

# CELTIC CORNER



# SCIENCE & CRAFTS

LEADER GUIDE





# Course Overview

## Theme Verse: Psalm 23:1

	Day 1	Day 2	Day 3	Day 4	Day 5
<b>Titles</b>	Lost to Found	Wrong Path to Right Path	Fearful to Peaceful	Grumbling to Grateful	Shaky to Sure
<b>Locations</b>	Sheep Farm in Donegal	Green Pastures in County Galway	Black Valley in County Kerry	Enemy Territory in Dublin	Higher Lands in County Antrim
<b>Bible Passages</b>	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
<b>Lesson Focus</b>	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.
<b>Apologetics Content</b>	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?
<b>Memory Verses</b>	Psalm 23:1	Psalm 23:2–3	Psalm 23:4	Psalm 23:5	Psalm 23:6
<b>Names of God</b>	Shepherd	Leader	Comforter	Provider	Promise Keeper
<b>Animal Pals</b>	Mia the Connemara Sheep	Guide the Border Collie	Shadow the Raven	Pesky the Woolly Aphid	Shirley the Highland Cow
<b>Celtic Corner Crafts</b>	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
<b>Celtic Corner Science</b>	Sink or Float Wet Woolly	Genetically You Sling Fling	Shadow Play Fear Not	Sticky Stuff Overflow Your Cup	Firm Foundations Real Rainbows
<b>Green Meadow Games</b>	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
<b>Still Water Snacks</b>	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
<b>Cool Contests</b>	Guess the Rainbow Skittles	Group Spirit Day	Dress-Up Day	Bible Challenge	Mission Money Mania



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Printed in China.

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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 is outlined in the following pages. Your responsibilities may include:

- Planning crafts and science experiments for all age levels
- Overseeing assistants
- Organizing sign-up for donations of materials
- Buying all extra supplies that have not been donated
- Enlisting help and preparing necessary supplies
- Acting as the presenter during VBS or overseeing others who present the activities
- Overseeing the daily setup and cleanup of the area(s)
- Making sure key lesson themes are reinforced
- Praying over all aspects of this job before, during, and after VBS

## 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](http://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.

# Top 20 Tips for Celtic Corner

## Science and Crafts

1. Pray and study God's Word as you prepare. This is your most important preparation. God has entrusted you with the awesome privilege of opening his Word and sharing it daily with the children.
2. This guide offers not only main craft and science experiment suggestions but also ideas for extra crafts and craft kit options. Some are simple and quick, while others are more involved. There are fun crafts for Toddlers and simple science activities for both Pre-Primaries and Toddlers. Think through your time and resources and decide which crafts and/or science experiments you will do each day.
3. Gather faithful helpers who will prepare items well in advance. Record their names, addresses, phone numbers, and email addresses so you can contact them quickly and easily.
4. Make a sample of every craft and science experiment before you meet with your team for the first time so they can visualize what you are presenting. Each helper should make a sample of each craft so they're familiar with all the steps. Try out each science experiment ahead of time and make sure your presenters have done a trial run as well.
5. Host Craft Shops or Science Shops. Workers can drop by and pick up something to work on at home, or they can stay for part or all of the time. Assembly lines can be set up to prep crafts quickly. Weekday or Saturday mornings from 9 a.m. to noon, complete with donuts and coffee, can be an enjoyable time.
6. Use an office paper cutter for cutting of patterns or paper with straight edges. Make sure to remove the paper cutter and any other dangerous supplies, such as miter saws and craft knives, from the classrooms. If a science experiment calls for this type of item, store it in a safe place before and after use.
7. Be prepared. Organize craft and science supplies into individual kits for each child, using plastic baggies or lunch sacks. Place the individual kits into boxes labeled for each rotation.
8. Some experiments are written for each child to have supplies, which is great, allowing for more active participation. If cost or time prohibits this, consider doing the experiment in groups at tables or as a teacher-led demo.
9. Cover the tables with plastic tablecloths and secure with tape.
10. Craft glue, such as tacky glue, works better than school glue. Toothpicks and Q-tips work well for dipping into and applying the glue.
11. For older kids, permanent markers in vibrant colors can be a good alternative to paints. They work on most surfaces—paper, wood, fabric, and plastic.
12. Decorate the room to correspond with the theme. See Decorating Decisions in the Director Guide for possible ideas. Play VBS music to set the mood. Display the memory verses on each table or around the room. Place a sample of each craft or science experiment on every table so children can visualize what they will be making or doing.
13. Display craft and science experiment directions where everyone can easily see them.
14. Use this time to engage in conversation and share God's love. Be ready to offer smiles, hugs, and laughs. (Be aware of your church's appropriate touching policies.) Also, be ready to help children who are easily frustrated. Helping with steps requiring physical dexterity does not detract from the child's creativity.
15. To reinforce the day's lesson, share the teaching tie-in that goes along with each craft. Ask the kids about what they're learning throughout your time together or right before they leave this rotation.
16. Print the daily memory verses on address labels and place on crafts or experiments.
17. Give leftover craft supplies to sick children, another VBS, or your church's resource area.
18. Always put names on crafts and take-home science experiments! Strips of masking tape work well for name labels.
19. The test churches divide this rotation time by having 17 minutes in a science room for one (or occasionally two) experiment(s) and 17 minutes in a craft room, doing one (or occasionally two) craft(s).
20. This book is loaded with fabulous stuff—more than you'll probably be able to do—so consider incorporating unused ideas at other times during your ministry year.



# DAY 1 EXPERIMENT

## Sink or Float

### Materials

#### FOR DEMONSTRATION

- ☐ Sheep Family Pictures
- ☐ Shearing Pictures

#### PER TABLE

- ☐ Plastic tablecloth
- ☐ Clear, large bin, bucket, or bowl at least twice as high as the largest test item
- ☐ Water
- ☐ Items to test (e.g., pencil, coin, golf ball, ping-pong ball, plastic and metal spoon, cork, crayon, orange, stone, plastic Easter egg, apple, avocado)
- ☐ Towels for drying spills

### Prep

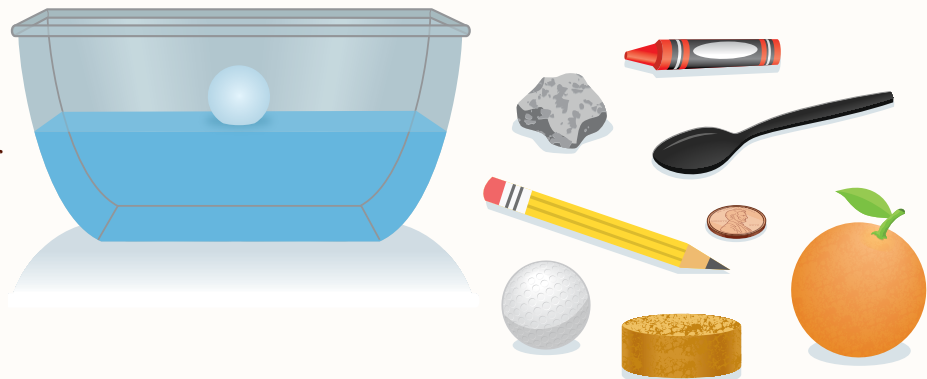
1. Print a copy of each picture set to show.
2. Place a plastic tablecloth on the floor or table for each group.
3. Place a half-filled bin of water on the plastic tablecloth.
4. Place a set of testing items near each bin.

### Class Time Dialogue & Directions

#### Introduction

The introduction is the same for both Day 1 experiments.

Raise your hand if you think taking care of sheep is an easy job. Do any of you own sheep? Take answers. Have you ever seen a sheep, perhaps at a zoo or a fair? Take answers. Show the SHEEP FAMILY PICTURES. What is the word for an adult female sheep? Take answers. A ewe. What about an adult male? Take answers. Yes, a ram. And what is a baby sheep called? Take answers. Right, a lamb.



Raise your hand if you think sheep are very intelligent animals. Actually, they are! Sheep can be taught to add, subtract, count, identify all the rainbow colors, turn pages in books, spin, stand, fetch, walk on a leash, back up, move forward, and do many more behaviors.

Sheep are prey animals, so they need to pay very close attention to their surroundings. They may wander from boundaries humans set for them, but they aren't mindless. Many sheep have generational hefting, which means they establish home areas they won't leave on their own.

A good shepherd, like David in the Bible, keeps tabs on all of his sheep. If any move out of the area he wants them to stay in, he would call it back to the flock. You see, as a shepherd cares for his sheep, they learn to know his voice. Even if there are other flocks in a field, the sheep will listen to their own shepherd. Today, fences help keep sheep from wandering, making the modern-day shepherd's job easier than it was back when David was a shepherd.

What do sheep eat? Take answers. Not only does the shepherd need to find an area with grass and other plants for the sheep to eat, he also has to make sure the land is safe.

A wandering sheep could fall off a cliff or into a crack in the rocks called a crevasse.

Another big danger is predators. Sheep can have difficulty defending themselves against other animals that might attack. They will run away, or if they are cornered, they may huddle. Sheep can also kick with their sharp hooves or use their horns to headbutt. Who protects the sheep from animals? [Take answers](#). The shepherd. The Bible tells us when David was a young shepherd, he killed lions and bears to rescue his lambs (1 Samuel 17:34–36). Many kinds of animals will eat sheep: big dogs, like coyotes, wolves, and foxes; large birds of prey, like eagles; and big cats, like mountain lions. You name it! If they're hungry and see sheep, they may come for their dinner.

How do shepherds care for a sheep's body? [Take answers](#). Besides helping sheep when they are sick or injured, the shepherd also cares for their hooves and fleece. The hooves are made from a protein called keratin. Did you know you also have keratin in your body? It's found in your hair and fingernails. And just like your fingernails, the sheep's hooves continually grow and must be trimmed. What kind of material is the sheep's fleece made of? [Take answers](#). Some sheep, called woolly sheep, have—you guessed it—wool! Other sheep, called hair sheep, have—you guessed it again—hair! Hair sheep, which are likely the type that David had, shed their hair naturally and don't need to be sheared. [Show the SHEARING PICTURES](#). Woolly sheep are sheared, or shaved, once each year. The wool is used for many things, from pillow stuffing to socks and sweaters. Imagine what a sheep would look like if its shepherd never sheared it. What a matted mess that would be!

There's one more important thing shepherds must provide—water. Not all water sources are safe, though.

Imagine you are herding your flock, and you see a swiftly moving river with clean water. Should you lead your sheep there for a drink? [Take answers](#). Actually, you shouldn't. Shepherds keep their sheep away from fast-moving water because a sheep could fall in. Although sheep can swim a little, if one fell into a rushing river, it would probably be carried away by the current. So a good shepherd knows to lead his sheep to calm, still water, just like it says in Psalm 23. [Read Psalm 23:1–2](#).

## Directions

Speaking of water, we're going to test some items to see which ones float or sink when they're placed in water. Everyone, pick up one of the items at your table. Before we put them into the water, let's see if we can correctly predict, or guess, the outcomes one at a time. If you're holding the [name the item](#), please show it to your group. Everyone that thinks it will sink, say "sink." Those of you that think it will float, say "float." Now place the item I just named into the water. [Do so](#). What happened? [Take answers](#). Did you predict correctly? [Take answers](#).

[Continue until all items have been tested](#). Great job experimenting today!

## Tip Corner

Test these for a group demonstration:

- An orange with peel vs. without peel
- A can of regular soda vs. a can of diet soda
- A fresh egg vs. a very old egg (Careful! Don't break the smelly old one.)
- An eight-pound bowling ball
- A pineapple



# DAY 1 EXPERIMENT

## Wet Woolly

### Materials

#### FOR DEMONSTRATION

- ☐ Sheep Family Pictures
- ☐ Shearing Pictures

#### PER STUDENT

- ☐ 3 x ½-inch strip of 100% wool fabric
- ☐ 3 x ½-inch strip of 100% polyester fleece
- ☐ 3 x ½-inch strip of synthetic craft felt
- ☐ 3 one-ounce portion cups
- ☐ Water
- ☐ 2 paper towels

### Prep

1. Print a copy of each picture set to show.
2. Cut wool fabric, polyester fleece, and craft felt into strips.
3. Place a teaspoon of water in each portion cup.

### Class Time Dialogue & Directions

#### Introduction

Note: The introduction is the same for both Day 1 experiments.

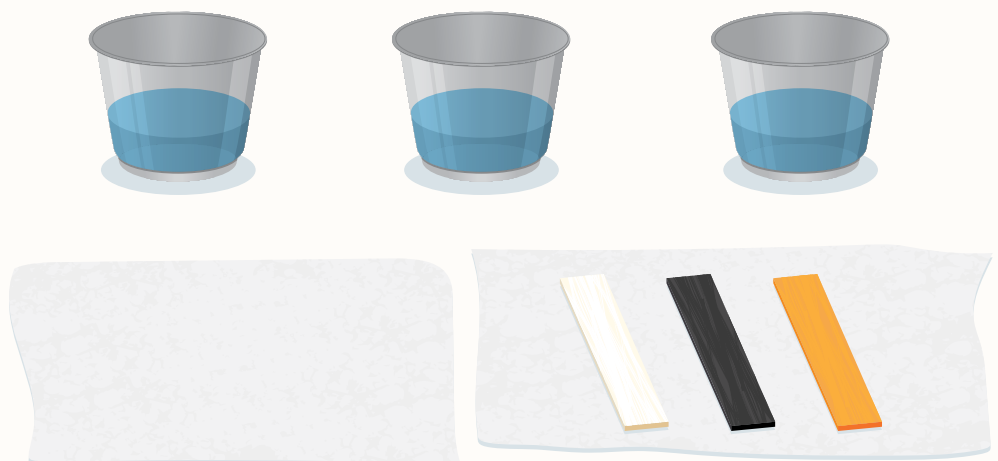
Raise your hand if you think taking care of sheep is an easy job. Do any of you own sheep? Take answers. Have you ever seen a sheep, perhaps at a zoo or a fair? Take answers. Show the **SHEEP FAMILY PICTURES**. What is the word for an adult female sheep? Take answers. A ewe. What about an adult male? Take answers. Yes, a ram. And what is a baby sheep called? Take answers. Right, a lamb.

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Another big danger is predators. Sheep can have difficulty defending themselves against other animals that might attack. They will run away, or if they are cornered, they may huddle. Sheep can also kick with their sharp hooves or use their horns to headbutt. Who must protect the sheep from animals? [Take answers](#). The shepherd. The Bible tells us when David was a young shepherd, he killed lions and bears to rescue his lambs (1 Samuel 17:34–36). Many kinds of animals will eat sheep: big dogs, like coyotes, wolves, and foxes; large birds of prey, like eagles; and big cats, like mountain lions. You name it! If they're hungry and see sheep, they may come for their dinner.

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There's one more important thing shepherds must provide—water. Not all water sources are safe, though. Imagine you are herding your flock, and you see a swiftly moving river with clean water. Should you lead your sheep there for a drink? [Take answers](#). Actually, you shouldn't. Shepherds keep their sheep away from fast-moving water because a sheep could fall in. Although sheep can swim a little, if one fell into a rushing river, it would probably be carried away by the current. So a good shepherd knows to lead his sheep to calm, still water, just like it says in Psalm 23. [Read Psalm 23:1–2](#).

## Directions

Let's experiment with a few different types of fabrics to see how they act in water. In front of you, there should be three little cups with water, two paper towels, and three strips of cloth. [Show a sample of each strip](#) so kids can identify the differences. One of the strips is made of pure wool, one strip is polyester fleece, and one strip is craft felt. In a moment, we're going to dip each fabric strip into a cup to get it wet. But before we do that, let's see if we can predict, or guess, what will happen. Feel each strip. Who thinks the wool will hold the most water? [Acknowledge](#). Who thinks it will be the polyester fleece? [Acknowledge](#). And who thinks it will be the craft felt? [Acknowledge](#).

Here's what we're going to do. Put each strip into a cup and mash it around with your finger until the fabric pieces are wet. [Do so](#). Now, lay the fabric on a paper towel. Have a look in your cups. Did any fabrics suck up more water than the others? [Take answers](#). Was that what you expected? [Take answers](#).

[Demonstrate as you talk](#). Next, one at a time, hold an edge of a fabric strip with one hand and wipe the strip from top to bottom with a finger to remove extra surface water. [Do so](#). Now move all three strips to the dry towel. [Do so](#). Press each strip into the towel with the palm of your hand and then look to see which strip left the most water on the towel. Now, out of the polyester fleece and the craft felt, which held the most water? [Take answers](#). Was that what you guessed would happen? [Take answers](#). The wool should have held the least amount of water. Did anyone's wool hold the least? [Take answers](#).

God designed wool to not hold much water. Otherwise, the poor sheep would get super heavy every time it rained on them. Wool is also designed to keep you cool in hot temperatures and keep you warm in cold temperatures. Isn't that neat? The polyester fleece and craft felt are both man-made materials and don't have special properties like the wool. Great job experimenting today, everyone!

## Tip Corner

- Obtain a real sheep fleece and let the kids touch it.
- For younger kids, a simpler, hybrid version of this experiment and the Day 4 Sticky Stuff experiment is on page 6 and is called Sticky Sheep.

# DAY 1 CRAFT

## Baa-loved Sheep

### JUNIOR, PRIMARY & PRE-PRIMARY

#### Materials

- ☐ White air-dry modeling compound, ¼ ounce per child
- ☐ Black air-dry modeling compound, ⅛ ounce per child
- ☐ Cotton swabs, 20 per child
- ☐ Wiggle eyes (7 mm), 2 per child
- ☐ Black coffee stirring straw (5 inch), 1 per child

#### Tools and Basic Supplies

- ☐ Kitchen or postal scale
- ☐ Plastic wrap and sealed container
- ☐ Ruler
- ☐ Scissors

#### Prep

1. Measure out the modeling compound. Each child will need approximately ¼ ounce of white and ⅛ ounce of black. Wrap it tightly in plastic wrap and place in a sealed container. **IMPORTANT:** Because modeling compound dries quickly when exposed to air, it should be sealed well. And do not prep more than a week before VBS.
2. Cut both ends from each cotton swab, ¾ inch from the tips for a total of 40 tips per child.
3. Cut the black stirring straws into 1-inch pieces, 5 per child.

#### Teaching Tie-In

Show the sample craft and say:

Today, you're going to make a sheep—a baa-loved sheep. Get it? Baa-loved? Beloved! Did you know the Bible tells us we are like sheep who have gone astray? Every one of us is lost! Do you feel like you're lost? *Take responses.* What do you think that means? *Take responses.* When we say we're lost, we're talking about being lost from God. Each one of us is living our own life, not belonging to God until we choose to follow him. That's why Jesus came—to rescue us so we wouldn't be lost anymore. He wants us to belong to him as his beloved children. He's our Good Shepherd!

#### Class Time Directions

1. Unwrap the white modeling compound and roll it into a ball.
2. Take the 40 cotton swab tips and press each into the ball covering the top, sides, and back. Leave the front and bottom clear.
3. Take one of the black straw pieces and press it into the front of the ball about halfway, then set it aside.
4. Unwrap the black modeling compound and pinch off two small ½-inch pieces. Roll and flatten them a little to look like ears, then set them aside.
5. For the head of the sheep, roll the rest of the black modeling compound into a ball.
6. Press the two wiggle eyes close together into the black ball.
7. Take the two ear pieces and press one onto each side of the head.
8. Gently press the completed sheep head onto the black straw piece in the front of the sheep body.





9. For sheep legs, press four black straw pieces into the bottom of the sheep body. Spread them out in a square so the sheep can stand.

### Tip Corner

- Supply kits are a good idea. Simply place all items needed into a quart-size zippered baggie for each child.

### Super Simple Idea

Each day, at least one super simple option that goes along with the main concepts of the day is included. These options are premade craft kits from Oriental Trading Company. Call (800) 875-8480 or visit [orientaltrading.com](http://orientaltrading.com).

As an alternative to the Day 1 main crafts, try the following craft kit. Note that this is available at the time of printing and may not be available later.

- Cross-Shaped Suncatchers with Stand (Item: #48/8811)—Manufacturer does not recommend for children under three years of age.

# DAY 1 CRAFT

## Keepsake Ornament

### JUNIOR, PRIMARY & PRE-PRIMARY

#### Materials

- ☐ Ornament Tag Pattern
- ☐ Brown chenille stem, 1 per child
- ☐ Brown yarn, 40 inches per child
- ☐ Glitter gold chenille stems, 1 for every 2 children
- ☐ White card stock, 1 sheet per 18 children

#### Tools and Basic Supplies

- ☐ Office paper cutter
- ☐ Scissors
- ☐ Hole punch (¼ inch)
- ☐ Colored highlighters
- ☐ Glue sticks

#### Prep

1. Print/copy the **ORNAMENT TAG PATTERN** onto white card stock. Use an office paper cutter to quickly cut the tags. The kids can do the finish cutting.
2. Hole punch each tag where indicated.
3. Cut the yarn into 40-inch pieces, 1 per child.
4. Cut the glitter gold stems in half, one piece per child.

#### Teaching Tie-In

Show the sample craft and say: **How many of you enjoy decorating a Christmas tree? Take responses.** It's fun to get out the ornaments each year and think back on the memories. Well, today, we're going to make a keepsake ornament that you can put on your Christmas tree. When you do, remember Psalm 23 and the things you learned at VBS this week! See if you can say the whole psalm when you get it out in December!

#### Class Time Directions

1. Bend the brown chenille stem in half.
2. Feed the yarn through where the bend is until it's halfway through, then fold it in half. The middle of the stem and the middle of the yarn should be hooked together.

3. Grasp the strands of yarn together and wind them around the folded stem, covering it from top to bottom.
4. Secure the ends of the yarn to the staff by adding glue stick and pressing in place for a few seconds.
5. Bend the covered stem into the shape of a staff.
6. Color the ornament tag and carefully slide it onto the staff.
7. Wrap one end of the glitter gold stem to the crook of the staff and make a loop at the other end. Use it to hang your Shepherd's Staff ornament on your tree every Christmas.

#### Tip Corner

- For younger children, omit the yarn and twist the folded brown chenille stem instead. Then bend it into the shape of a shepherd's staff.

#### Super Simple Idea

Try the following craft kit from Oriental Trading Company. Call (800) 875-8480 or visit [orientaltrading.com](http://orientaltrading.com). Note that these are available at the time of printing and may not be available later.

- Psalm 23 Shepherd's Staff Craft Kit (Item: #13585218)—Manufacturer does not recommend for children under three years of age.

