

BIBLE CONTENT AND OVERVIEW TRAINING

PREPARE TO LEAD

GATHER YOUR SUPPLIES

- ❑ Teaching resources for all leaders—including *Starter Kits* or leader guides, leader packs, rotation packs, and other items sold separately
- ❑ *VBS 2023 Music for Kids* (included in the *Directors Kit*)
- ❑ *VBS 2023 Tablecloths* (9781087776712)
- ❑ *VBS 2023 Visual Pack* (9781087776736)
- ❑ *VBS 2023 Snack Rotation Recipe Cards* (9781087772004)
- ❑ Bible
- ❑ “Training Handout” page 35
- ❑ “Shortcut Codes” page 36
- ❑ Construction Paper (20 sheets)
- ❑ *Giant Game Floor Mat* (9781430067085)
- ❑ Marker
- ❑ Cardstock
- ❑ Scissors
- ❑ Tape
- ❑ “Motto Game Cube” page 37 or *VBS 2023 Giant Inflatable Game Cube* (9781087779812) (1 per group)
- ❑ “Get Your Head in the Game” Card printable
- ❑ Timer
- ❑ “Children’s Content PowerPoint” optional
- ❑ “Preschool Content PowerPoint” optional
- ❑ Ingredients for chosen snack

ADVANCE PREPARATION

- ❑ Set up a focal wall by displaying the Theme Verse Poster from the *Visual Pack*.
- ❑ Cover tables with tablecloths and display curriculum and other resources you plan to make available to your leaders on the tables.
- ❑ Provide a “Training Handout” for each participant.
- ❑ **Level 1: Memory Verse**
 - Write the words of Psalm 25:4 using 8 pieces of construction paper. Make 2 sets, for a total of 16 pages. On the remaining 4 pieces of construction paper, write phrases such as *Uh-oh, Sorry, Whammie, or Lose a Turn*. Insert construction paper facedown in the *Giant Game Floor Mat*. Option: Write words on index cards instead of construction paper. Tape cards facedown in a grid pattern on a dry erase board.
- ❑ **Level 2: Motto Madness**
 - Use cardstock to print and assemble one “Motto Game Cube” per group. If using the *Giant Inflatable Game Cube*, insert the following words into the sides of the cube: *Following, Jesus, changes, everything, start over, Twists & Turns*
- ❑ **Level 3: Get Your Head in the Game**
 - Print and cut apart “Get Your Head in the Game” Cards from the “Training” folder.
- ❑ Choose a snack from the recipe cards. Prepare prior to the session.

LEAD THE CONFERENCE

Welcome (5 minutes)

1. Play the *VBS 2023 Music for Kids CD* as you welcome participants. Distribute curriculum if you have not already done so.
2. Give each participant a “Training Handout” and a “Shortcut Code” as you greet him or her.
3. Welcome participants and explain that this year at VBS they will need to bring their A-games because you are going to experience a super-engaging celebration of games of all kinds at *Twists & Turns*. From classic board games to video games, kids will see Jesus through the eyes of one of His closest friends, Peter, and discover that trusting Jesus as Savior changes the game entirely. Jesus is the real game changer in the game of life.
4. Explain the “Shortcut Codes” leaders received as they arrived. Some video games offer special privileges to players who enter a special code during gameplay. These benefits can include things such as unlimited lives, invincibility, special powers, and so on. Say: “In our time today we will play a few games. If you find yourself in need of a little help, you are welcome to trade in your ‘shortcut code’ card to gain an advantage. You may only use it once. Use it wisely!”

LEVEL 1: “MEMORY” VERSE—VBS THEME VERSE (10 MINUTES)

1. Form two teams.
2. Say: “To reveal our VBS theme verse, we are going to play a game that will test your memory. The *Giant Game Floor Mat* (or dry erase board) contains words or phrases from our theme verse. Each team will send a player to the mat to flip over two words. If you find matching words, keep the match, and your team will get a point. If you don’t find the matching word, simply turn the words back over. The other team gets a turn. We will play until all the Bible verse words are found. If someone does not make a match, he may turn in his ‘Shortcut Code’ to turn over one more card.”
3. When all the matching words are uncovered, congratulate the team that has the most matches. Then encourage the two teams to work together to put the verse in order and read it aloud as a group.
4. Say: “*Twists & Turns* is based on the simple idea that the game of life doesn’t have to be impossible. We know the One who already ‘beat the game.’ His name is Jesus, and He is worth following! It’s our hope that kids at VBS will take to heart

the life-changing prayer in Psalm 25:4, 'Make your ways known to me, LORD; teach me your paths.' No matter what kind of ups and downs or twists and turns we go through, we can experience true victory in Jesus—the ultimate game changer."

5. Call attention to the theme verse poster on the focal wall. Lead the group to read the verse aloud together.

LEVEL TWO: MOTTO MADNESS (10 MINUTES)

1. Form groups of three or four leaders.
2. Share that the VBS motto this year is "Following Jesus changes everything." Lead the group in saying it together. See which team says it more enthusiastically.
3. Explain that the next game is a timed event using game cubes. Each team will be timed to see how long it takes to roll all four words of the VBS motto. The motto words must be rolled in order. But beware: if someone rolls "start over," the team must start all over again, or the player may use her "Shortcut Code" for the team to keep going without starting over.
4. When teams successfully roll the motto, they may shout out together, "Following Jesus changes everything!"
5. The team with the shortest time wins. After everyone has completed, congratulate teams and repeat the motto together.

LEVEL THREE: GET YOUR HEAD IN THE GAME! (35 MINUTES)

1. Form two teams and explain that you will play five quick rounds of "Get Your Head in the Game" to introduce each day's biblical content. (Distribute Days 1 and 3 cards to Team 1; distribute Days 2 and 4 cards to Team 2. Day 5 could be used to involve someone who hasn't participated yet, such as a staff member, tech person, or the VBS director.) One player will stand in front of his team with a stack of Day 1 cards, facedown. He will place a card on his forehead so that his team can see what is written on the card. The team will describe it to the participant without saying the word. When the player correctly guesses the word, she can go to the next card. The team will have one minute to get as many as possible. Then Team 2 begins describing Day 2 cards. Players may use their "Shortcut Codes" to skip a word that they would like to pass.
2. After all five rounds are complete, congratulate the winners. Then give the teams a few minutes to put together their clues and identify the story from their days' content. Be sure to provide Scripture references for each day.
3. Allow the teams to report their thoughts on which Bible stories they had. Give a brief overview of each day using the Scripture references and content from pages 7–9 or the Childrens Content PowerPoint®. Encourage leaders to complete each day's information on the "Training Handout" as it is shared.
4. Thank everyone for such great participation in all the games!

PRAY TOGETHER (5 MINUTES)

1. Share with participants: "We have been given a unique opportunity this week. We get to have a laser-focused time investing the eternal Word of God into kids who need to know the love and grace of Jesus."
2. Continue: "Some of our kids at VBS may come from homes that regularly speak of God's love while other kids may come from homes where they've never heard the gospel. Let's pray that as a result of VBS this year, our kids will understand God's ways and follow Jesus for all their days."
3. Redistribute "Shortcut Codes" to anyone who may have used his and ask if leaders have any specific prayer requests for VBS. Encourage leaders to write prayer requests on their cards and use them as personal prayer cards during VBS. Close this time by praying for kingdom fruit as a result of VBS 2023.

BREAK (10 MINUTES)

Serve a snack from one of the suggestions in the *VBS 2023 Snack Rotation Recipe Cards*.

TEAM PLANNING SESSIONS (30 MINUTES)

1. Ask each age group and rotation leader to meet in their designated areas. Verify each group has its resources and a place (designated table or room) to meet and plan each day of VBS.
2. Instruct groups to become familiar with the details of their age groups or rotation assignments answering who, what, when, where, and how. Who are they teaching (specific age groups)? What will they be teaching (options available in the curriculum)? When will they teach (time and length of their portion of VBS)? Where will they teach (location from where the team will teach)? How will they teach (sharing specific assignments for the age group or rotation)?
3. Give groups the option to continue all five days or set a time to meet again to complete the planning process.
4. Encourage groups to finish their time praying for each other and for the kids and their families who will be at VBS.



VBS 2023: TWISTS & TURNS™

FOLLOWING JESUS CHANGES THE GAME.



LEVEL 1: THE THEME VERSE:

LEVEL 2: THE MOTTO:

LEVEL 3: THE BIBLICAL CONTENT:



DAY 1

Session Title _____
Bible Story _____
Scripture Reference _____
Today's Point _____
Bonus Verse _____

DAY 3

Session Title _____
Bible Story _____
Scripture Reference _____
Today's Point _____
Bonus Verse _____

DAY 5

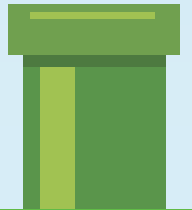
Session Title _____
Bible Story _____
Scripture Reference _____
Today's Point _____
Bonus Verse _____

DAY 2

Session Title _____
Bible Story _____
Scripture Reference _____
Today's Point _____
Bonus Verse _____

DAY 4

Session Title _____
Bible Story _____
Scripture Reference _____
Today's Point _____
Bonus Verse _____





SHORTCUT CODE

USE THIS CARD WHEN YOU
NEED HELP THROUGH THE
TWISTS AND TURNS OF
OUR TRAINING.
GOOD FOR ONE USE ONLY.



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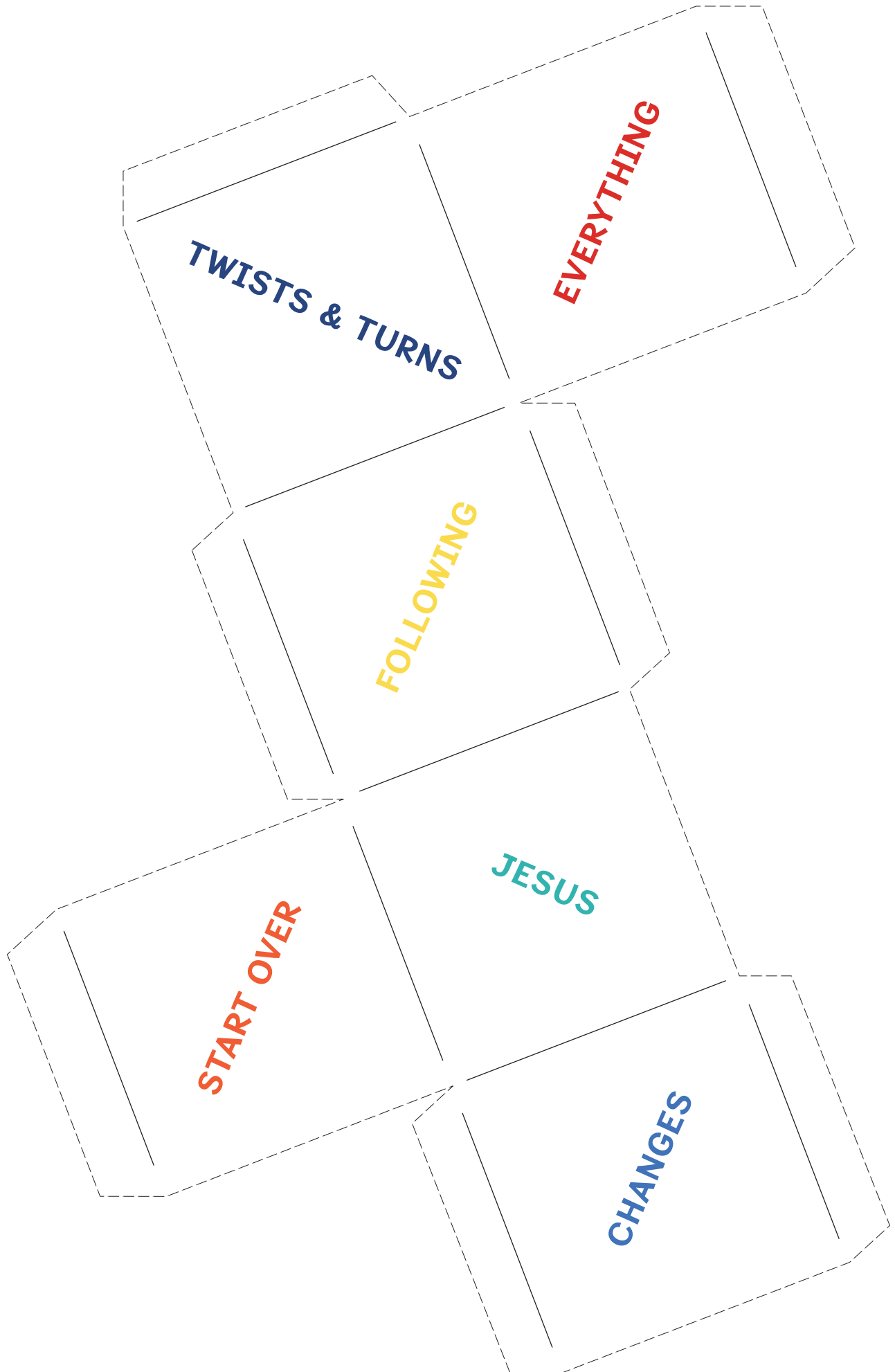
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Boat

Fish

Holy

Andrew

Brothers

Sea of Galilee

Net

Peter

Crowd

Teacher

Mountain

Pray

Jesus

Wind

Ghost

Afraid

Waves

Doubt

Faith

Son of God

Rooster

Gethsemane

Charcoal

Fire

Resurrected

Breakfast

Forgive

Fishing

Net

Sheep

Silver

Walk

Heal

Temple

Praise

John

Sins

Repent

Prison

Holy Spirit

Angel

Prayer

Noon

Vision

God

Clean

Gentile

Favortism

Law

Baptize