



Fun in the Sun Carnival

You don't want your community to miss out on this awesome VBS, so get the word out by hosting your very own promo event called the Fun in the Sun Carnival. This is a great event to hold two to three weeks before VBS so you can preregister children, build excitement, and spread the word throughout the community.

The Fun in the Sun Carnival will be a good time filled with games, crafts, activities, and snacks. Admission is free. Invite the community by setting up an event page on Facebook and by mailing or handing out "You're Invited!" invitations (see Digital Resources) to church attendees, friends, sports teams, clubs, and family.

For a list and description of suggested activities to offer at your carnival, check the following pages. (Activities are also on the Digital Resources.)

Note: Many of these suggestions can also be incorporated into VBS week or the closing program if not used prior to VBS.

Set-Up

- Decide if your event will be indoors or outdoors. If indoors, use a multi-purpose room. If outdoors, choose a grassy area or a safe area of the church parking lot.
- Each activity should have its own space, a sign with its name, prize tickets, and a marker or stamp (item 11-8-093) to use on each child's master ticket.
- Use folding tables or large cardboard boxes for activities requiring a base. Drape each table with a colorful, thematic tablecloth, fabric, or sheet. Attach boards, PVC pipe, or long cardboard tubes to each side of the table.

Stretch a colorful sign made from roll paper between the two boards and add some colorful balloons.

- A simpler option is to use rope, cones, or sidewalk chalk to mark individual activity spaces.
- Choose a few of the decorating suggestions found in the decorating section. Keep it fun, colorful, and simple.
- Play VBS music.

Staffing

- Enlist at least one worker for each activity area. Church families may want to sign up to decorate, organize, and staff one activity each. This divides the workload into small, manageable pieces.
- Workers should dress in VBS T-shirts or tropical island/beachy clothing.
- Friendly, costumed greeters can welcome the arriving families.

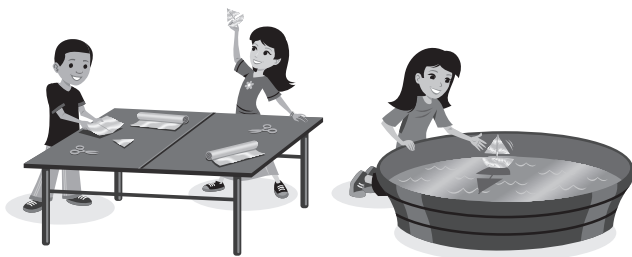
Registration

- Set up the registration area near the entrance to your event. Warmly greet each arriving family.
- Check everyone in.
- Copy extra carnival master tickets on bright card stock. (See the Digital Resources.) Cut apart. Give one to each child. This ticket enables children to participate in each activity once and will be marked or stamped at each location when it is completed.
- Sign up any unregistered children for VBS. (See registration forms on the Digital Resources.)

Activities and Games

Note: Some of the games need a starting line, which can be made from painter's tape, masking tape, rope, cones, or chalk.

Sail Away Boat Making



SUPPLIES

- » Foil (only adults should rip the foil—sharp cutting edge)
- » Bucket or container of water

DIRECTIONS

- » Children take their time creating a boat out of foil.
- » After they've finished crafting, try it in a bucket of water and see if it floats.
- » Players get one ticket after completing this activity.

Flip Flop Toss



SUPPLIES

- » 6 flip flops (ideally 3 of one color and 3 of another)
- » 1 small ball or golf ball

DIRECTIONS

- » This game is similar to bocce ball. Toss the ball out into the playing area. The goal is to see who can get a flip flop closest to the ball in three tries. Either have two kids play against each other, taking turns tossing their flip flops, or have one player play against the leader running the game. Whoever has the closest flip flop to the ball wins.
- » Give one ticket to each player for participating, and an additional ticket to the winner.

Tropical Face Painting

SUPPLIES

- » Face paints
- » Paintbrushes
- » Wet wipes
- » Face Painting Reference Chart (see Digital Resources)



DIRECTIONS

- » Paint the kids' faces using images on the Face Painting Reference Chart.
- » Give one prize ticket after completing this activity.

Pin the Patch on the Pirate



SUPPLIES

- » Picture of a cartoon pirate (see Digital Resources)
- » Blindfold
- » Eye patch cutouts from black construction paper and tape

DIRECTIONS

- » Print or paint a picture of a pirate face. From black construction paper, cut out eye patches to match the eye size of your pirate.
- » One at a time, blindfold a player, spin him around, and see how close he gets his eye patch to covering the pirate's eye.
- » If the player gets it directly on the eye, he gets five tickets. If he gets it on the pirate's face somewhere, he gets three tickets. Otherwise, he gets one ticket for playing.
- » If you have multiple players playing at once, it can be a competition to see who gets it closest to the pirate's eye.

Hang Ten Photo Spot

SUPPLIES

- » Photo spot backdrop (make your own or use the Photo Op scene setter, 11-8-127)
- » Step stool for small children
- » Camera (smartphone can work)

DIRECTIONS

- » Make or buy the photo spot and put it up. There are clip art images on the Digital Resources you may want to use if making your own.
- » Children stand behind the backdrop and put their face through the hole. Photograph them and print the picture (either at the carnival or later) to give to them. You may want to have a spot during VBS where they can pick them up.
- » Give one prize ticket after completing this activity.



Mystery Guessing Game

SUPPLIES

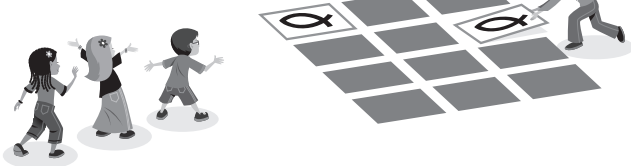
- » 10 assorted island-themed items such as sunglasses, plastic ocean animal, eye patch, lei, mini beach ball, sunscreen, bottle of sand, toothpick umbrella, shell, flip flop
- » Towel
- » Tray to put items on

DIRECTIONS

- » Place the items on the tray and allow players 10 seconds or so to memorize what's on it.
- » Cover the tray with the towel, ask the players to close their eyes, and discreetly remove one item.
- » Players open their eyes and try to guess what was removed.
- » Give one prize ticket for participating and two for getting the correct answer.
- » Play more than one round if time allows.



Island Memory Match



SUPPLIES

- » 2 sets of memory match island cards (see Digital Resources)
- » Timer (smartphone timer works)

DIRECTIONS

- » Place the cards face down, mixed up.
- » A player flips over a card and then another card. If it matches, keep the set. If not, turn the cards back over.
- » Continue in like manner for 60 seconds. See how many matches can be found in the time period.
- » For every match made in the allotted time, players get one ticket.

Puzzling Countdown

SUPPLIES

- » VBS logo in color photo-copied on white card stock (see Digital Resources for the logo)
- » Scissors
- » Timer

DIRECTIONS

- » Cut the logo into puzzle pieces, then scramble the pieces on the table.
- » Players have 20 seconds to correctly arrange the pieces of the VBS logo. (Adjust the allotted time to fit the age of the child and how many pieces you cut the puzzle into.)
- » Give one ticket for participating and two extra tickets for completing the challenge in the allotted time.



Hula Hooping Competition



SUPPLIES

- » Hula hoops (one per participant)
- » VBS music and player

DIRECTIONS

- » Gather a group of players to compete to see who can hula for the longest period of time.
- » Play a VBS song while players try to keep their hoops moving.
- » Give everyone a ticket for participating and give the winner two extra tickets.

Dig for Buried Treasure

SUPPLIES

- » Sandbox or baby pool filled with play sand
- » Assorted “treasures” (small pieces of wrapped candy, plastic island or ocean animals, shells, etc.)
- » Optional: timer



DIRECTIONS

- » Players dig for buried treasure.
- » Decide ahead of time if they get to keep what they find, or perhaps they get to keep one thing they find, and then re-bury the rest of what they found after they are done.
- » You may want to set a timer and have just one child dig at a time for 20 seconds.
- » In addition to the “treasure” they get to keep, give players one ticket for participating in this activity.

Beach Ball Golf



SUPPLIES

- » Child’s play putters or real putters
- » Mini or regular sized beach ball
- » 2 long boards (such as 2x4s) per hole
- » 1 sand pail per hole
- » Optional: obstacles (such as cones)

DIRECTIONS

- » Ahead of time, set up one or several holes of mini golf using a small pail on its side for each hole. Set up the boards as bumpers running along the sides of the hole. Place any obstacles you want to use along the way.
- » Start at hole one. Players have three tries to get the beach ball into the pail.
- » Players get one ticket for participating, and an additional ticket if they get a hole in one.

Beachy Keen Coloring Contest

SUPPLIES

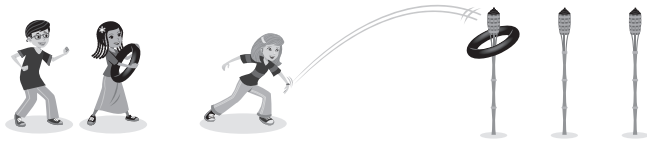
- » Coloring page (see Digital Resources)
- » Crayons or markers



DIRECTIONS

- » Have each child color the scene and turn in their sheet. Make sure names are on each one.
- » At the end of the carnival or sometime during VBS, announce the winners of the Coloring Contest. You may want to have several age categories, such as ages 4-6, 7-9, and 10 and up. You may also want to have several winners per category.
- » Give one prize ticket after completing this activity and extra tickets or a small prize to those who win.

Totally Tubular Ring Toss



SUPPLIES

- » 3 small, child-sized inner tubes
- » 3 tiki torches or 2-liter bottles

DIRECTIONS

- » Set up the tiki torches in a row, one after another.
- » The goal is to toss the inner tube so it lands over a tiki torch (or a 2-liter bottle).
- » The farther the torch, the more tickets the player gets.
- » Players get three tries to see how many torches they can ring.
- » Give one prize ticket for participating and one more ticket for each inner tube that lands over the closest tiki torch, two more tickets for each one that lands over the middle torch, and three more tickets for each one that lands over the farthest torch.

Squirt Gun Fun



SUPPLIES

- » Table
- » Squirt gun
- » Water
- » Empty water bottles

DIRECTIONS

- » Set up the empty bottles on the table. Kids stand behind a line about 5-6 feet from the table and try to squirt the bottles over using the water gun.
- » Give a ticket for each bottle knocked over.

It's Fishy Guessing Game

SUPPLIES

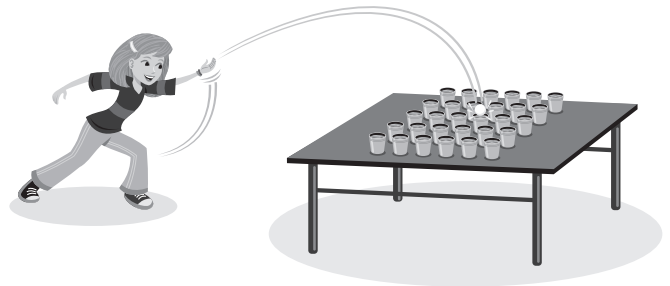
- » Non-breakable jar
- » Swedish fish® candy (enough to fill the jar)
- » Small pieces of paper
- » Writing utensils
- » Another smaller container



DIRECTIONS

- » Players write their names and guesses for how many Swedish fish® are in the jar and place it in the smaller container. At the end of the event, announce the person who had the closest guess and give them the jar of candy to take home.
- » Give one ticket for each person who puts a guess in.

Crazy Cup Challenge



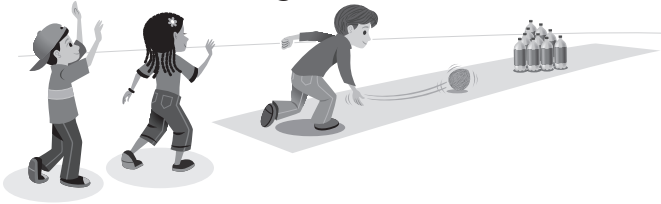
SUPPLIES

- » 30 or more small, clear plastic cups on a table
- » Water
- » Small plastic or rubber ocean animal (small enough to fit in a cup)
- » 4 ping pong balls

DIRECTIONS

- » Fill all the cups half full with water and set them out on the table in a big rectangle.
- » Place the ocean animal in one of the cups, preferably toward the back of the rectangle.
- » Players have four tries to throw a ping pong ball into the cup with the animal.
- » Give three tickets if successful. Give one for trying.

Coconut Bowling



SUPPLIES

- » 10 2-liter bottles
- » Coconut or other ball the size of a coconut

DIRECTIONS

- » Set up a bowling lane with the 2-liter bottles.
- » Use a coconut or a ball you pretend is a coconut for the bowling ball.
- » Players get two tries to knock down the ten pins.
- » Give one ticket for each pin knocked down. Give one for trying if none are knocked down.

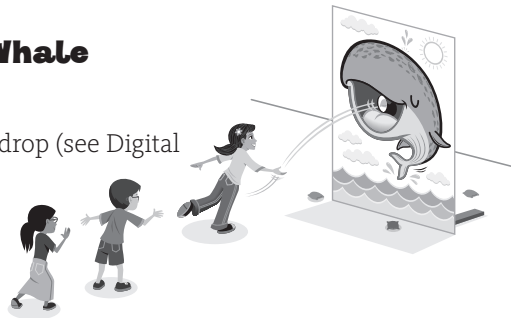
Feed the Whale

SUPPLIES

- » Whale backdrop (see Digital Resources)
- » 4 beanbags
- » Timer

DIRECTIONS

- » Players have four tries to throw the beanbags (called the whale food or krill) through the whale's mouth.
- » They get one ticket for each one that makes it through the whale's mouth. Give one ticket for trying if none go through the mouth.



Lagoon Limbo

SUPPLIES

- » Water hose and water source

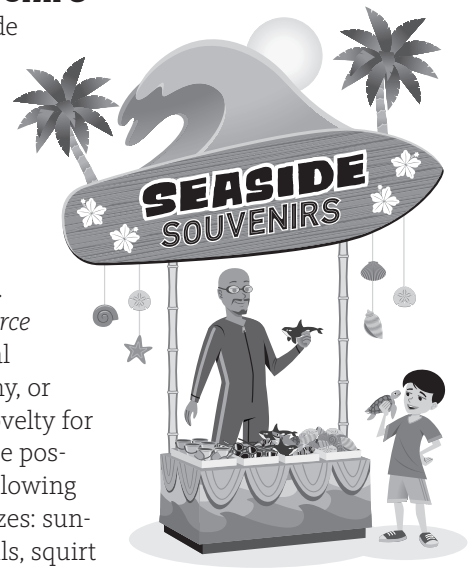
DIRECTIONS

- » Gather a group of players and have them practice the limbo under a stream of water.
- » Progressively lower the water stream to see who can bend backwards the lowest without touching the water.
- » Give everyone a ticket for participating, and the winner two extra tickets.



Seaside Souvenirs

- » Set up the Seaside Souvenirs area with various prizes worth various numbers of tickets. Children turn in their tickets to receive prizes. Check the *Resource Catalog*, *Oriental Trading Company*, or *Rhode Island Novelty* for inexpensive prize possibilities. The following are potential prizes: sunglasses, sand pails, squirt guns, seashells, stuffed animal sea creatures, surfboard key chains, tropical stick pens, swim goggles, leis, luau or lifeguard rubber duckies, beach balls or mini beach balls, hibiscus flowers, sticky sharks, hibiscus print bandanas, folding fans, pool toys, beach totes, visors, glow sticks, coconut cups with straws, neon water bottles, chocolate coins, Sour Skittles®, or individual bags of Goldfish®.
- » Another option is to give prizes at each location. If this option is chosen, children will need bags of some kind to keep their prizes in as they move from activity to activity.



Snack Shack

Set up a Snack Shack and choose one or more fun snacks from the suggestions listed below. Make signs that announce the name of each snack.

Note: There are also lots of additional great ideas in the *Tropical Treats Snack Guide* and the Training Workshop section of this guide. You may want to make some of the snacks you will be serving during VBS week. Check out the snack guide!



POOLSIDE SNACKS

- » Choose favorite snacks that are typically served at poolside snack shops: cheese nachos, pizza, giant pretzels, popcorn, push pops, ice cream novelties, popsicles, cotton candy, chips, and candy.

KRISPY RICE BEACH TOWELS

- » Make krispy rice treats and cut into rectangles, or buy premade ones. Use icing to make stripes or other designs to make them look like beach towels.

POOL NOODLES

- » Fill a clear container with brightly-colored sour straws or licorice and call them pool noodles. An alternative is to use pretzel rods, string cheese, or carrot and celery sticks.

JELLYFISH MARSHMALLOWS

- » Get jumbo marshmallows and poke a large hole in the bottom of each one. Stick a licorice stick in the hole so it sticks out about 2 inches. Unravel the strands of licorice

hanging out of the marshmallow to be the jellyfish tentacles.

APPLE INNER TUBES

- » Use an apple corer to cut the middle out of an apple, then slice it horizontally to make apples into inner tubes. Decorate the rings with icing and top with sprinkles or mini chocolate chips.

DEEP SEA OMBRE GELATIN

- » Make different shades of blue gelatin. Either pour liquid as layers in a jar and then chill, or make the colors separate, cut into cubes, and then layer cubes in individual clear punch cups. Start with darkest blue at the bottom then work up to lightest blue at the top. Top with whipped cream.

HAWAIIAN ICE

- » Make blue snow cones and put a gummy sea creature on top.

JUST CHILLIN' DRINKS

- » Tropical Treats Drinks: Try any of the drinks described in the snack guide, such as the Seaside Smoothies or Aloha Punch.
- » Floats: Fill glasses with scoops of vanilla ice cream, then add root beer, cola, or orange soda to make floats.
- » Water: Wrap water bottles with labels that say "Spar-kling Aqua" or "Ocean Water." See the Digital Resources for a pattern.
- » Soda: Wrap any canned carbonated beverages with labels that "Splashin' Soda." See back of the snack book or the Digital Resources for a pattern.

Additional Ideas

- » Have the Mystery Island drama team or greeters dress in costume and mingle with the kids, acting in character.
- » Rent an inflatable.
- » Make balloon animals in the shapes of island animals or animal pals—lizard, octopus, parrot, etc.
- » Do a Creature Feature. See the *Assembly Guide* to get an idea of how this works.