Play: Inside the Castle. Assist child in putting on and fastening shoes, using hand-over-hand support as needed.	Play the Toddler Dragon’s Treasure Game. Adapt the movement to allow for child’s motor abilities, such as walking or wheeling child to the treasure.
VISUAL/ SPATIAL	Give child an appropriate medium to use for drawing pictures. Have child draw a picture to represent one of the Bible lesson truths.	Have child retell the account of King Josiah while a teacher points to people and items on the KING JOSIAH POSTER .	Use the Toddler GRIMWALD COLORING SHEET activity as the craft.	Have child march around the room holding up the KNIGHT POSTER after reviewing the armor pieces from the lesson.
MUSICAL	Watch the videos of the VBS songs and sing along with them.	Have child listen to the “Do Right” song. Play it again and have child sing along with “side two.”	Give the child a plush toy dragon, like Grimwald, to move in motion with the songs.	Sing “Armor of God.” Have child pretend to put on each piece of armor as you sing about it.
INTERPERSONAL	Supply puzzles of dragons and castles (or make some using cardstock). Have child work with a group, partner, or buddy to assemble the puzzle.	Have child work with a buddy to echo read (one person say the word and the other repeats it) the Rhyme Time phrase or Veritas Verse.	Have a buddy help trace child’s shoe on a piece of paper and write “Jesus loves you” on it. Discuss to whom the child could give the shoe to tell about Jesus.	Have child work with others to clean up a “mess,” like putting back a pile of toys or blocks, to “fix up” God’s house like King Josiah.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTRAPERSONAL	Have child look at the Bible in a treasure chest. Ask how they think King Josiah probably felt when he first read God's Word.	Ask child to reflect on a time they did the right thing and obeyed God. Let child choose to share either verbally with buddy or by drawing a picture.	Give child a sensory tool to squeeze or pull as they say each word in the Veritas Verse or Rhyme Time phrase.	Have child work independently to clean up a "mess," like putting crayons in a bin, to "fix up" God's house like King Josiah.
NATURALIST	Show child pictures of different jewels. Emphasize that the jewels are worth a lot, but the Bible is worth more than anything else!	Record some dragon sounds. Play them while child uses play dough to make a model of Grimwald.	Use Touch Table Wet: Icy Treasure. Put the items in water instead of ice if child does not like the cold.	Hide small "treasures" outside like play coins or large jewels. Have child go outside and find them.
TECHNOLOGY	Have child use a digital camera or camera on a smartphone or tablet to take pictures of things he/she thinks are "treasures."	Set up a listening center for children to listen to the VBS songs on a media player.	Watch one of Answer in Genesis' videos about dinosaurs or dragons, like <i>D Is for Dinosaur</i> .	Provide child with a tablet or media player and headphones. Allow child to listen to VBS songs during movement breaks between activities.

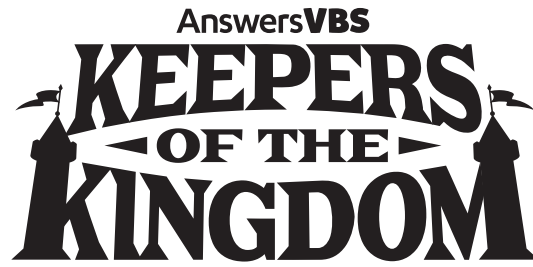


Toddler/Pre-Primary Day 4

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

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
VERBAL/ LINGUISTIC	Give child a children's Bible. Teach child where to find 1 Kings and Ephesians.	Cue child to say the Rhyme Time phrase when a bell or other distinct sound plays throughout the day.	Write the word "obey" on cardstock. Have child trace the letters and say the word. Relate it to King Solomon's good choices.	Place the ANIMAL PAL POSTERS around the room. Walk to each picture to review the concept taught by that animal pal.
LOGICAL/ MATHEMATICAL	Show child a two-column chart and pictures showing good and bad choices. Designate one column "good" and one "bad." Have child put pictures in appropriate columns.	Describe the purpose of a piece of armor. Have child point to it on the KNIGHT POSTER or pick up a cutout of the piece. Repeat with all pieces of armor covered through Lesson 4.	Have child roll play dough into a snake form. When discussing "good" choices during the lesson, have child form the dough into a smile. For "bad" choices, have child make it into a frown.	Make flashcards with two sets of pictures of the armor pieces from Lessons 1–4. Have child play a "memory" game by matching the cards. Cards could be facedown or faceup.
BODILY/ KINESTHETIC	When discussing King Solomon's choices, point to him on the KING SOLOMON POSTER and have students give a thumbs-up or thumbs-down.	Use the Pre-Primary King Solomon, May I? game. Adapt actions to child's motor abilities.	Use Touch Table Wet: Keep Out! Remove water or replace with sand if necessary for child's sensory needs.	Use Dramatic Play: Inside the Castle with Teaching Tie-In.
VISUAL/ SPATIAL	Pair the Animal Pal with the memory verse. Move a cutout of Byron the Ironclad Beetle to each word on the graphic version of the Veritas Verse.	Have child listen to and then say the Veritas Verses for Lessons 1–4. Have child point to the armor item on the KNIGHT POSTER that corresponds to each verse.	Use Touch Table Dry: Solomon's Robe. Provide child hand-over-hand support, as needed, to decorate the robe.	Copy the BYRON THE IRONCLAD BEETLE COLORING SHEET onto cardstock. Have child color it and then march around with Byron while saying the Veritas Verse.
MUSICAL	During the Puppet Pal presentation, have the puppet "lead" children in singing "Armor of God."	Have child use rhythm sticks or tap a drum as they say each word in the Veritas Verse or Rhyme Time phrase.	Sing "Kingdom Keepers" while child touches armor pieces on the KNIGHT POSTER .	Sing "Oh, Be Careful" while doing the hand motions.
INTERPERSONAL	Have child retell the main ideas from the King Solomon account to a buddy or partner using the KING SOLOMON POSTER .	Lead child and a buddy or peer in singing "Do Right." Assign each person a part. Encourage child to listen to his/her partner to know when to start singing.	Assign partners. Cut apart the graphic version of the Veritas 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 picture of a crown to hold and look at when listening to the King Solomon account.	During prayer time, lead child to say “thank you” to God for the Bible, Jesus, and each part of the armor of God.	Use Discovery Center: Glittery Play Dough. Have child hold heart during Puppet Pal presentation. Prompt child to think about how much Jesus loves us.	Have child try on one or more hats. Once the hat is on, have child repeat to themselves: “The helmet of salvation protects my mind.”
NATURALIST	Show pictures of other animals that have protective structures like a turtle shell. Relate them to the shield and helmet.	Think of sounds to represent the different Animal Pals. Have child listen to those sounds and review each animal.	Use Toddler BYRON THE IRONCLAD BEETLE COLORING SHEET activity for the craft.	Provide child with dirty rocks. Have child wash or wipe them off. Relate the dirt to sin, like some of the choices King Solomon made.
TECHNOLOGY	Find online illustrations or pictures of different knights’ shields. Show them to child and have him/her compare them.	Have child listen to sound effects of a sword battle on a media player while holding up a pretend shield to protect themselves.	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 piece of armor. Have child advance the slides as you review each piece.



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 Matthew.	As you tell about Jesus resisting temptation, have child yell "Huzzah" each time Jesus uses the sword of the Spirit.	Have child color the DAY 5 MEMORY VERSE COLORING SHEET with sponges dipped in watercolor paint. Have child say or repeat verse while painting.	Look up ASL for the Rhyme Time phrase. Teach child how to sign it.
LOGICAL/ MATHEMATICAL	Copy and laminate each of five MEMORY VERSE POSTERS and cutouts of the Animal Pals. Put magnetic tape on the back of each. Have child match each verse and animal to review the armor of God.	Show child a Bible and at least one picture book. Say "Take up the sword of the Spirit." Have child select the Bible.	Copy and cut out the pictures from the graphic version of the Veritas Verse. Ask child to put the pictures in order as you say the verse.	Have child count the pieces of armor from this week. Then have child point to each piece of armor and where it goes on his/her body.
BODILY/ KINESTHETIC	Use Touch Table Wet: Bible Truth Colors. If necessary, prompt child to find color by holding up an object with the correct color.	Call out a piece of armor. Have child pretend to put the piece on or use it.	Walk your fingers across a tray, coloring sheet, or sand and say the Veritas Verse as you do. Then help child to do the same.	Use painter's tape on the floor to make a path. Have child use a form of movement (i.e., walk, crawl, wheeling) to follow the path while holding a Bible (the sword of the Spirit).
VISUAL/ SPATIAL	Cut JESUS IN THE WILDERNESS POSTER into three pieces. Show one piece at a time as you explain each temptation Jesus resisted.	Play a listening game. Call out different VBS words. When you say "sword of the Spirit," have child point to or hold a Bible.	Use Discovery Center: Smart Heart Bookmarks and Teaching Tie-In. Provide hand-over-hand support for child if needed.	Have child complete a preferred movement (i.e., jumping, spinning). When you hold up a plastic sword, have child freeze until you put it down.
MUSICAL	Show the DAY 5 RHYME TIME POSTER . 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 Veritas Verse.	Sing "The Kingdom Keepers" while child does the motions.

	VISUAL	AUDITORY	TACTILE	KINESTHETIC
INTERPERSONAL	Give children sock puppets to mimic the puppet's actions during Puppet Pal presentation.	Have child pass a Bible (the sword of the Spirit) back and forth with a partner as they say or repeat the Veritas Verse.	Copy the DAY 5 RHYME TIME POSTER on cardstock. Cut it up into simple puzzle pieces. Have child work with a group or partner to put puzzle together.	Use Dramatic Play: Inside the Castle. Have child work with others to name parts of the armor that they play with.
INTRAPERSONAL	During prayer time, hold up the Bible. Model praying to God and thanking him for his Word, the Bible—the sword of the Spirit. Encourage child to pray along with you.	Say the Veritas Verse with child several times. Have child personalize the armor by saying: "I am putting on the helmet of salvation. I am using the sword of the Spirit."	Have child hold toys or stuffed animals that represent each Animal Pal. Review each animal and the biblical truth it represents.	Use Touch Table Dry: People Play. When asking the question from the Teaching Tie-In, allow child to think for a few seconds before responding.
NATURALIST	Show child a pile of stones and a loaf of bread when discussing how Satan tempted Jesus to turn stones into bread.	Have child listen to or make bird calls while talking about Skye the Peregrine Falcon.	Provide child with a tray of sand. Have child draw a crown with his/her finger as you talk about Satan tempting Jesus with power over all kingdoms.	Use sidewalk chalk outside for child to draw or trace a sword shape. Have child walk along the outline while saying the Rhyme Time saying.
TECHNOLOGY	Use a tablet or other mobile device to show child an app-based Bible (such as YouVersion), emphasizing that it is still God's Word.	Play a video or audio recording on a media player of a person reading the Bible in another language.	Have child use a drawing app on a tablet to draw pictures of a sword and a Bible. Relate it to the sword of the Spirit.	Have child activate a switch to turn on a media device to play their favorite VBS song of the week.