



Supercharged Carnival

You don't want your community to miss out on this awesome VBS, so what better way to get the word out than to host your very own promo event called Supercharged 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 Supercharged 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 Resource DVD-ROM) 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 Resource DVD-ROM.)

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 11-6-093) 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 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 theme-related clothing (lab coats and goggles or time period clothing, such as Bible time clothing or Roman empire attire).
- 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 neon or lime green card stock. See Resource DVD-ROM. 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.
- Sign up any unregistered children for VBS. (See registration forms on Resource DVD-ROM.)

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.

Rocket Launch

SUPPLIES

- » 2-liter bottle of Diet Coke® at room temperature
- » Pack of Mentos® (4–6 Mentos needed)
- » Goggles

DIRECTIONS

- » This is always a crowd favorite, but it's really messy, so you should plan to do this outside as a large group demonstration just once or a couple times. Keep kids at a safe distance away, and wear goggles if you are the demonstrator.
- » Open the Diet Coke® bottle and put it on the ground. Undo the bottom of the Mentos® pack, keeping your finger underneath it to keep the Mentos® in.
- » After making a big, exciting build up (and making sure they are a safe distance away), put the Mentos® pack directly over the Coke® bottle, take your finger away from the pack so 4–6 mints fall in, and run away!
- » Kids get one ticket after completing this activity.



Optical Illusions

SUPPLIES

- » Card stock photocopies of optical illusions, found online (5 or more), laminated

DIRECTIONS

- » Ahead of time, search online for “Optical Illusions” and print one of each on card stock. Laminate if possible.
- » Children look at the various illusions and share what they see.
- » Explain that optical illusions (also called visual illusions) are really a way of tricking our brain into seeing something that isn't there. People often call these tricks optical illusions, which make us think our eyes are being tricked, but even more accurately, they should be called visual illusions, because the trick really occurs in our brain with how it decodes what it's seeing. Our brains remember how they've seen something and they recognize it when they see it again. So when our brain sees an optical illusion, it's like a trick is being played on it.
- » Give one prize ticket after completing this activity.



Supercharged Face Painting

SUPPLIES

- » Face paints
- » Paintbrushes
- » Wet wipes
- » Face Painting Reference Chart (see Resource DVD-ROM)

DIRECTIONS

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



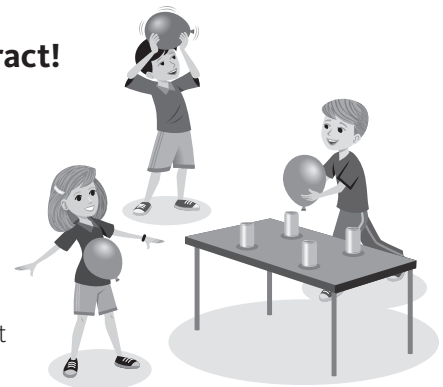
Opposites Attract!

SUPPLIES

- » Inflated balloons
- » Pop can

DIRECTIONS

- » Kids rub the balloons on their hair and see what happens. Then they try their clothes. Then they rub the balloons again and put them near a pop can to see what happens.
- » Explain that when you rub the balloon against your hair or clothes, it creates static electricity. Static electricity happens when opposites attract—negatively charged particles on the balloon meet positively charged particles on your hair or clothes. Your hair doesn't want to be taken from the balloon, so it stands up to try to meet it!
- » Give one prize ticket after completing this activity.



Time Tunnel Photo Spot

SUPPLIES

- » Photo spot backdrop (see Resource DVD-ROM or use the one from the scene setter, 11-6-127)
- » Optional: Dress-up clothes or props from different time periods
- » Camera

DIRECTIONS

- » Make or buy and put up the time tunnel photo spot. It can be stationary, or if you want to, mount it so it will spin.
- » Children dress up and stand in front of the backdrop. Have them put up their hands and make a face as if they are falling into the time tunnel. Photograph them and print the picture (either at the carnival or later) to give to them.
- » Give one prize ticket after completing this activity.



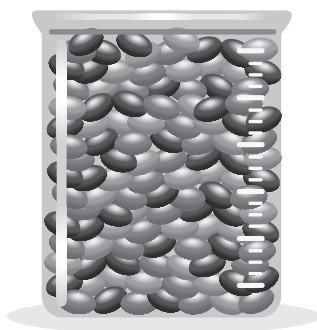
Guessing Game

SUPPLIES

- » Plastic flask or beaker filled with bright-colored round candies such as Skittles® or Sprees®
- » Paper and pens
- » Large plastic beaker to put guesses in

DIRECTIONS

- » Before the event, count the candies and write the number on a piece of tape. Tape it to the bottom of the flask or beaker. Put the candies in the plastic flask or beaker.
- » Have each child look at the jar and write a guess of how many candies are in the jar. Make sure each child has his name on the paper. Put the guesses in the large plastic beaker.
- » At the end of the carnival or during the opening assembly the first day of VBS, reveal the answer. The person whose guess is the closest receives the flask with the candies.
- » Give one prize ticket after completing this activity.



Bobbing for Raisins

SUPPLIES

- » 4–6 raisins per time
- » Clear glass jar
- » Clear carbonated beverage, such as Sprite®



DIRECTIONS

- » Players pour some of the drink into the jar. Drop the raisins in the jar and watch them bob up and down.
- » Explain that we have two different items in the jar—the raisins and the liquid. The raisins are denser than the liquid, so they sink down. But because they're all crinkled up, gas bubbles come along and attach to them while they're down there, causing them to not be as dense anymore, so they float back up. But when they get to the surface, the gas bubbles pop, so they're denser than the liquid, causing them to sink again. This back and forth keeps going on, sometimes for as long as an hour!
- » Give one prize ticket for completing this activity.

Clock Walk



SUPPLIES

- » 12 hula hoops arranged in a big circle (simulating a big clock)
- » Index cards numbered 1–12, each taped to a hula hoop
- » CD player and VBS music CD (make sure you are near an electrical outlet)

DIRECTIONS

- » Several players play this at the same time. They each start at whatever hoop they want.
- » The person working the music should have her back to the players. Begin to play the VBS music as the players walk from hoop to hoop. After a short time, stop the music. Each player must stop as soon as the music stops.
- » Players receive the number of tickets that correspond with the numbered hoop they ended on. Or, another way to do tickets is to have anyone who ended up on an even number receive 2 tickets and anyone who ended up on an odd number receive 3 tickets.



Spin Art

SUPPLIES

- » Old salad spinner
- » Paper plates trimmed to fit into the salad spinner
- » Pen or pencil (to write names)
- » Washable paint bottles in a variety of colors
- » Optional: aprons or smocks (can be old button-up shirts worn backwards)

DIRECTIONS

- » Try this ahead of time!
- » A player should put his name on the bottom of his plate, then put the plate in the salad spinner. Squirt a little paint on the plate, and give it a spin! Add other colors one at a time as desired, spinning after each one. Carefully remove and allow to dry. (Players will need to come back later to pick up their art.)
- » Give one ticket after completing this activity.



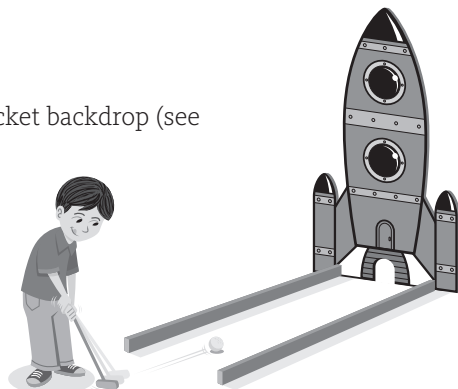
Rocket Golf

SUPPLIES

- » Cardboard rocket backdrop (see illustration)
- » Child's play putter or real putter
- » Child's play golf ball and/or real golf ball
- » Two long boards

DIRECTIONS

- » Ahead of time, make the cardboard rocket out of a sturdy corrugated cardboard box. Cut a hole in the middle bottom. (See illustration.)
- » Prop up the cardboard rocket at the end of the mini golf hole and set up the two boards to be the sides of the hole.
- » Players putt and try to get their ball through the rocket opening.
- » If they get it through the hole, they get three tickets. Otherwise, they get one ticket.



Beaker Ball

SUPPLIES

- » One plastic beaker or plastic Erlenmeyer flask (with wide enough opening that a pom pom can fit through)
- » Bright-colored pom poms
- » Timer (stopwatch or smartphone works)

DIRECTIONS

- » Players stand over the beaker or flask and get 30 seconds to see how many pom poms they can drop into the beaker or flask.
- » Give one prize ticket for each pom pom that ends up in the beaker or flask.



Coloring Contest

SUPPLIES

- » Coloring page (see Resource DVD-ROM)
- » 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 and several winners per category.
- » Give one prize ticket after completing this activity.



Mystery Substance

SUPPLIES

- » Balloons
- » Various substances such as rice, flour, cinnamon, salt, beans, wrapped piece of hard candy, stick of gum, raisins, lemonade powdered drink mix, ground coffee



DIRECTIONS

- » Ahead of time, put various substances in balloons, one type of substance per balloon. Tie the balloons closed.
- » Players try to guess what is in each balloon.
- » Give one prize ticket for each correct guess.

Giant Bubbles

SUPPLIES

- » Homemade or store-bought bubble mix
- » Jellyroll pans to put bubble mix in
- » Store-bought giant bubble wands or household items that can work as bubble wands (see below)



DIRECTIONS

- » Ahead of time, buy or gather the giant bubble wands. If buying, you can find them online by searching for "giant bubble wands." If coming up with your own, look for large, safe items that can work, such as badminton or tennis racquets, plastic six-pack pop rings mounted on a straw or dowel rod, large round plastic cookie cutters, handheld sieves, and plastic pool rings.
- » Players dip the wands in the bubble mix and see if they can make a giant bubble.
- » Give one ticket after completing this activity.

Oh, Nuts!

SUPPLIES

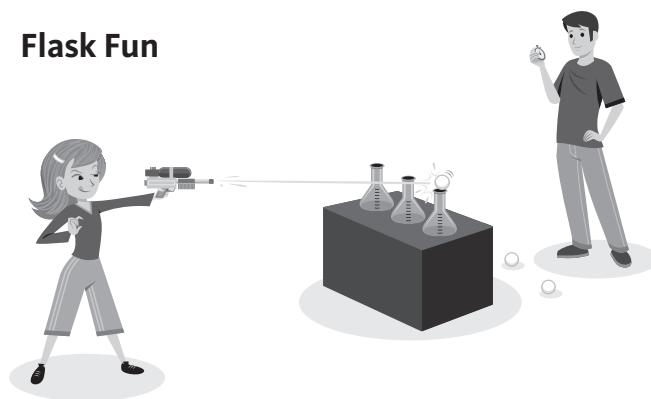
- » 10 hardware nuts
- » Timer (stopwatch or smartphone works)

DIRECTIONS

- » Players see how many nuts they can stack in the allotted time. Young kids should lay the nuts down flat and stack one on top of the other. Older kids should stand the first nut up, then put the next one on top of that, and so forth.
- » Give one ticket for each successfully stacked nut in the tower.



Flask Fun



SUPPLIES

- » 3 plastic Erlenmeyer flasks sitting on a crate or a table
- » 3 ping pong balls
- » Squirt gun
- » Timer
- » Bucket of water (to refill squirt gun)

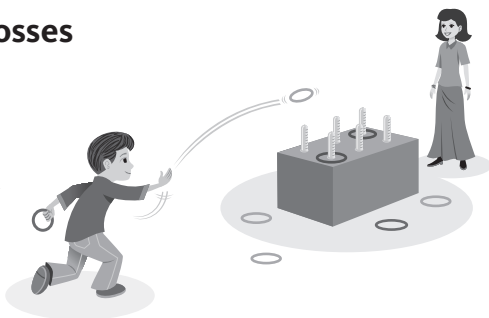
DIRECTIONS

- » Players have 20 seconds to try to squirt the ping pong balls off the flasks.
- » Give a ticket for each one that is squirted off.

Test Tube Tosses

SUPPLIES

- » Plastic test tubes turned upside-down and glued to a large box
- » Lightweight plastic rings (see below)



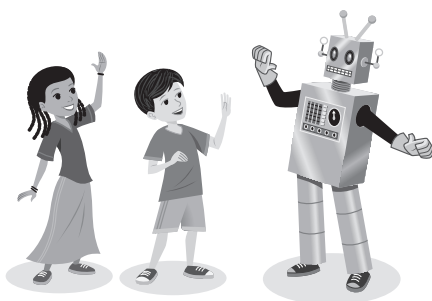
DIRECTIONS

- » Glue the test tubes onto the box, making sure they are well spaced out.
- » Make lightweight plastic rings from plastic lids (yogurt lids, cottage cheese lids, etc.) with the centers cut out.
- » Players have three chances to try to ring the test tubes.
- » Give one ticket for each successful ring.

Robot Guessing Station

SUPPLIES

- » Robot costume for someone to wear (check online for DIY robot costumes to make)

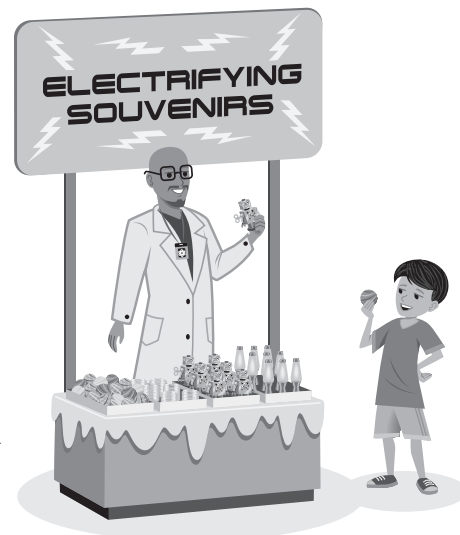


DIRECTIONS

- » Players tell the robot if they want him to guess their age or birth month. Age needs to be within 1 year on either side of their year. Birth month needs to be within 2 months on either side of the month. For example, if the age is six, the robot wins if he guesses anywhere between 5 and 7. For the birth month, if it is August, the robot wins for a guess between June and October.
- » If the robot guesses wrong, the player gets 5 tickets. If the robot guesses right, the player gets 2 tickets.

Electrifying Souvenirs

- » Set up an Electrifying 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: scientist goggles; twisty straws; slinkies; 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®, Starbursts®, Twizzlers®, Gumdrops/Dots®, Smarties®, silver Hershey Kisses®, or rope candy. (Pretend they are battery cables.)
- » 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.



Timely Treats

Set up a Timely Treats area and choose one or more fun snacks from the suggestions listed below. Make signs that announce the name of each snack. Some of these treats allow the kids to help decorate them (lots of fun!) if so desired. If not, just prepare them ahead of time.

Note: There are also lots of additional great ideas in the *Bits and Bytes Snack Guide* and in the Training Workshop section of this guide.

PRECIOUS STONES

- » Purchase plastic test tubes with lids online or at teacher supply stores. Fill each one with colorful jellybeans and put the lids on.

SHORT CIRCUIT SWEETS

- » Give each child a paper plate with a rectangular graham cracker and a small amount of icing on it, along with a plastic knife. Each child can ice his graham cracker, then choose some candies and cereal pieces to decorate it so the end result looks like a panel of buttons and knobs you may see on a time machine. Possible candies are Red Hots®, Skittles®, and rope licorice. You may also want to have small tubes of colored gel icing they can use to outline part or all of their “panel.”

ATOMIC STRUCTURES

- » Using toothpicks, gumdrops, and mini marshmallows, have the kids make their own atomic structures.
- » Note: Marshmallows can be a choking hazard, so be careful with young children.



COMPUTER CHIPS

- » Serve potato chips! Simple as that!

ROBO CUPS

- » Serve any of the following possibilities in the Robo Cups: cut up fruit, round-shaped cereal pieces (Trix®, Kix®, etc.), salty snacks such as chips or pretzels, etc. Directions for making the Robo Cup containers are in the snack guide. If time, children can even make their own Robo Cup container before filling it with goodies.

POP ROCKS®

- » Always a crowd pleaser! Have packs of Pop Rocks® available, one per child. These can be bought in bulk packs online.

LAB LEMONADE

- » Make powdered lemonade drink mix and label it “Lab Lemonade.”

PARTICLES OF POP

- » Make labels that say “Particles of Pop” to stick on or glue around pop cans or 2-liter bottles.

H2O

- » Make labels that say “H2O” to stick on or glue around water bottles.

Additional Ideas

- » Have costumed characters meeting and interacting with the kids. These can be people dressed in scientist attire (lab coats, goggles, high level security badges, etc.), in time period costumes (Bible times, Roman times, futuristic times), or in the drama characters’ costumes.
- » Rent an inflatable.
- » Make balloon animals in the shapes of the five animal pals—bird (sparrow), lamb, dog (St. Bernard), beaver, and lion.
- » Do a Creature Feature. See the *Assembly Guide* to get an idea of how this works.