

# ALL ABOARD ASSEMBLY



# COURSE OVERVIEW

**Theme Verse: Psalm 113:3**

	<b>Day 1</b>	<b>Day 2</b>	<b>Day 3</b>	<b>Day 4</b>	<b>Day 5</b>
	The <b>Wonder</b> of His Birth	The <b>Wonder</b> of His Childhood	The <b>Wonder</b> of His Ministry Years	The <b>Wonder</b> of His Death & Resurrection	The <b>Wonder</b> of His Return
<b>Title</b>	Jesus Is Born	Jesus at the Temple	Jesus Does Wondrous Things	Jesus Dies and Lives Again	Jesus Is Coming Back
<b>Bible Passages</b>	Matthew 1–2; Luke 2	Luke 2:39–52	Selections from the Gospel of Mark	Select verses; Matthew 27–28	Select verses; Matthew 25:14–29
<b>Lesson Focus</b>	The baby King's birth was a wonder. What amazing happenings surrounded it?	The young King's childhood was a wonder. What was he like as a child and teen?	The adult King's ministry years were a wonder. What astonishing things occurred?	The risen King's death and resurrection were a wonder. How were they like no other?	The return of the King of kings will be a wonder. What should we be doing in the meantime?
<b>Apologetics Content</b>	Is Jesus the most important person ever born?	Is Jesus God or man—or both?	Has anyone else had the power to raise himself from the dead?	Was Jesus completely dead?	How will Jesus return?
<b>Gold Mine Memory Time</b>	John 1:14	Luke 2:52	John 21:25	John 20:31	Matthew 6:10
<b>Names of Jesus</b>	Creator, Immanuel	Carpenter	Almighty	Savior	King of Kings
<b>Animal Pals</b>	Tiny the Cougar Kitten	Junior the Wolf Pup	Mighty the Bison	Champ the Grizzly Bear	Mission the Horse
<b>Carpenter Joe's Crafts</b>	Christmas Crèche Ticket to Ride Ornament	Covered Wagon Conversations Mini Horseshoes Game	Praise Journal Names of Jesus Print	Spikes Cross Necklace Sunset Silhouette	Money Pouch Wonder Junction Bank
<b>Carpenter Joe's Science</b>	Star of Wonder Cone in a Cornfield	Lasso Lesson Layers upon Layers	Weather the Storm Power Play	Riding the Rails Pushy Plates	Spread the Word Marvelous Magnetism
<b>Sweet Sadie's Snacks</b>	Gold Nuggets Biscuit Baby	Carpenter Scraps Wolf Puppy Chow	Mini Flapjacks Loaves & Fish	Light & Dark Breadstick Rattler	Pizza Wheels Apple Wheels
<b>Gallopin' Gabe's Games</b>	Nativity Stations Catch the Caboose	Tough Trials Obstacle Course Annie, Annie Over	Mercantile Mania Name Above All Names Scavenger Hunt	Safecracker Make Your Claim	Wild West Relays Sheriff's Coming
<b>Cool Contests</b>	Guess the Gold Nuggets	Spirit of the West Day	Old West Dress-Up Day	Names of Jesus Challenge	Mission Money Mania



# CONTENTS

Handy Helps . . . . .	3
Yee-Haw! . . . . .	3
Your Role . . . . .	4
Frequently Asked Questions . . . . .	4
Terms to Know . . . . .	4
Assemblies . . . . .	5
Daily Assemblies . . . . .	5
Toe-Tappin' Tunes . . . . .	7
Cool Contests . . . . .	8
Creature Features . . . . .	10
Mission Moment . . . . .	11
Daily Assembly Scripts . . . . .	13
Closing Program . . . . .	25
Drama Production . . . . .	27
Drama Overview . . . . .	27
Production Notes . . . . .	28
Rehearsal & Production Schedule . . . . .	28
A Word About Drama for Children . . . . .	29
Support Crew . . . . .	30
Costume Suggestions . . . . .	30
Props List . . . . .	31
Music & Sound Effects . . . . .	31
Set Design & Construction . . . . .	33
Main Stage Set . . . . .	33
Set Components . . . . .	34
Painting Your Set Pieces . . . . .	35
Installing Your Set . . . . .	36
Scene Setters . . . . .	36
Drama Scripts . . . . .	37
Day 1 Drama . . . . .	37
Day 2 Drama . . . . .	41
Day 3 Drama . . . . .	45
Day 4 Drama . . . . .	49
Day 5 Drama . . . . .	53

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## Assembly Guide

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# HANDY HELPS

## YEE-HAW!

Howdy, partners!

Look to your left—do you see the cattle over yonder stampeding across the plains? Look to your right—can your eyes make out the sun-covered buttes of the desert? Look behind you—the brand-new transcontinental railroad is rumbling along the tracks! From the Badlands of South Dakota to the high peaks of the Rockies, there is wonder to be discovered everywhere we turn in the Old West!

Join us as we gallop through the wonder-filled West, where our friends at Wonder Junction will teach us about the grandest wonder of all—Jesus Christ. Each day, we'll dig deeper into who this awe-inspiring Jesus is, answering questions such as:

- What amazing things happened surrounding Jesus' birth?
- What was Jesus like as a child and teen?
- What wonders occurred during Jesus' ministry years?
- How were Jesus' death and resurrection like no other?
- What should we be doing as we wait for Jesus' return?

Wonder and amazement await us each day at Wonder Junction, where kids will gather at the **All Aboard Assembly**, a high-energy beginning that includes wacky intros, lively songs, a mission moment, and prayer.

Then we're off to rotate through five fun sites:

**High Point Bible Time**, where God's Word is taught in creative, hands-on ways.

**Carpenter Joe's Science and Crafts**, where kids get their hands dirty as they make crafts and explore God's world through science experiments.

**Sweet Sadie's Snacks**, where kids munch on some down-right tasty home-cooked vittles.

**Gallop'n' Gabe's Games**, the rambunctious rec time where kids might just get plumb tuckered out.

**Miss Millie's Missions, Music, and Memory Verses**, where kids sing songs, learn their memory verses, or go in-depth with the mission moment featuring Children's Hunger Fund.

Finally, everyone is rounded up to head back to the **All Aboard Assembly** for the closing, where there's more singing, contest results, and the highly anticipated daily

drama that highlights the shenanigans of two bumbling bandits who are transformed after learning about the wonderful life of Jesus Christ.

So dust off your boots, grab your bandana, and get ready for a rootin' tootin' good ol' time at Wonder Junction!

### Our Goal

We are so thankful for how God has chosen to use the Answers VBS programs over the past years! But why did we decide to embark on such an undertaking in the first place, and why are we still at it, by God's grace?

Our primary goal has always been to bring God glory by boldly and unashamedly proclaiming him to a strategic group—young people. From both a biblical and statistical point of view, young people are a big deal. They're not only awesome—we love 'em!—but they're also dearly cherished by our Lord and tend to be softhearted toward spiritual things. Researchers generally agree most people become Christians when they're children, so it's apparent this age group is a huge mission field!

Children are loved by their Creator, and Jesus said to let them come to him (Luke 18:16). We want children to come to Christ and not be hindered in any way from doing so. To that end, we combine a biblically rich VBS with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, we don't want to sacrifice rich teaching. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun.

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

We pray you will find that every prayer prayed, every minute invested, every dollar spent, and every word spoken will bring God glory as you reach kids for Christ. Just remember—VBS is worth it. May God richly bless your VBS. We're praying for you!

# YOUR ROLE

Your role as music coordinator, mission coordinator, and/or drama director is outlined in the following pages. This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind. Then get ready! God is about to use you and your church to impact lives!

## Music Coordinator

- Learn all music and motions for the songs (see the Music Leader Download).
- Help plan and run the daily assemblies, including standing up front and enthusiastically leading the music.
- Train others to learn songs and motions so they can also help lead music.
- Help plan and run the Mighty-Fine Rodeo Finale closing program.

## Mission Coordinator

- Choose a mission project or projects for all ages.
- Arrange all details related to presenting the mission project during VBS week.
- Act as the presenter of the mission information the week of VBS.
- Deliver the mission collection to the appropriate parties after VBS is over.

## Drama Director

- Choose actors for the drama and prepare folders for each with copies of the scripts.
- Organize a rehearsal schedule.
- Run the drama practices and oversee all aspects of the production (lighting, sound, costumes, props, etc.).
- Provide direction for the design of the set.
- Oversee the production of the dramas during the week of VBS.
- Help plan and run the closing program.

# FREQUENTLY ASKED QUESTIONS

The content of *Wonder Junction* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit [AnswersVBS.com/wonderfaq](http://AnswersVBS.com/wonderfaq).

# TERMS TO KNOW

Throughout the VBS curriculum, various terms will be used. Here is a list of some of the most common terms to know.

**Partners (as in, “Howdy, partners!”):** Groups of children (individual classes) named after Old West people, such as Miners, Ranchers, Blacksmiths, and Homesteaders.

**Group Guides:** Group leaders who guide the partners from place to place during VBS. No teaching is required of this position.

**High Point Bible Time:** Bible and apologetics lesson time happening at the High Point Chapel.

**Truth Teachers:** Teachers of the High Point Bible Time.

**Carpenter Joe’s Science and Crafts:** Rotation site where crafts are made and science experiments are explored.

**Sweet Sadie’s Snacks:** Indoor or outdoor location where snacks are served.

**Gallopin’ Gabe’s Games:** Indoor or outdoor site (outdoor is preferred) for recreation time.

**Miss Millie’s Missions, Music, and Memory Verses:** Rotation site where kids can spend additional time learning songs and memory verses and hearing about missions.

**Gold Mine Memory Time:** Time to learn and practice the daily Bible verse.

**Animal Pals:** Our friendly animal mascots that remind us of the main themes of each day.

**Toddlers:** 2–4-year-olds.

**Pre-Primaries:** 4–6-year-olds or children ages 4 through those who have completed kindergarten.

**Primaries:** 6–9-year-olds or children who have completed grades 1–3.

**Juniors:** 9–12-year-olds or children who have completed grades 4–6.

For multi-age K–6 travel groups, we recommend using the material for the Primaries.

# ASSEMBLIES

## DAILY ASSEMBLIES

One of the most exciting parts of *Wonder Junction* is the opening and closing assembly time. Each day begins and ends with an assembly of all classes and includes

an array of activities. The assemblies can be led by the VBS director, children's pastor, music coordinator, drama director, a volunteer, or a combination of these.

### Assembly Activities

#### Welcome

Welcoming everyone to VBS is the first thing we do at *Wonder Junction*. And to start us off each day, we have a fun scripted intro.

#### Toe-Tappin' Tunes

Kids love to sing, and kids love song motions. That's why we do both at *Wonder Junction*. Our *Toe-Tappin' Tunes* features fun songs that reinforce the spiritual theme. Check the Music Leader Download that is included with a Super Starter Kit for audio files (i.e., stereo, split-track, and instrumental-only versions of each song), hand motion videos, lyric videos, presentation images, and the song lyrics. Both styles of music (contemporary and traditional) are included with the Music Download, as well as all the memory verse music. Sheet music and student CDs are also available.

#### Mission Moment

During the opening assembly, the VBS mission project is highlighted. Collecting money for The Great Hope Roundup in partnership with Children's Hunger Fund allows the children to contribute to the physical needs of children around the world, giving them an opportunity to hear the gospel. See the Mission Moment section for more information and the [Resource Download](#) for [videos](#) and [printable handouts](#).

An expanded version of this section is also featured in the Missions, Music & Memory Verse Guide. Some churches may want to have a separate mission time and only announce the total collected during the assembly time. Be sure to check with your director to find out when this will be done.

#### Creature Feature

During the closing assembly (or opening assembly if that works better for you), kids learn about each day's animal pal. These can be done live or via video. See the Creature Feature section for information. Download [videos](#) or [scripts](#) and [presentation slides](#) from the [Resource Download](#).

#### Drama

Because each day's drama segment is part of a continuing week-long story, it is one of the most anticipated events of VBS. The dramas are presented in the closing assembly each day. For information about the dramas, including set design and construction and each day's script, see the Drama section.

As an alternative, [shorter skits](#) for each day, using fewer people, are also offered on the [Resource Download](#). A separate set of five drama videos can also be purchased from AnswersVBS.com.

#### Cool Contests

Not only do kids love to sing, but they also love a contest. That's why *Wonder Junction* has contests each day to keep excitement running high. Contest results are presented daily during the closing assembly. See the Cool Contests section for more information.

#### Announcements

Announcements can be made toward the end of each opening and closing assembly and should include information about the next day's contests and a reminder to bring mission money.

## Prayer

Ask for God's protection and blessing on your day during the opening assembly. At the end of the closing assembly, thank God for a good day at VBS.

## Takeaway Time

Just before everyone is dismissed to go home, take a minute to share a big thought to leave with.

RANCHERS

## Tip Corner

- Use class signs to identify where each class should sit. Sign posts can be made and reused each year.
- Play VBS music before and after each assembly to enhance the atmosphere.
- In preparation for VBS, have some (or all) of your leaders learn the song motions.
- To add variety, wear something thematic.



# TOE-TAPPIN' TUNES

Kids love to sing, and kids love song motions. That's why we do both at *Wonder Junction*, where the music features fun songs that reinforce the spiritual theme. We have provided a variety of songs to go along with each day's teaching. Feel free to choose the songs that work best for your children. You can use all of the songs throughout the week or just choose a few to repeat every day so the

kids can learn them. You may want to begin teaching the songs to your children a few weeks before VBS begins. Use your Sunday school, children's church, or Wednesday evening programs to familiarize them with the VBS music. Hand out CDs of the music or encourage parents to listen through any major streaming platform (e.g., Spotify, Apple Music, Amazon Music, etc.).

## Music Leader Download

Included with each Super Starter Kit is a link to download all components of both contemporary and traditional music. The Music Leader Download contains files of hand motion videos and song lyric videos, as well as MP3s of the music in stereo, split, and instrumental versions. Presentation images and printable song lyrics are also included. If you did not purchase a Super Starter Kit, you may purchase the Music Download from AnswersVBS.com.

### Contemporary Songs

- Theme Song: "Wonder Junction" (2:22)
- Day 1 Song: "Immanuel" (2:31)
- Day 2 Song: "I Will Be" (2:30)
- Day 3 Song: "He Is Jesus" (3:16)

- Day 4 Song: "Jesus Is the One" (2:50)
- Day 5 Song: "Jesus Is Returning" (3:04)
- Any Day Song: "Tis So Sweet" (2:38)

### Traditional Songs

- Theme Song: "Wonder Junction" (1:20)
- Day 1 Song: "A Great and Mighty Wonder" (1:35)
- Day 2 Song: "That's a Miracle" (1:07)
- Day 3 Song: "Mighty Powerful God" (1:37)
- Day 4 Song: "Only Jesus" (2:01)
- Day 5 Song: "Look Up! He's Coming Through the Clouds" (1:06)
- Any Day Song: "O How Sweet" (2:56)

## Additional Music Aids

### Sheet Music

The Super Starter Kit includes a sheet music book with both contemporary and traditional songs. This book includes the lyrics and the accompaniment for each song. This book can also be purchased separately (1220650).

### Student CDs

Audio CDs of the full-track songs are sold in packs of 10. These can be distributed to the children and their parents before or during VBS to help them learn the songs. CDs make great rewards and VBS souvenirs as well. The memory verse songs and the theme songs are

together on one student CD. (Contemporary—1220610; Traditional—1220620)

### Lyrics

Printable lyrics for each song are available with the Music Leader Download.

### Streaming

Check the Music Leader Download for a slide that features a QR code linking to the major streaming platforms that feature Answers VBS music.

## Memory Verse Songs

Encourage your kids to learn their memory verses the easy way—by singing them! The contemporary memory verse songs are produced by Seeds Kids Worship (ESV) and the traditional memory verse songs are produced by Majesty Music (KJV). Both are available with the Music Leader Download, which comes with the purchase of a Super Starter Kit. Songs produced by Seeds Kids Worship are:

- "From the Rising of the Sun" (Psalm 113:3)
- "We Have Seen His Glory" (John 1:14)
- "Wisdom, Stature, and Favor" (Luke 2:52)
- "So Much More" (John 21:25)
- "Life in His Name" (John 20:31)
- "Kingdom Come" (Matthew 6:10)



## Daily Assembly Scripts

For your assembly leader, a detailed program for each assembly, including all scripted segments, is provided beginning on page 13. These include the welcomes, Mission Moments, songs, and Creature Features. These [scripts](#) are also available from the [Resource Download](#).

## Order of Program Forms

So that your assembly leader and production crew are on the same page, blank, reproducible [Order of Program forms](#) are provided for the opening and closing assemblies from the [Resource Download](#). Before each assembly, insert the songs of your choice and your notes. Then photocopy the completed form and distribute to your production crew.

# COOL CONTESTS

It never fails—announce a contest, and watch kids light up! Daily contests run 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
- Bringing a visitor
- Participating in the daily special contest (see specifics below)
- Completing the Go and Do sections on the student guides (see specifics below)

These points are tallied, and the child receives a prize if he or she reaches a certain point total.

## Team Effort

Teams earn points as above, but all the points are tallied and scored for the whole team instead of the individual. When the team reaches a certain point total, they 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.

The [Resource Download](#) contains a [sample team roster](#).

## 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. This could be something for them or for someone else, such as a special gift given to a mission organization.

## Other Contest Info

- Send the student guide home daily and encourage the kids to do the Go and Do sections. They will receive 1,000 points for each Go and Do they complete. They do not have to bring these back. Just take their word for it.
- Our test churches include the Pre-Primaries in the contests, but they don't keep score for that age group because they don't really understand or care about the points. They just enjoy the fun of everything.

- Another option that can be done in tandem with the contests (or as a stand-alone) is the Wonder Nuggets Treasure Hunt. See the next page for details.
- Kids can receive points for being at VBS, learning their memory verses and bonus memory verses, finding Wonder Nuggets, and participating in the daily contests. The daily contests are as follows.

### DAY 1—GUESS THE GOLD NUGGETS

Fill a transparent jar with “gold nuggets” (Rolos or gold foil-wrapped chocolate coins). Count how many are in the jar and write the number on a piece of masking tape. Put the tape on the inside of the lid and put the lid on the jar. Place the jar, slips of paper for kids to write one guess on, pens, and a small metal pail or basket somewhere near your assembly area. At any point in the day when they are passing by, each child can write a guess, with their name, and put it in the pail or basket. Have an adult determine whose guess is the closest and award the jar to that person during the closing assembly or at the next day's opening assembly.

### DAY 2—SPIRIT OF THE WEST DAY

Each group comes up with a team cheer, song, or sign. Or they can each wear something depicting their group's name. For example, if a group's name is the Cowboys and Cowgirls, everyone wears a cowboy hat and bandana, or if they're the Cooks, each person wears an apron.

### DAY 3—OLD WEST DRESS-UP DAY

Everyone wears Old West attire such as cowboy hats, bandanas, plaid shirts, pioneer dresses, bonnets, sheriffs' badges, and boots. Remind kids not to bring any toy guns or weapons.

### DAY 4—NAMES OF JESUS CHALLENGE

Students hunt through the Bible to discover amazing names of Jesus and use clues to decipher a mystery sentence. See the [Resource Download](#) for the [Names of Jesus Challenge sheet](#) that will be sent home on Day 3 and returned on Day 4.

### DAY 5—MISSION MONEY MANIA

Kids will bring in their final mission money today. Double points for anyone who brings in any amount.

## Suggested Prizes

If you are interested in giving out prizes for any of the contests or for anything else, here is a list of prizes available from AnswersVBS.com.

- Tubular bandanas (1221520; 1221530; 1221540; 1221550; 1221560)
- Wristbands (1220830)
- Stickers (1220880)
- Puzzles (1220940)
- Water bottles (1220810)
- Pencils (1220850)
- Carabiners (1220820)
- Pens (1220860)
- Puffy stickers (1221430)
- Child backpacks (1221440)
- Notepads (1221460)
- Scratch art (1221470)
- Foam figure (1221490)

You can also check online retailers, such as Oriental Trading Company (OrientalTrading.com) and Rhode Island Novelties (RINovelty.com), for inexpensive bulk prizes. The following are some possible suggestions: golden chocolate coins, bandanas, cowboy hats, boot-shaped pencil topper erasers, train whistles, Western-themed key chains, horseshoe beaded necklaces, rubber or plastic snakes, horse finger puppets, barnyard bubble bottles, stretchy cowboys and cowgirls, fake mustaches, mini train maze puzzles, cow print slap bracelets, sheriffs' badges, North American TOOB animals, horse bouncy balls, play handcuffs, bandana pencils, cowboy hat pens, Western sticker sheets, barnyard animal squish toys, train stampers, sticky lizards, and Old West candy (e.g., licorice, rock candy sticks, lemon drops, gummy bears, or horse-shaped lollipops in mini drawstring bags). Also check local discount retailers that sell bulk individually wrapped candy or other edible treats.

## Wonder Nuggets Treasure Hunt

The Wonder Nuggets Treasure Hunt is an important element of this year's VBS and should be done either on its own or in conjunction with the contests you are already doing. What are Wonder Nuggets? They're wondrous thoughts about Jesus formatted into a fun daily treasure hunt for kids to participate in as they move through rotations. Check the [Resource Download for Wonder Nuggets](#), and print on yellow (like gold), gray (like silver), brown (like copper), or other colors of mining elements. This can include colors to symbolize gems that are mined, such as red for ruby or bright green for emeralds. Hide 3–5 nuggets daily around the building. If you have lots

of kids, hide multiples of each nugget. The idea is to see which groups can find all the nuggets quickly and quietly read them as they are moving to another rotation. If you are tying this in to the contests, groups can get points for each one they find, as long as they listen quietly while the leader reads it, and put it back where they found it.

Announce this from the stage during opening the first day and explain how it works. Then make a quick announcement during each day's opening as a reminder. The kids at the test churches loved this!

# CREATURE FEATURES

During the assemblies each day, we'll share a Creature Feature to highlight the incredible design features of five amazing animals the Creator has made. These are written into the closing assembly but can also be done during the opening assembly—your choice! Do these live using the provided [scripts](#) or show the [Creature Feature videos](#).

## Day 1: Cougar Kitten

Today, we'll meet a cougar kitten, a prevalent animal out West. As we learn some of the amazing design features of cougars, we'll also talk about how this baby kitten, called Tiny, reminds us of Jesus coming as a tiny baby. Just as Tiny has to be cared for by her mom, Jesus needed to be fed and cared for too. What a wonder that the God who created the universe stepped into his universe as a baby!



## Day 2: Wolf Pup

Time to meet the wolf pup, an animal that learns a lot from his pack. His nickname, Junior, reminds us he had to learn things as he grew up, just as Jesus had to learn things during his childhood and young adult life too. It's a wonder to realize Jesus was a child just like our VBS kids, but he is also God!



## Day 3: Bison

Today's animal pal is the powerful bison, the largest land animal in North America. This will be one fun creature feature as we meet Mighty the bison and talk about the idea of his power and Jesus' power.



## Day 4: Grizzly Bear

Did you know God designed some animals to hibernate? The bear is one of them, hibernating for several months and then coming out of their den alive and well. (The technical term for what bears go through is "torpor" rather than "hibernate," but most kids will be familiar with what hibernating is.) Champ the grizzly bear is a reminder of our gospel lesson today as we talk about Jesus not hibernating in the tomb, but being completely dead then coming back to life!



## Day 5: Horse

When we think of the Old West, we think of horses, right? Mission the horse reminds us of the circuit riders of old who rode to towns, sharing the good news of Jesus. As we finish out our week, we'll be reminded to live "on mission" for Jesus while we are waiting for him to return.



# MISSION MOMENT

The mission emphasis to your VBS program provides an amazing opportunity for children to participate in giving to ministries that share the gospel. **Check with your director about when to feature the Mission Moment—either during the assembly time or during one of the rotations.** The *Missions, Music, and Memory Verse Guide* contains additional activity ideas.

This year, we've partnered with Children's Hunger Fund (CHF) to provide food and the hope of the gospel to children facing food insecurity in the US and around the globe. The Great Hope Roundup is a powerful addition to your VBS program. Your kids will explore five different countries and learn how they can make a difference for children living in poverty around the world.

As your students explore Myanmar, Zambia, the Dominican Republic, Belarus, and the US, they'll hear the stories of boys and girls whose lives have been impacted by poverty. These children have no guarantee of meals, shelter, or an education. They need help. And they need the hope that only comes from salvation in Jesus Christ.

The good news is you and your kids have the power to make a difference!

The Bible says that giving generously to the poor is really giving to God himself (Proverbs 19:17). Teach your VBS class the great joy that comes from sacrificing for the sake of Jesus and his gospel.

## The Great Hope Roundup

During the Mission Moment, your group will meet Mack, a seasoned rancher heading up The Great Hope Roundup. Mack has been running Hope Ranch for over twenty years, and he's seen a lot of wonderful things and met some incredible people. Throughout the week, he'll share stories about children around the world.



Your mission is to collect coins to fill Children's Hunger Fund Coin Paks and help provide meals for children in need, just like the ones Mack introduces throughout the week.

When your VBS children earn coins for their Coin Paks, they make it possible for Children's Hunger Fund to fill Food Paks. A Food Pak is a box of nutritious food that can provide meals for a family in need. In a Food Pak, just 25¢ can provide one meal!

The Food Paks are provided to partner churches in the US and around the world who deliver them to homes of families in need. Along with food delivery, relationships are built and the gospel is shared.

The following items are available from the [Resource Download](#).

- [Daily videos](#)
- [Daily scripts and activities](#)
- [Child Profile Slides](#): Daily profiles of the children your VBS students will meet. These informative prayer briefings will help your kids connect with the real needs of suffering children.
- Printable [Prayer Journals](#) for the five children introduced in the daily videos
- Printable ["Map of the World" activity sheet](#), featuring the challenges faced by the children from the daily videos and the countries they live in
- Printable and digital [banner artwork](#)
- [Daily Count slides](#) (PowerPoint) to help your kids track their fundraising progress
- Printable fold-up [Coin Pak bank](#) for collecting coins
- [Donation Submission Form](#) to accompany your donation to CHF at the end of your VBS program

## Purchasing Items

Included in your Starter Kit is a sample of the sturdy [pop-up Coin Pak bank](#) for your kids to use as they collect quarters for meals. Check with your director for a sample. After VBS, these will be fun souvenirs that can be kept as reminders to always care for the needs of others. Coin Paks are available from Children's Hunger Fund.

For questions regarding your Mission Moment resources, please call (800) 708-7589 or email [vbs@childrenshungerfund.org](mailto:vbs@childrenshungerfund.org).

To order, please visit [ChildrensHungerFund.org/answersvbs](http://ChildrensHungerFund.org/answersvbs). To place an order over the phone, call Children's Hunger Fund at (800) 708-7589.

Orders must be received 14 days prior to your VBS date. Available while supplies last.

## Collecting Donations

Give children their own Coin Pak bank for collecting donations. Work with your director to set up a fun area (e.g., saddlebags, small wooden barrels, metal canisters) for kids to deposit their money each day as they begin VBS. Encourage your kids in the weeks leading up to VBS to save their money and then begin collecting the first day. Or plan on passing out the Coin Paks on Day 1 and begin collecting on Day 2.

Once you've totaled your donations, please write a check to Children's Hunger Fund, indicating "The Great Hope Roundup" in the memo area, then fill out the [Donation Submission Form](#). Send your check with the form to:

Children's Hunger Fund  
Attn: The Great Hope Roundup  
DEPT LA 24373  
Pasadena, CA 91185-4373

Learn more about the gospel-centered mercy ministry of Children's Hunger Fund at [ChildrensHungerFund.org](http://ChildrensHungerFund.org).

## Tracking Your Progress

To help your kids maintain their excitement, announce how many meals they provided each day. Check with your director to find out when to do this: either during a special mission rotation or during the opening or closing assembly.

Here are fun ways to help your kids see their progress as they fundraise.

1. Show your progress with **Daily Count slides** (PowerPoint). Update the slides with the total number of meals that can be provided each day.
2. Make your own goal tracker and update it throughout the week. Create or print a train with several cars. Each day, add a car with the total number of meals that can be provided so far.
3. Consider having a contest between boys and girls, or between teams, to see which group can bring in the most money. (Printable **"Teams"** icons are available.)

**NOTE ON COUNTING COINS:** It may be helpful to recruit two or three adult volunteers to count and/or roll the coins at the end of each day. Some banks provide a coin counting service, but they may require several days to do so. Check ahead with your local bank or see if anyone has a coin counting machine you can borrow.

# DAILY ASSEMBLY SCRIPTS

## Day 1: Opening Assembly

### Welcome (2 minutes)

**SUPPLIES FOR DAY 1 WELCOME:** Train whistle (item 1220560)

**Person 1:** Come out pleasantly welcoming everyone to Wonder Junction. Howdy, partners! Welcome to Wonder Junction! We have a full week planned of learning about who Jesus is—our Creator and Savior—and how to live for his glory! Jump when Person 2 runs in shouting excitedly.

**Person 2:** Come out whooping it up and jumping around excitedly, saying, Yee-haw! Woo-whee! I declare! Pretend to chug around the stage, acting like a train and blowing your whistle loudly.

**Person 1:** \_\_\_ (Person 2's name), you sure are excited about VBS starting!

**Person 2:** I sure am, \_\_\_ (Person 1's name)! Hot diggity, we're ready to roll! You know how long I've been waiting for this moment?

**Person 1:** How long?

**Person 2:** I've been waiting for this until the cows come home. In fact, I've waited a whole year. 365 days. 8,760 hours. 525,600 minutes. 31,536,000 seconds.

**Person 1:** Interrupt toward the end. I get the picture, and I agree. VBS is the best! And Wonder Junction's gonna be, well, wonder-ful. Pause. See what I did there? Wonder Junction, Wonder-ful.

**Person 2:** I see, I see. Now don't go . . . stealing my wonder. Pause. See what I did there? Wonder, thunder, get it?

**Person 1:** That's very . . . punny.

**Person 2:** Well, anyway, today we are going to discover the wonder of Jesus coming to earth as a tiny baby. Now let's get a wiggle on and get everyone up on their feet to start singin' some toe-tappin' tunes.

### Song (3 minutes)

"Wonder Junction"

### Song (3 minutes)

Contemporary: "Immanuel" / Traditional: "A Great and Mighty Wonder"

### Mission Moment (5 minutes)

SHOW: "THE GREAT HOPE ROUNDUP" SLIDE

This week, we're learning about who Jesus is. When he was on earth, he taught that we need to provide food to those who need it (e.g., Matthew 25:31-40). So we are partnering with Children's Hunger Fund to help

children who are living in poor conditions and don't have enough to eat. Along with sending food, you can help them hear about Jesus too!

SHOW: "THE GREAT HOPE ROUNDUP—AYE KO" SLIDE

Are you ready to meet the first child? Pause for participation. Great! Today, we're going to meet a very little boy named Aye Ko (pronounced Eye Co), who lives in the country of Myanmar.

SHOW: VIDEO 1—AYE KO

Country: Myanmar

Problem: Extreme Hunger

With five growing boys at home, Aye Ko's parents are used to making their limited income stretch as far as it can go. But what do you do when that income (the money you earn) isn't enough anymore? Aye Ko and his brothers are little now, but they are growing. And what about his new baby sister? How will his parents afford to feed all of them? Thankfully, the local church can provide the family with food to help meet their needs.

There are other children around the world in need, just like Aye Ko. Do you want to learn how you can help them too? Pause for participation. Great! This week at VBS, we'll be collecting coins to put in these Coin Paks. Show Coin Pak. Take this home today and tell your family and friends about Aye Ko. Ask them to help you collect coins for meals. Just 25 cents can provide a nutritious meal for a hungry child.

SHOW: DAILY COUNT DAY 1 SLIDE

With the coins you collect, nutritious food can be packed into a Children's Hunger Fund Food Pak. These boxes can feed a family for several days.

Bring back the coins you've collected each day this week so we can count how many meals you can provide so far. You can help deliver hope to suffering families around the world.

### Announcements (time varies)

Announce info pertinent to your situation. Explain how the contests work so the kids can participate. Check with your director if you aren't sure. Explain the Wonder Nuggets Treasure Hunt. See p. 9 for details.

### Prayer

### Dismissal

### Song (play as children leave)

Day 1 Memory Verse Song—John 1:14

## Day 1: Closing Assembly

### Song (3 minutes)

C: “Immanuel” / T: “A Great and Mighty Wonder”

### Song (3 minutes)

“Wonder Junction” / Memory Verse Song: Theme Verse

### Creature Feature: Tiny the Cougar Kitten (6 minutes)

Shorten the Creature Feature scripts each day (if needed) depending on the time you have. If doing them live, include the fun active participation sections.

Use the **PRESENTATION SLIDES** or show the **CREATURE FEATURE VIDEO**.

**SUPPLIES FOR DAY 1 CREATURE FEATURE (if doing it live):** Pair of cushy slippers, measuring tape to measure 40 feet ahead of time in your assembly room (see below)

SHOW: **CREATURE FEATURE TITLE SLIDE**

Howdy, partners! I’m excited to learn about animals from the American West and how they can remind us of Jesus!

First, let’s take a little survey. How many of you have a pet? Raise your hand if you have a rabbit . . . guinea pig . . . lizard . . . dog . . . cat . . .

SHOW: **COUGAR**

Well, our animal pal is a type of cat called a cougar. Pause. Or maybe a puma? Pause. Or is it a mountain lion? Actually, all these names describe the same animal. Why does the cougar have so many names?

SHOW: **COUGAR RANGE**

The cougar lives from Canada all the way to Argentina. Because it’s found in so many countries, different cultures have given it different names.

SHOW: **COUGAR HABITATS**

Cougars live in forests, deserts, and even swamps! Even though cougars are the second largest cats in the Americas, they’re not one of the top three largest cats in the world. (The jaguar is the largest cat in the Americas.) What do you think they are? Take answers.

SHOW: **TIGER, LION, JAGUAR**

Tigers, lions, and jaguars, oh my! These big cats have one very interesting thing in common. They can all roar! Give me your biggest roar. Do so, then play the **LARGE CAT ROAR**.

SHOW: **COUGAR**

Now give me your softest purr. Do so. The cougar can’t roar, but it can purr just like your pet cat. Play **CAT PURR**. Aw, doesn’t that sound sweet? I bet you won’t like this next sound! Cougars make a loud screeching noise when trying to find a mate. Play **COUGAR SCREECH**. Sounds scary, doesn’t it?

SHOW: **CAT KIND**

The cougar is a member of the cat kind. This means the cougar, along with all the big cats—and even tiny house cats—came from the same two felines (cat kind) that God saved on the ark 4,400 years ago.

SHOW: **SABER-TOOTH, AMERICAN LION, AMERICAN CHEETAH**

Did you know that many large cats lived in North America during the ice age following Noah’s flood? These include the famous saber-toothed cats, the American lion, and the American cheetah. They have since gone extinct, leaving the cougar as one of the largest predators in North America today!

SHOW: **COUGAR WITH PREY**

The cougar’s size allows it to hunt large prey. While cats were vegetarian in the beginning before Adam sinned, they now eat mostly meat.

SHOW: **DEER AND ELK**

North American cougars primarily feed on white-tailed deer, but they are strong enough to take down prey that is much bigger—like an elk. It takes a lot of work to hunt fast and powerful prey, but the cougar is designed for this task.

SHOW: **COUGAR EYES**

Keen eyesight and hearing allow the cougar to locate its prey even in the dark!

SHOW: **COUGAR STALKING**

Have you ever worn really cushy slippers? Put on a pair and model them. God gave cougars padded feet that allow them to sneak up on prey without a sound.

SHOW: **COUGAR LEAPING**

Have someone come up and jump as far as they can. Then say: Powerful legs allow cougars to run 50 mph or leap 40 feet forward in a single bound! Show 40 feet and compare the human leap to the cougar leap. Guess how high up they can jump? Show how high 18 feet is in your room. All these features help them catch food.

SHOW: **COUGAR KITTEN**

Baby cougars are called cubs or kittens, and when they’re first born, they weigh less than a pound. Their eyes and ears are closed, making them unable to see or hear for the first two weeks of their life.

SHOW: **COUGAR FUR**

Their fur pattern also looks different from the adults. God gives them spotted fur to help them camouflage, or blend into, their surroundings. When the kittens get older, these spots disappear.

SHOW: **COUGAR KITTEN WITH MOM**

They’re completely dependent on their mothers to feed and protect them. Because cougar kittens are so helpless, their mothers keep them safe in dens when they’re

first born. As the cubs grow, the mother leads them out of the den and teaches them how to hunt.

**SHOW: TINY**

Our animal pal for today is Tiny the cougar kitten. She reminds us that God sent his Son, Jesus, to earth as a tiny baby about 2,000 years ago. Jesus took on flesh so he could do what his name means—save his people from their sins. The birth of Jesus is a wonder—the Creator of the universe chose to become a helpless human baby because of his great love for us. We should never get over Jesus!

### **Drama** (12 minutes)

See the Drama Production section starting on page 27 for details.

### **Announcements** (time varies)

### **Cool Contests** (3 minutes)

Announce winners of today's contests. Remind them to do their Go and Do on their student guides, learn their memory verses, and make up a sign or team cheer for tomorrow.

### **Prayer**

### **Takeaway Time** (2–3 minutes)

Each day, right before dismissal, share a thought to leave everyone with.

All together, sing part or all of the first verse of “Joy to the World” acapella.

Joy to the world, the Lord has come  
Let earth receive her king  
Let every heart prepare him room  
And heaven and nature sing  
And heaven and nature sing  
And heaven and heaven and nature sing

**Then say:** Another verse in that song talks about the wonders of his love. Let's leave today thinking about the wonder of Jesus' love. Jesus, the Creator, the one who made grass and knows how many blades are in your yard at this very moment, the one who made you and knows what you're thinking . . . right this second, the one who keeps the planets spinning—that same Jesus loves you! In fact, he showed up in the world to let you know he loves you. Jesus loves you more than anyone else does. And children of God have this promise from Romans 8:38–39: [Read it.](#)

So remember—Jesus loves you more than anyone else does. If you're having a bad day or a bad life, keep in mind that Jesus' love has no measure. It's a wonder. Keep marveling at the wonder of Jesus' love as you head home today.

### **Dismissal**

**Song** (play as children leave)

“Wonder Junction”

## **Day 2: Opening Assembly**

### **Welcome** (2 minutes)

**Person 1:** Welcome back to Wonder Junction, partners! I wonder where [Person 2] is?

**Person 2:** From a good hiding place, say: I'm hiding!

**Person 1:** Right now? We're ready to start!

**Person 2:** Well, hide-and-seek was my all-time favorite game when I was a kid. I just got in the mood. You gotta try to find me.

**Person 1:** Look around. Hmm . . . I don't see you. Kids, can you help me find \_\_\_\_?

**Person 2:** Come out once they find you. That was fun. Now let's play tag. Tag, you're it. Tap Person 1 and run across the stage.

**Person 1:** Hey, \_\_\_\_, I wish we could play, but we've gotta start VBS. But you know, it does remind me of what we're talking about today.

**Person 2:** What's that?

**Person 1:** Did you know Jesus, who is God, was also a kid at one point? He probably played games too!

**Person 2:** Wait . . . do you think the Creator of the stars and lions and tulips and the ocean ever played . . . tag?

**Person 1:** He might have! The Bible doesn't say, but we're gonna have fun learning more about Jesus as a child today. First, though, let's get to singin'!

### **Song** (3 minutes)

C: “I Will Be” / T: “That's A Miracle”

### **Song** (3 minutes)

C: “Tis So Sweet” / T: “O How Sweet”

### **Mission Moment** (5 minutes)

**SHOW: “THE GREAT HOPE ROUNDUP” SLIDE**

Do you remember the rancher we met yesterday? Anyone remember his name? **Pause for participation.** That's right! Mack. In addition to showing us around Hope Ranch, Mack is going to be introducing us to children around the world. Each one of these children lives in poverty and needs to hear about God's love for them. Thankfully, you get to help!



# DAY 1 DRAMA

CHARACTERS: DALTON CLYDE, NETTIE ZELMA, MARSHAL, REVEREND, VERA

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## THEME MUSIC.

*Scene opens in the town of Wonder Junction. DALTON CLYDE and NETTIE ZELMA sprint onto the stage.*

**DALTON CLYDE:** (*huffing and puffing between laughs*) Ooooh-weeee! What a big score, Nettie Zelma. I can't believe those kids let me steal all their candy!

**NETTIE ZELMA:** (*glaring at DALTON CLYDE*) Quit that, Dalton Clyde! We're professional thieves. We don't steal candy from no babies. We rob unsuspectin' citizens, the occasional stagecoach, and one day—wealthy banks. Now, give it back before you make a scene!

**DALTON CLYDE:** (*frowns while revealing a shirtful of candy*) No need for bein' rude. I may be your younger brother, but that ain't no way to treat family (*tosses the shirtful of candy into the audience*). There. You happy? It's all gone . . . and now there ain't gonna be no snacks for our travels.

*As DALTON CLYDE brushes off his shirt, NETTIE ZELMA eyes the town.*

**NETTIE ZELMA:** (*staring at the bank*) Naw, Dalton Clyde, don't worry. We ain't leavin' jus' yet. This here is Wonder Junction. And it looks to me like they got a bank prime for the pickin'! (*sees a "wanted" poster mounted nearby*) Oh, goodness gracious!

**DALTON CLYDE:** What's wrong? (*joins her, looking at the poster*) Who's that?

**NETTIE ZELMA:** Whadaya mean, "Who's that?" It's you and me, silly!

**DALTON CLYDE:** (*thinks she's kidding*) On a Wanted poster? Oh, don't be ridiculous! It is not!

**NETTIE ZELMA:** It is so! See yer birth mark? (*points to it in the photo*)

**DALTON CLYDE:** (*surprised*) Well, I'll be . . .

**NETTIE ZELMA:** It's an old picture, that's all.

**DALTON CLYDE:** Hey . . . maybe that's a good thing, Nettie Zelma! We won't be so easily recognized!

**NETTIE ZELMA:** (*irritated, snatches the poster*) I s'ppose yer right. But they're still callin' us the Bumblin' Bandits! They think we're a joke!

**DALTON CLYDE:** Well, ya gotta admit, we ain't the sharpest knives in the drawer!

**NETTIE ZELMA:** Yeah, well, I'm sick and tired of it! And that's why we need to rob this here bank. We gotta earn us a more respectable reputation!

**DALTON CLYDE:** And ya think robbin' a bank'll do it?

**NETTIE ZELMA:** Sure do. Then maybe we'll have us a proper name like the Dangerous Duo, or the Awful Outlaws!

**DALTON CLYDE:** (*looking at his reflection in the window, tries to fix his hair then smells his armpits*) Hmm . . . I think the Ugly and Stinky Outlaws" is more like it!

**NETTIE ZELMA:** (*offended*) Speak for yerself, Dalton Clyde!

*The MARSHAL strolls in. NETTIE ZELMA jumps in surprise and slightly hides behind DALTON CLYDE.*

**MARSHAL:** (*tips his hat to NETTIE ZELMA and DALTON CLYDE as he approaches*) Hello there! You wouldn't happen to know where I could find the mayor, would you? Or any other official I could speak to?

*NETTIE ZELMA and DALTON CLYDE see the MARSHAL's law badge and start to panic.*

**DALTON CLYDE:** (*in a loud whisper to NETTIE ZELMA*) It's an officer of the law!

**NETTIE ZELMA:** (*stammering and crumpling the poster in her hands*) Why, I wouldn't . . . you know, that's such a . . . I . . . I don't . . .

*The REVEREND enters the stage, looking down at a book. He's also carrying a small cage.*

**NETTIE ZELMA:** (*points at the REVEREND*) Talk to him! He looks official!

**MARSHAL:** Uh, excuse me, sir. Can I speak with you for a minute?

*As soon as the MARSHAL's back is turned, the Bumblin' Bandits stumble their way offstage.*

**REVEREND:** Oh . . . sure! You here for the jamboree? I'm Reverend Halbrook, by the way. (*shakes the MARSHAL's hand*) So, what do you need? A tour around town? A pipin' hot meal? Mrs. McKee's chicken-fried steak is so good, it'll rattle your ears!

**MARSHAL:** No thanks, Reverend . . . I'm Marshal Metcalf, and I'm here on official business.

**REVEREND:** Oh, sounds serious.

**MARSHAL:** It's because I know you're without a sheriff right now. Anyway, I'm after some criminals who might be hiding out here in Wonder Junction.

**REVEREND:** (*surprised*) Criminals? Here? My goodness! Whatever makes you think that?

**MARSHAL:** 'Cuz I tracked 'em here! They're known as the Bumblin' Bandits. They robbed the bank in Golden City last week!

**REVEREND:** Robbed the bank, did they? Oh, my . . . (*glances down at the open cage he's holding*) Oh, my!

**MARSHAL:** I know! And your bank might be next if we don't act quickly!

**REVEREND:** (*begins nervously looking all around on the ground and tiptoeing*) Well, Marshal, right now I think that's the least of our worries!

**MARSHAL:** What? Nonsense! We should be treatin' 'em as highly dangerous and unstable individuals! (*notices the REVEREND tiptoeing*) What on earth are you doin', Reverend?

**REVEREND:** (*continuing to tiptoe*) Well, you see, my daughter, Vera, is a bit of a—how should I say it? A self-taught critter-wrangler.

**MARSHAL:** An admirable profession.

**REVEREND:** It's more of a hobby, actually. And perhaps one she's not very good at.

**MARSHAL:** Why do you say that?

**REVEREND:** Long story short, she asked me to transport a critter in this here crate (*lifts the small, empty cage*), but he's not here anymore. I suspect she forgot to lock the cage door!

**MARSHAL:** Oh! Here, let me help you look for it. (*hikes up pant legs and pushes up shirt sleeves, and gets ready to start searching on the ground*) So, what kinda critter are we lookin' for?

**REVEREND:** A snake.

**MARSHAL:** (*freezes in place*) Wait. Did you say, "snake"?

**REVEREND:** Sure did!

**MARSHAL:** Uh . . . what kinda snake?

**REVEREND:** A rattler.

**MARSHAL:** (*unnerved*) Rattlesnake, huh?

**REVEREND:** Yep. Get too close, he'll let you know. But we've gotta catch him alive. Vera will be a mess if I bring him home in pieces.

**MARSHAL:** (*begins to stutter*) Yes, well . . . I'm sorry, Reverend, but hunting for poisonous snakes is a bit above my paygrade. (*tips his hat and hurries offstage*) Good day!

*The MARSHAL exits.*

**REVEREND:** Hmm. Well, Buford, looks like it's just you and me! (*looks around the stage*) You can't stay hidden forever!

*The REVEREND exits the stage briefly as he continues looking for the snake. DALTON CLYDE enters, followed by a more cautious NETTIE ZELMA.*

**NETTIE ZELMA:** (*loudly whispers*) Is he gone?

**DALTON CLYDE:** Is who gone?

**NETTIE ZELMA:** The marshal! Who else would we be hidin' from?

**DALTON CLYDE:** Oh . . . right (*suddenly becomes more cautious*)

**NETTIE ZELMA:** (*loud whisper*) And remember what I told ya. Don't, under any circumstances, tell anyone our real names!

*The REVEREND enters, still looking for the snake.*

**DALTON CLYDE:** Hey, maybe we should—(*gets cut off by NETTIE ZELMA*)

**NETTIE ZELMA:** (*sees the REVEREND, loudly whispers*) Hush up, Dalton Clyde! Act normal!

**REVEREND:** My word. Where has Buford gone off to? Vera's gonna have a conniption if he doesn't turn up soon. (*turns and sees NETTIE ZELMA and DALTON CLYDE*) Oh! More new faces. You here for the jamboree?

**NETTIE ZELMA:** Uh . . . no, sir. We're jus' passin' through.

**REVEREND:** Oh, well, you might want to stick around a little longer! The annual harvest jamboree is in a couple days with all sorts of fun and festivities. Folks from the surrounding towns have been flocking in all week!

**NETTIE ZELMA:** (*perks up*) Festivities? People from the surrounding towns? Then there'll be lots of buyin' and sellin' going on?

**REVEREND:** You better believe it! People will be selling food, handmade goods, and holding contests for fun. It'll be a grand old time!

**NETTIE ZELMA:** (*to DALTON CLYDE*) Hmm . . . and then the bank'll be chock full of all that extra cash? Maybe we should stick around for a while an' see what this jamboree is all about! (*turns back to the REVEREND*) Thanks fer the tip, mister!

**REVEREND:** Oh, goodness, apologies for my manners! I didn't even introduce myself. I'm Reverend Halbrook, at your service.

**DALTON CLYDE:** (*to NETTIE ZELMA*) Wow! We never met no reverend before.

**REVEREND:** Really? Then I'm happy to be the first one! And who might you be?

*Not wanting DALTON CLYDE to reveal their identities, NETTIE ZELMA gives him a dirty look.*

**DALTON CLYDE:** Oh uh, I'm Dalton Clyde, and this here's my sister, Nettie Zelma!

*NETTIE ZELMA elbows DALTON CLYDE.*

**DALTON CLYDE:** (*in pain*) Oww!

**REVEREND:** I'm pleased to meet you. (*shakes their hands*)

*VERA enters carrying a picnic basket.*

**NETTIE ZELMA:** (*anxious to be moving on*) So, I s'ppose we need a place to stay now that we ain't just passin' through no more. Can ya point us in the direction of the nearest hotel?

**REVEREND:** Well, I could, but it wouldn't do you any good. I just heard that all the rooms are booked for the rest of the week . . . on account of the jamboree.

**VERA:** They can stay in the barn!

**REVEREND:** What?

**VERA:** The barn. It's dry and clean . . . well . . . it's dry, at least. It sure beats sleepin' out in the cold night air!

**REVEREND:** This is my daughter, Vera. (*to VERA*) Honey, this is Dalton Clyde and his sister, Nettie Zelma.

**DALTON CLYDE:** Howdy, ma'am.

**VERA:** Nice to meet you both. (*shakes their hands*) Well, Pa? What about the barn?

**REVEREND:** It's okay with me.

**VERA:** Good! Then it's settled!

**DALTON CLYDE:** That's awful kind of ya, Reverend. And how much would you be chargin' us for a couple nights' stay?

**REVEREND:** No charge. It's on the house.

**DALTON CLYDE:** Really?

**REVEREND:** Well . . . save for a few chores you could help me out with.

**NETTIE ZELMA:** (*annoyed*) Chores?

**REVEREND:** Oh, nothing major, just—

**VERA:** Hey, let's not talk about that right now. How about a glass of lemonade? (*she motions them over to the barrel table where there's a pitcher of lemonade and glasses*)

**DALTON CLYDE:** (*big smile*) I won't say no to that!

*They all sit at the barrel table. NETTIE ZELMA is obviously not thrilled at being further delayed. VERA begins to pour the lemonade.*

**VERA:** (*as she pours*) You know this situation kinda reminds me of Mary and Joseph. The guest room wasn't big enough, so they had to stay in the area where the animals slept.

**DALTON CLYDE:** Oh, so you done this before?

**VERA:** (*serving the lemonade*) Done what before?

**DALTON CLYDE:** Had folks stay in yer barn.

**VERA:** (*confused*) Uh, no. This is the first time.

**REVEREND:** She was talking about Christmas. You know . . . when Jesus was born?

**DALTON CLYDE:** (*confused*) Oh.

**REVEREND:** Friend, are you not familiar with the birth of Jesus?

**DALTON CLYDE:** Nettie Zelma, are we familiar with the birth of Jesus?

**NETTIE ZELMA:** No, we're not.

**DALTON CLYDE:** No, Reverend, we're not.

**REVEREND:** Well then, we've got lots to talk about!

*An impatient NETTIE ZELMA gives DALTON CLYDE an elbow and a frustrated look.*

**REVEREND:** So, where should we start? At the beginning, I reckon. You see, when God created the universe, everything was good. Nothing bad ever happened. Then the first people disobeyed, which brought a curse on the world. But God had a plan to fix it because he loved the world so much. And that plan was to send a Savior who could pay the penalty for all the wrongs we've done.

**VERA:** And that Savior is Jesus, the eternal Son of God and Creator of the universe!

**DALTON CLYDE:** Wait. You mean God sent himself?

**REVEREND:** In a way, yes. You see, God is a Trinity—one God existing as Father, Son, and Spirit. So God the Son stepped into history to take on human flesh as a man.

**VERA:** Actually, a baby! And that's what we celebrate at Christmas—the birth of Jesus, the Savior of the world!

**DALTON CLYDE:** Wow! That kinda blows my mind!

**REVEREND:** I know. It's a wonder of wonders!  
*Something under the table catches the eye of NETTIE ZELMA.*

**NETTIE ZELMA:** What on earth?

**VERA:** What? Is something wrong?

**NETTIE ZELMA:** Looks like a snake! (*as she backpedals out of the chair, knocking things over in the process, including DALTON CLYDE*)

*The REVEREND and VERA look under the table.*

**REVEREND:** (*excited*) Oh! It's Buford!

**NETTIE ZELMA:** It *IS* a snake! Run for it, Dalton Clyde!

**DALTON CLYDE:** I'm right behind ya, Nettie Zelma!

**THEME MUSIC**