



Cool Contests

It never fails—announce a contest, and watch kids light up! At *Time Lab* there will be daily contests running 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
- Learning the daily bonus memory verse (John 1:1–4, 14 is suggested, doing one verse a day, but any verse or passage for the week can work)
- 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. The Resource DVD-ROM contains a roster on which to tally the points.

Team Effort

Teams earn points as above, but all the points are tallied and scored for the whole team instead of the individual. If the team reaches a certain point total, all children on that team will 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.

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.

Daily Special Contests

The suggested daily special contests are outlined below. Communicate these clearly the day before each occurs so the children know what they need to do to earn points. On the first day, however, you'll need to announce it in the Day 1 opening assembly.

Day 1: Back in Time Candy Contest

Ahead of time, choose candies from the list below. Choose individually wrapped, fun-size candies.

During the opening assembly, tell the kids you're traveling back in time to find out when certain candies were invented. Assign each class a candy. You can either give each class a different candy to figure out (one class tries to figure out when Tootsie Pops® were invented, one class when Sweet Tarts® were invented, and so on), or each class can try to figure out the same candy (every class tries to figure out when Starbursts® were invented). Instruct them to not use smartphones to look up the answer.

Candy suggestions: 1920s—Milk Duds®, Chuckles®, Dum Dums®; 1930s—Crunch®, 3 Musketeers®, Tootsie Pops®, Kit Kats®; 1940s—M&Ms®, Junior Mints®,

Dots®, Jolly Ranchers®; 1950s—Wax Bottles®; 1960s—Lemonheads®, Starburst®, Sweet Tarts®, Swedish Fish®, Twizzlers®; 1970s—Gobstoppers®, Laffy Taffy®, Rolos®, Twix®; 1980s—Airheads®, Skittles®, Sour Patch Kids®, Gummy Bears®, Nerds®, Spree®.

Each class has to decide if they think their candy was invented in the 20s, 30s, 40s, 50s, 60s, 70s, or 80s. Have them turn in answers before the closing, or have them share answers during the closing and then determine if they are correct. If they are within one decade either way they get to take one piece of that candy. (For instance, if they guess 1950s, their class would win if it was invented in the 40s, 50s, or 60s.) Have bags of candy ready so when a class wins, you can just hand the leader a bag of Laffy Taffy® (or whatever candy it is), and the leader can give each child one. Anyone participating in this contest should get credit on the team roster.

Reminder: Make sure to announce Day 2's contest during the Day 1 closing assembly so they can work on it at home before the start of Day 2!

Day 2: Backwards Day and Team Cheers

Have the kids wear something backwards (a hat, a shirt, socks, jewelry, etc.) as we head back in time. Also, encourage them to make up songs, posters, cheers, or chants to show their team spirit. They can share these during the opening or closing assembly. Anyone participating in this contest should get credit on the team roster.

Reminder: Announce Day 3's contest during the Day 2 closing assembly.

Day 3: Christmas in ____ (month of VBS)

As we talk about Jesus' birth today, we'll have fun celebrating Christmas in ____ (month of your VBS). The kids should wear something red or green, or something Christmas-y. Anyone participating in this contest should get credit on the team roster.

Reminder: Announce Day 4's contest during the Day 3 closing assembly.

Day 4: Dress-Up Day and Design-the-Time Challenge

Dress-up day is always a favorite! Kids can dress up as scientists (lab coat, wig, etc.) or people from different time periods (e.g., a Roman soldier, a knight, a princess from the Middle Ages, a Bible-times person, a famous

inventor). Anyone who wears anything thematic (even if it's something small) gets credit on the team roster for participating in today's contest. (Check the Craft Guide for a Bible time headdress that makes a good quick extra craft for this day. Get a group picture with everyone wearing them!)

For the Design-the-Time Challenge, have the time travelers design their own "time machines" out of materials they can find at home, like boxes, plastic lids, buttons, foil, and pipe cleaners. Anyone participating in the challenge gets credit on the team roster.

Reminder: Announce Day 5's contest during the Day 4 closing assembly.

Day 5: Mission Money Mania and Names of Jesus Challenge

Bring in your final mission offering today. No amount is too big or too small! Anyone participating in this contest should get credit on the team roster—in fact, it's fun to give double points today!

Also, challenge the kids to look up names of Jesus in the Bible and see how many they can find. You may want to teach them about a concordance or show them how to look them up online. Anyone who brings in at least five written down gets credit for participating in this contest.

Suggested Prizes

A small sampling of available prizes, available from answersbookstore.com, includes the following:

- Tubular bandanas (11-6-152; 11-6-153; 11-6-154; 11-6-155)
- Wristbands (11-6-083)
- Stickers (11-6-088)
- Puzzles (11-6-094)
- Water bottle (11-6-081)
- Pencils (11-6-085)
- Carabiner (11-6-082)
- Pen (11-6-086)
- Puffy stickers (11-6-143)
- Child backpack (11-6-144)
- Notepads (11-6-146)
- Scratch art (11-6-147)
- Scientist goggles (11-6-148)
- St. Bernard foam figure (11-6-149)

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: scientist goggles; twisty straws; toy springs; mini lava lamps; bubbles; swirl balls, marble balls, earth balls; spin disc tops; foam rocket flyers; light up items (glow necklaces, bracelets, balls); robot items (robot hand, robot rubber buddy, robot stickers or squish toys); toy globes, maps, compasses; toy watches, clocks, sand timers; light bulb pencil sharpeners; glow-in-the-dark sun, moon, stars, planets; balance toys; water spiral timers/liquid timers; globe beach balls; plasma balls (expensive); kids' lab coats (expensive); candies such as Milky Ways®, Pop Rocks®, Starburst®, Twizzlers®, Gumdrops/Dots®, Smarties®, silver Hershey Kisses®, or rope candy.