

EMERALD ISLE



ASSEMBLY

LEADER GUIDE



ASSEMBLY GUIDE

Course Overview

Theme Verse: Psalm 23:1

	Day 1	Day 2	Day 3	Day 4	Day 5
Titles	Lost to Found	Wrong Path to Right Path	Fearful to Peaceful	Grumbling to Grateful	Shaky to Sure
Locations	Sheep Farm in Donegal	Green Pastures in County Galway	Black Valley in County Kerry	Enemy Territory in Dublin	Higher Lands in County Antrim
Bible Passages	Psalm 23:1 1 Samuel 17:34–37	Psalm 23:2–3 1 Samuel 17	Psalm 23:4 1 Samuel 19–23	Psalm 23:5 2 Samuel 9:3–7 1 Samuel 16:1–13	Psalm 23:6 1 Chronicles 22
Lesson Focus	Like David, I can be a child of God and have the Lord as my shepherd.	Like David, I need the Lord to lead me on the right path through his Word.	Like David, I can turn to the Lord for comfort when I am anxious or afraid.	Like David, I can have an attitude of gratitude in every situation.	Like David, I need to be on the lookout for God's goodness and mercy, my traveling companions through life.
Apologetics Content	Is the Lord a distant God? Did he create the universe and then just sit back and watch?	Is the Bible a trustworthy guide to lead us through life?	Why do we even have hard times?	Are good things because of “good luck” or a good God?	What should rainbows remind us of?
Memory Verses	Psalm 23:1	Psalm 23:2–3	Psalm 23:4	Psalm 23:5	Psalm 23:6
Names of God	Shepherd	Leader	Comforter	Provider	Promise Keeper
Animal Pals	Mia the Connemara Sheep	Guide the Border Collie	Shadow the Raven	Pesky the Woolly Aphid	Shirley the Highland Cow
Celtic Corner Crafts	Baa-loved Sheep Keepsake Ornament—Shepherd's Staff	S.O.A.P. Bible Puffball Zipper Pull	“Don't Worry, Just Pray” Magnet Night-Light in the Darkness	Thankube Gratitude Attitude Game	Psalm Scroll Highland Cow
Celtic Corner Science	Sink or Float Wet Woolly	Genetically You Sling Fling	Shadow Play Fear Not	Sticky Stuff Overflow Your Cup	Firm Foundations Real Rainbows
Green Meadow Games	Gaelic Football Lost Sheep Relay	Shamrock, Riverdance, Viking Strongman Challenges	Run, David, Run Walk Through the Valley	Raiders My Cup Overflows Relays	Psalm 23 Partner Obstacle Course Pot o' Gold
Still Water Snacks	Cross Trail Mix Sweet Sheep	Scene 23:2 Border Collie Paw Print	Stuffed Staff Bird's Nest	Piled-High Popcorn Full Float	Cow Patties Spud Circles
Cool Contests	Guess the Rainbow Skittles	Group Spirit Day	Dress-Up Day	Bible Challenge	Mission Money Mania



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Assembly Guide

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Handy Helps

Top o' the Morning to Ya!

It's early morning on the Emerald Isle. Gaze ahead as the sun rises on the cool, green pastures dotted with grazing sheep. Listen to the waves crash at the staggering Cliffs of Moher as their towering crags ascend majestically from the sea. Catch the earthy scent of sheep and cattle, fertile meadows, and dense forests. Step into a local restaurant and taste the rich flavors of a land known for its butter and potatoes. Run your hand over the soft wool of a pastured lamb or the rough, stony exterior of an age-old castle. Tune in as lively folk music entertains and delights all who listen.

From the lush meadows of its countryside to the cobblestone streets of its cities, there is something to delight the senses everywhere we turn in Ireland. So journey with us to *Emerald Crossing: An Irish Adventure Through Psalm 23*. Every stop along our path will teach us about the Good Shepherd and how he cares for his sheep. Like David discovered throughout his life, first as a shepherd and later as a king, we'll discover important truths such as:

- I can be a child of God and have the Lord as my shepherd.
- I need the Lord to lead me on the right path through his Word.
- I can turn to the Lord for comfort when I'm feeling anxious or afraid.
- I can have an attitude of gratitude in every situation.
- I need to be on the lookout for God's goodness and mercy, my traveling companions through life.

Beauty and adventure await us each day at Emerald Crossing, where lads and lasses will gather at the **Emerald Isle Assembly**. This high-energy beginning includes wacky intros, lively songs, a Mission Moment, and prayer.

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

Flock Talk Time, where Bible lessons are taught in creative, hands-on ways.

Celtic Corner Science and Crafts, where kids will create their own crafts and explore God's world through science activities.

Still Water Snacks, where kids enjoy scrumptious Irish fare.

Green Meadow Games, the rambunctious rec time where kids join in some lively competition.

Top o' the Morning 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 heads back to the **Emerald Isle Assembly** for the closing, where there's more singing, contest results, and the highly anticipated daily drama. Lads and lasses will be introduced to an Irish sheep farmer named Grandpa Fitz, who runs Stillwater Farm. Through some challenges, some fun, and a few big surprises, Grandpa Fitz shows how the Lord has been his comforter and guide his whole life.

So pull on your work boots, grab your walking staff, and get ready for a grand ol' time at *Emerald Crossing*!

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-charts, 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.

So 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 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 *Emerald Crossing* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit AnswersVBS.com/emeraldfaq.

Terms to Know

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

Lads and Lasses: Terms used when referring to children during VBS week.

Travel Groups: Groups of children (individual classes) named after animals that live in Ireland, such as Hedgehogs, Red Deer, Sheepdogs, and Irish Hares.

Group Guides: Group leaders who lead the travel groups from place to place during VBS. No teaching is required for this position.

Flock Talk Time: Bible and apologetics lesson time.

Shepherds: Teachers of the Flock Talk Time.

Celtic Corner Science and Crafts: Rotation site where crafts are made and science experiments are explored.

Still Water Snacks: Indoor or outdoor location where snacks are served.

Green Meadow Games: Indoor or outdoor site (outdoor is preferred) for recreation time.

Top o' the Morning Missions, Music, and Memory

Verses: Rotation sites where kids can spend additional time learning songs, memory verses, and missions.

Good as Gold Memory Verse: Daily Bible verse to learn.

Animal Pals: Our friendly animal mascots that remind us of the main theme 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 multiage K–6 travel groups, we recommend using the material for the Primaries.

Assemblies

Daily Assemblies

One of the most exciting parts of *Emerald Crossing* 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 *Emerald Crossing*. And we have a fun intro to start us off each day.

Top o' the Morning Tunes

Kids love to sing, and kids love song motions. That's why we do both at *Emerald Crossing*. These fun songs reinforce the spiritual theme. See the Music Leader Download link that is included with a Super Starter Kit for audio files (stereo, split-track, 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 Leader Download, as well as all the memory verse music. Sheet music and student CDs are also available.

Mission Moment

During the opening assembly (or closing if that works better for you), the VBS mission project is highlighted. Collecting money for Guided by Grace in partnership with Children's Hunger Fund allows the kids 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 download [videos](#) and [printable handouts](#).

An expanded version of this section is also featured in the *Missions, Music & Memory Verses Guide*. Some churches may want to have a separate mission time and only announce the total collected during the assembly. 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. See the Creature Feature section for information.

[Videos](#) and [presentation slides](#) are available to 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. See the Drama section for information, including set design and construction and the daily scripts.

As an alternative, shorter [Daily Skits](#) that use fewer people are also available to download. A separate Drama Video Download to show 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 *Emerald Crossing* 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 contest and a reminder to bring mission money.

Prayer

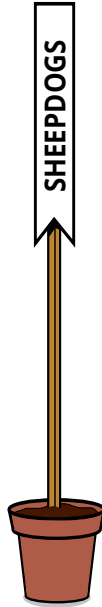
Ask for God's protection and blessing on your day during the opening assembly. At the end of the closing assembly, thank God for a good day at VBS.

Takeaway Time

Just before everyone is dismissed to go home, take a minute to go through Psalm 23 together using hand motions.

Tip Corner

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



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.

Order of Program Forms

Blank, reproducible **Order of Program forms** are provided for the opening and closing assemblies. Before each assembly, insert the songs of your choice and your notes. Then, photocopy the completed form and distribute to your production crew to keep everyone informed.

Top o' the Morning Tunes

We have provided a variety of songs to go along with each day's teaching and reinforce the spiritual theme. 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 also 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 stream the songs and play them for the children in the car and at home. These songs are available to stream through all major streaming platforms (AnswersVBS.com/streaming).

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: "Emerald Crossing" (2:17)

Day 1 Song: "His Name Is Jesus" (2:59)

Day 2 Song: "The Lord Himself Will Lead Me" (2:33)

Day 3 Song: "Christ Is Here" (1:40)

Day 4 Song: "Provider" (2:08)

Day 5 Song: "Surely Goodness and Mercy" (3:02)

Any Day Song: "Savior, like a Shepherd Lead Us" (2:26)

Traditional Songs

Theme Song: "Emerald Crossing" (1:49)

Day 1 Song: "He Searched High and Low" (1:50)

Day 2 Song: "Through Every Up and Down" (1:07)

Day 3 Song: "In the Valley" (2:46)

Day 4 Song: "I'm Sittin' at a Table" (2:00)

Day 5 Song: "All the Days" (1:38)

Any Day Song: "Savior, like a Shepherd Lead Us" (2:25)

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 (1230650).

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 with learning the songs. They make great rewards and souvenirs of VBS, as

well. The memory verse songs and the theme songs are together on one student CD. (Contemporary—1230610; Traditional—1230620)

Lyrics

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

Streaming

Visit AnswersVBS.com/streaming to find links to the various streaming platforms.

Memory Verse Songs

Encourage your kids to learn their memory verses the easy way—by singing them! The contemporary memory verse songs (ESV) are produced by Seeds Kids Worship and the traditional memory verse songs (KJV) are produced by Majesty Music. Both are available with the Music Leader Download, which comes with the purchase of a Super Starter Kit. Majesty Music produced one song for all of Psalm 23. Songs produced by Seeds Kids Worship are:

"The Lord Is My Shepherd" (Psalm 23:1–3 / 2:23)

"You Are with Me" (Psalm 23:4 / 2:09)

"My Cup Overflows" (Psalm 23:5 / 2:11)

"Goodness and Mercy" (Psalm 23:6 / 2:52)

"I Shall Dwell in the House of the Lord" (Psalm 23 / 2:32)

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)
- Doing the daily Go and Do section in the Student Guides

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

Team Effort

Kids earn points as above, but all the points are tallied and scored for the whole team instead of each 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 daily and award prizes to the top one or two teams. Group guides can use their team rosters to keep track of points.

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.

- Kids can receive points for attending VBS, bringing a friend, learning each memory verse plus bonus memory verses, doing their Go and Do sections, and participating in the daily contests. The daily contests are as follows:

DAY 1—GUESS THE RAINBOW SKITTLES

Prepare a see-through jar with rainbow-colored Skittles candy. 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, some slips of paper for kids to write their guesses on, some pens, and a small basket somewhere near your assembly area. At any point in the day when they are passing by, each child can write their guess (just one guess per person) and name on a slip of paper and put it in the basket. Have an adult figure out whose guess is closest and award the jar to that person during the closing assembly or at the next day's opening assembly.

DAY 2—GROUP SPIRIT DAY

Each group comes up with a group cheer, song, motion, or sign. Or they can each wear something depicting their group. For example, if a group's name is Golden Eagles, everyone wears something gold.

DAY 3—DRESS-UP DAY

Everyone dresses up in any attire related to the VBS theme—shepherds, farmers, farm animals, Irish animals, Vikings, King David, or other Irish-themed costumes.

DAY 4—BIBLE CHALLENGE

Have kids take home the [Bible Challenge Sheet](#) on Day 3 and bring it back completed on Day 4. Encourage them to use either an online Bible or a print Bible in ESV or KJV, depending on which version you are handing out.

DAY 5—MISSION MONEY MANIA

Encourage everyone to 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 items available from AnswersBookstore.com.

- Tubular bandanas (1231520; 1231530; 1231540; 1231550; 1231560)
- Wristbands (1230830)
- Stickers (1230880)
- Puzzles (1230940)
- Water bottles (1230810)
- Pencils (1230850)
- Carabiners (1230820)
- Pens (1230860)
- Puffy stickers (1231430)
- Child backpacks (1231440)
- Notepads (1231460)
- Scratch art (1231470)
- Squishy Highland cows (1231490)

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 individually wrapped candy or other edible treats in bulk. Some prize possibilities include lamb bouncy balls, sticky shamrocks, green glow sticks, shamrock rings, green bubble tubes, mini squishy farm animals (especially cows or sheep), border collie Squishmallows, shamrock necklaces, mini green footballs, shamrock water bead squeeze balls, sheep key chains, potato squishies or stress balls, mini Highland cow figurines, Highland cow plush backpack clips, assorted Irish stickers, shamrock lollipops, shamrock silicone wristbands, green play dough, rainbow slap bracelets, mini rainbow erasers, rainbow silly straws, mini farm character bendables, barnyard animal stampers, wool felt balls, orange and green mini inflatable balls, cheese squeeze toys, and green yo-yos.

Fun Candies

Candy can be used as prizes too. Here are some thematic possibilities.

- Gold coins
- Rainbow Skittles
- Rainbow Sour Straws
- Rainbow Twizzlers
- Rainbow Airheads
- Peppermint sticks (shepherds' staffs)
- Andes Mints
- Toffee
- Cadbury Dairy Milk Chocolate
- Tootsie Roll Lime Fruit Chews

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 and **Presentation Slides**, or show the **Creature Feature videos** instead. Check the Resource Download for the slides and videos.

Day 1: Mia (My-a) the Connemara Sheep

Today, we'll meet Mia the sheep. As we learn some of the amazing design features of this animal, we'll also be reminded that we can cross from being lost to being found by having the Lord as our shepherd.

Mia represents a breed of sheep called the Mayo blackface sheep. However, in light of cultural sensitivities to the term “blackface” in the US and out of a desire to prevent stumbling blocks to the message of the Good Shepherd, we have chosen to refer to her as a Connemara sheep—this is a region where these mountain sheep are found in Ireland.



Day 2: Guide the Border Collie

Guide the border collie is a beautiful creature with a glossy coat and sleek body. She will teach us that the Lord guides us on the right path through his Word.



Day 3: Shadow the Raven

Today's animal pal is Shadow the raven. This stunning bird is mentioned throughout the Bible and will point us to the truth that God is the best comforter who helps us handle anxiety and fear.



Day 4: Pesky the Woolly Aphid

Did you know there's an insect out there that looks like a flying fluff ball? Meet today's animal pal, Pesky the woolly aphid. These creatures cause infestations on plants that can wreak havoc. Pesky teaches us that when we are surrounded by tough times, we can still give thanks to God.



Day 5: Shirley the Highland Cow

Time to meet Shirley the Highland cow. As we check into some of the Highland cow's design features, we'll also see that *surely* we can trust God to keep us secure all the way to the “higher lands”—heaven.



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 to see when the Mission Moment is featured—either during the assembly time or during one of the rotations.** The *Missions, Music & Memory Verses Guide* contains additional activity ideas.

Guided by Grace



Your kids will explore five different countries and learn about children living in poverty and ways to make a difference.

As your students explore Ethiopia, Romania, the Philippines, El Salvador, 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 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 generously 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.

During the Mission Moment, your group will meet Quinn, an enthusiastic shepherdess-in-training. Quinn is preparing to join her cousins on their sheep farm in Ireland and has been busy learning everything there is to know about raising sheep. Join her as she attempts to train her dog, Penny, to be a sheepdog. Throughout the week, she'll also be sharing stories about children around the world.

Your mission is to collect coins and help provide meals for children in need, just like the ones Quinn will introduce to you throughout the week.

This year, we've partnered with Children's Hunger Fund to provide food and the hope of the gospel to children facing food insecurity in the US and around the globe. Guided by Grace is a fun and meaningful addition to your VBS program, teaching kids about poverty around the world, and empowering them to make a difference.

When your VBS children earn coins for their Coin Paks, they make it possible for Children's Hunger Fund to fill Food Paks. A Children's Hunger Fund Food Pak is a box of nutritious food that can provide meals for a family in need. In a Food Pak, just 25 cents 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 with the Resource Download that comes with your Starter Kit.

- **Daily videos**
- **Daily scripts and activities**
- **Child Profile Slides:** Daily profiles of the children your VBS students will meet
- **Printable Prayer Journals**, featuring informative prayer briefings that will help your kids connect with the real needs of suffering children
- **Printable Map of the World activity sheet**, featuring locations of the children from the daily videos
- **Printable banner artwork**
- **PowerPoint images** to help your kids track their fundraising progress
- Printable **Coin Pak bank** for collecting coins
- **Donation Submission Form** to accompany your donation to CHF at the end of your VBS program

Coin Paks Available to Order

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 this 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.

Please visit ChildrensHungerFund.org/answersvbs or call 1 (800) 708-7589 to order. Orders must be received 14 days prior to your VBS date. Available while supplies last.

For questions regarding your Mission Moment resources, please email info@childrenshungerfund.org or call 1 (800) 708-7589.

Collecting Donations

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

Once you've totaled the coins, you can submit your donation online at ChildrensHungerFund.org/answersvbs. If you wish to mail your donation, please write a check to Children's Hunger Fund, indicating "Guided by Grace" in the memo area, then fill out the [Donation Submission Form](#). Send your check with the form to:

Children's Hunger Fund
Attn: Guided by Grace
P.O. Box 104556
Pasadena, CA 91189-4556

Learn more about the gospel-centered mercy ministry of Children's Hunger Fund at 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 some fun ways to help your kids see their progress as they raise funds:

1. Show your progress with Guided by Grace [Daily Count PowerPoint slides](#). 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 large shepherd's hook and put equally spaced marks on it, going up. Each day, you can color in spaces as you fill in the hook. Color to the mark representing the kids' offering and write the total number of meals that can be provided so far on the corresponding line.
3. Consider having a contest between boys and girls, or between teams, to see which group can bring in the most money. (Printable [Teams](#) artwork is in the Resource Download.)

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)

Props: A suitcase loaded with a few clothes but mostly snacks—big bags of chips, granola bars, etc. It can be a normal suitcase, a little wacky, beat up, or it can have lots of travel stickers on it.

Person 1: Welcome to *Emerald Crossing*, everyone! Are you ready to take an Irish adventure through Psalm 23? We're going to learn about King David, who was a shepherd when he was young, and we'll hear how the Lord can be our Good Shepherd. To Person 2, as he is entering. Oh, top o' the morning (evening) to ya! Are you ready for our tour around Ireland?

Person 2: Enter rolling or carrying a suitcase, looking a little frazzled. Whew! I guess I'm ready. They lost my luggage at the airport, but it's been found.

Person 1: That's good. It would be hard to go on a trip without any luggage.

Person 2: Open the suitcase so the kids can see what's inside. Tell me about it! I can't make it a week here in Ireland without some good eats!

Person 1: I think we're gonna enjoy lots of good eats in Ireland, but it looks like you've at least got snacks covered! I'm so glad your lost bag was found.

Person 2: Me too!

Person 1: You know, it's not just luggage that can be lost. People can be lost too. Either of you can share a quick story of a time you were lost. Today, we're talking about a different way we can be lost—being spiritually lost, which means living apart from God. There's a way to be found by God, our Good Shepherd, and I can't wait for you to hear more about it. But for now, let's get started by singing our theme song.

Song (3 minutes)

Theme Song: "Emerald Crossing"

Song (3 minutes)

Contemporary: "His Name Is Jesus" / Traditional: "He Searched High and Low"

Mission Moment (5 minutes)

Note: You may want to do the Creature Feature in the opening and the Mission Moment in the closing.

SHOW: Guided by Grace slide

This week, we are learning all about how the Lord is our shepherd, but we aren't the only ones who need to know this. There are boys and girls around the world who need to know about God too. This week, we're going to meet some of them. Sadly, many of them don't have enough food, so we're partnering with Children's Hunger Fund to help provide meals for children who don't have enough to eat.

You can not only help provide them with meals but also help them learn about Jesus!

SHOW: Guided by Grace—Hani slide

Are you ready to meet the first child? Pause for participation. Great! Today, we're going to meet a little girl named Hani, who lives in Ethiopia.

SHOW: Video 1—Hani

Country: Ethiopia

Problem: Extreme Hunger

Hani's mother wanted nothing more than to care for her children, but without any education or skills, it was very difficult for her to find work so she could buy food. The local church not only provided her family with food but also taught them how to grow vegetables and raise chickens and goats. This meant that she would always have fresh food for her children.

Sadly, many other children around the world are in need, just like Hani. But there's good news! You can help! Do you want to learn how? Pause for participation. This week at VBS, we will be collecting coins to provide meals just like the ones that Hani received from the local church. You will get one of these Coin Paks that you can use to collect your coins. Show Coin Pak. Take this home today and tell your family and friends about Hani. 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 Food Paks can feed a family for several days. And because these Food Paks are delivered to families by local pastors and church volunteers, it provides local churches the opportunity to grow relationships with these families and share with them about Jesus Christ.

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

Announcements (time varies)

Announce any info pertinent to your situation. Today, you need to explain how the contests work so the kids can participate. Check with your director for details.

Prayer

Dismissal

Song (play as children leave)

Contemporary Memory Verse Song: "I Shall Dwell in the House of the Lord" (Psalm 23) / Traditional MV Song: "Psalm 23"

C: "The Lord Himself Will Lead Me" / T: "Through Every Up and Down"

Day 1: Closing Assembly

Song (3 minutes)

C: “His Name Is Jesus” / T: “He Searched High and Low”

Song (3 minutes)

Theme Song / C Memory Verse Song: “The Lord Is My Shepherd” / T MV Song: “Psalm 23”

Creature Feature: Mia the Connemara Sheep (5 minutes)

Use the **PRESENTATION SLIDES** or show the **CREATURE FEATURE VIDEO**. The live version can be shortened more as needed each day.

SHOW: 01 Creature Feature title slide

This week, we’re going to take a look at a few of the animals found in Ireland. Here are a couple of clues to guess the first one.

- It’s a really *ewe*-nique animal.
- In fact, it’s *wooly* fabulous.
- It can have a special relation-*sheep* with a shepherd.
- Did you guess it? Okay, no more *bleating* around the bush.

SHOW: 02 Connemara sheep

Today, we’re talking about sheep. You may not think about sheep very much, but God designed these amazing creatures to glorify their creator!

Finding sheep in Ireland is pretty easy because there are over three and a half million of them! Some sheep, like the Connemara sheep, have a thick coat of wool that keeps them warm, even on the windy hills of Ireland. And wool is the main reason people raise these sheep.

SHOW: 03 Sheep shearing

Sheep are usually sheared about once a year for their wool. Shearing is like giving the sheep a big ol’ haircut.

Do you know what wool is used for? Tell the person you’re sitting next to something you think might be made of wool. [Do so](#).

SHOW: 04 Wool items

Wool can be used to make blankets, hats, and lots of clothing items. But the Connemara sheep has more brittle wool, better suited to making carpets or rugs.

SHOW: 05 Sheep eating

Sheep spend a lot of time eating—sometimes up to 12 hours a day! Tell your neighbor one of your favorite foods. [Do so](#). Sheep eat mostly grass. There’s a problem, though. Have you ever tried to chew on grass?

[Chew on a piece of grass](#). It’s very tough and hard to digest. So how can sheep eat it and survive? They have to chew it twice! When a sheep takes a bite of grass, it chews it up, swallows it, and sends it down to its four-chambered stomach.

Now get ready, because this next part may seem a little gross. After a while, the sheep coughs the chewed-up grass, called the “cud,” back up into its mouth to chew

it all over again. What do you think about that? It may seem yucky, but it’s really an amazing design from God that allows sheep to break down the tough grass more to get the most nutrients from it.

SHOW: 06 Sheep eye

Of course, grazing sheep have to stay alert for enemies (predators) that might be lurking nearby, so God designed their eyes in a special way to help with that.

Take a look at your neighbor’s eyes—at the pupils. They’re the round black part in the center. [Do so](#).

Did you know sheep have rectangular pupils instead of round ones like ours? That might seem strange, but God is an incredible designer. When a sheep wants to graze, it bends its head down. When its head moves, its pupils also move to stay level with the ground so they can still look around and keep an eye out for danger.

But that’s not the only amazing thing sheep can do with their eyes. I want you to try something. Look straight forward and hold your head completely still. Now, without moving your head at all, try to look at the person on either side of you. [Demonstrate and let kids try](#).

Were you able to see them? You probably had to move your eyes to do so. But if you were a sheep, you wouldn’t have to move your eyes at all! That’s because those rectangular pupils allow sheep to see in almost every direction at once. God gave them the ability to see things in front of them, next to them, and behind them at the same time. Now that’s super cool!

SHOW: 07 Sheep headbutting

Another design that keeps sheep safe is that they live together in groups called “herds” or “flocks,” often led and protected by a male sheep called a “ram.”

Guess why they’re called rams. [Pause as they guess](#). Right! Rams use their heads to ram into each other! Rams butt heads to find out which one is in charge—and they can headbutt really hard! In fact, some wild sheep can ram with a force of around 800 pounds!

SHOW: 08 Monster truck tire

If a person could headbutt that hard, he could knock over a monster truck tire or a piano with just his head! Don’t try it, though, because you would injure your brain. God gave sheep thick skulls with shock-absorbing spaces in them that protect their brains from the force of their ramming. Sheep will also headbutt to protect themselves from predators. However, the safest place for sheep to be is close to their shepherd.

SHOW: 09 Sheep with shepherd

People have been keeping sheep since the beginning. Throughout the Bible, we read that godly people like Abel, Rachel, and Moses were all shepherds! A shepherd’s job is to lead the sheep to find food, water, and shelter and to rescue them from danger.

SHOW: 10 David fighting the bear

Today, we learned (will learn) about David. Before he fought Goliath, David was a shepherd, and he risked his life to save his sheep from being carried away and devoured by lions and bears. David recognized that the Lord does the same things for us, and he wrote Psalm 23 to reflect that. God guides, protects, and saves his people. During his earthly ministry, Jesus explained his purpose when he said he is the Good Shepherd who lays down his life for the sheep. And when people asked Jesus why he spent time with those who did bad things, Jesus compared himself to a shepherd who would leave behind 99 sheep that were safe to go after one lost sheep to save it. And he does that for us!

SHOW: 11 [Cross/Empty tomb](#)

Even though we run away from God by being selfish and unkind, and we deserve death as a punishment for our sin, Jesus came to this earth to save us. He lived a perfect life as fully God and fully man so he could take our penalty of death upon himself. He gave up his own life on the cross in our place as the perfect sacrifice. But the best news is that Jesus didn't stay dead; he rose again! God promises that whoever turns from their sin and trusts Jesus with their life will be saved.

SHOW: 12 [Mia the Connemara sheep](#)

Today's animal pal, Mia ([My-a](#)) the Connemara sheep, is here to remind us how we can cross from being lost to being found. So the question you need to ask yourself is this: Is the Lord my shepherd? If he isn't your shepherd,

then I encourage you to repent of (turn from) your sin and trust him today!

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 the kids to do their Go and Dos on the Student Guides, learn their memory verses, and make up a sign or team cheer for tomorrow.](#)

Prayer

Takeaway Time (2–3 minutes)

[Each day, everyone will say Psalm 23 together with the hand motions—today, just say verse one and then add verses daily. You can say it with them or give prompts along the way to keep them together but let them do it themselves. Don't use the hand motions video. It's a good challenge to see if they can do it without the video by the end of each day.](#)

[As we wrap up today, let's say today's verse with our hand motions. Recite Psalm 23:1 with hand motions.](#)

[Remember—that's the most important question you can ever ask yourself: Is the Lord *my* shepherd? If you don't know the answer to that, please come talk to me or ____.](#)

Dismissal

Song (play as children leave)

[Theme Song](#)