



Game Book

Welcome and thank you for your willingness to work in the games area this year! In this packet you'll not only find your game instructions for the week but also lots of helpful tips and hints to make **Robot Academy VBS** the best it can be and tons of fun.

Spiritual Preparation

- The best place to start is always prayer. Before you begin planning for the week of VBS spend some time talking to God about the children He plans to bring and how you can help reach each one of them. You can ask your director for a list of children who have pre-registered and pray for them by name.
- Each day, kids will watch a cartoon about the bots at Robot Academy that will display what it looks like to live the lives they were programmed for. (You can find a summary of each story, the Bible lesson, and verse for the day on your Week Overview.) Each game ties into the robot school theme, lesson or verse of the day. Explain to the children why they're playing the game they are, and, if they've already had their lesson time, use the opportunity to ask them about it and reinforce what they learned. For kids that have game time earlier in the day, you can introduce the biblical theme as you interact with them. (Check out your daily schedule to know best how to talk to them.)
- A great way for kids to see faith in action is through prayer. While games isn't usually an area where kids are used to praying you can change that. End your time together with a quick prayer thanking God for the fun you've shared.
- While game time is meant to be a blast and give kids a chance to get out some of their energy, it is first and foremost (like all areas of VBS) intended to help children grow spiritually. Keep that in mind as you interact with the other leaders, take time to get to connect with each child, and study the Bible stories and verses during the week.
- Throughout the week kids will learn they are programmed for special actions: kindness, forgiveness, service, and telling others the good news. As you see kids living out their faith in these ways point it out and encourage others to do the same.
- VBS is certainly made to deepen children's relationship with the Lord, but it's also an opportunity for adults to do the same. Ask your director for copies of the lessons and devotions. You too can be reminded of some incredible truths, strengthen your faith, and be better prepared to share with the kids each day.

Experience Preparation

- Kids will love the fun games you teach them, but with a little extra effort you can make game time a real experience. Start by naming your game area something like the Robot Area or Robofield.
- Call the children to game time by ringing a bell (to signal the start of a class) or call them over as if on a P.A. system.
- Decorating is a great way to get kids excited. You don't need much. Since most days you'll be outside, try decorating the doors by making them look like the entrance to an arena. Or create a tunnel for kids to run through as if they are a professional team running out onto a field. Use your imagination and the possibilities are endless.

- Creating a character for yourself is another fun way to reinforce the robot theme. Paint your face silver and wear a homemade robot costume. Talk in a robotic voice or walk in a robotic fashion.
- Have music playing as the kids play games. Their VBS songs are always a good place to start.

Practical Preparation

- Check registration forms each day to be reminded of children's allergy information (for example: insect bites or stings).
- Always have a whistle handy to get kids' attention.
- Keep a first aid kit nearby and know what's inside.
- As the week progresses you'll know the kids better and better. Alter games so they work for your children. Remember, things don't always need to be competitive. For the youngest class sometimes just doing an activity together is best.
- Rope or tape off your play area, especially if you're near a street or driveway.
- Keep beach towels on hand for children to use on the water game days.
- Make sure you stay hydrated. Have bottles of water nearby for you and your helpers.

General Materials - Every Day

Needed

- ☐ Whistle
- ☐ Caution/Neon tape or rope
- ☐ Stakes
- ☐ Beach towels
- ☐ First aid kit

Optional Need Materials - Every Day

- ☐ Roll cart
- ☐ Megaphone

Day 1 - Robot Scavenger Hunt

Needed Materials

- ☐ 2 x robots constructed from PVC components (see reference photo below)
- ☐ Small can red spray paint
- ☐ Small can blue spray paint
- ☐ Variety of items used to hide robot parts (e.g. boxes, sacks, kiddy pool, etc)
- ☐ 2 x laundry baskets (or similar container)

Set up

Using various lengths and connectors of PVC, construct two “robots.” While the size and intricacy of the robot is up to you, try to shoot for approximately 8 to 10 pieces to which it can be deconstructed, as well as a size that is manageable for all age groups. The robots may be identical or unique in construction.

Spray paint the robots, each a different color. It is not important to have full coverage, so you can be creative using whatever design you feel like (e.g. polka dots, stripes, etc.) For the last decoration, add a fun face to both robot heads.

Prior to the game taking place, spread out and hide the various components around the play area. They can be hidden in boxes, sacks, low-hanging tree branches, or several pieces can be put into a kiddy pool with some other pieces of “junk” (toys, balloons, etc.).

Directions

Divide the children into two teams and assign both teams a color, red or blue, then go over the rules to the game: The children are here to build their own robot, but first they need to find the pieces! The two teams will form a line at the starting area. Once the game has begun, two children at a time (one per team) will search the game area for one piece of their team’s colored robot. Once they have found it, they will bring it back to their basket and place it inside. After they do this, the next child will go until all pieces are found. At this point, the team will work together to construct their robot and the first one to do so wins.

Variations

For older children, break the robot into smaller pieces (i.e. pull each connector apart) and challenge them to build it correctly using the reference picture as a guide.

For younger children, allow them to build the robot however they want, with adult assistance (if necessary).

Write a word (or words) from the memory verse on each piece of the robot and once the children have constructed it, include the additional requirement of unscrambling the verse before the winner can be announced.



Day 2 - Ring Toss

Needed Materials

- ☐ 6 x pool noodles
- ☐ Duct tape
- ☐ 6 x cones
- ☐ 6 x pieces plain, white paper

Set up

Take each of the six pool noodles and curl it back in on itself, forming a ring. Then, using duct-tape, tape the ends together.

Write (or print-out) the numbers 1, 2 and 4 on the sheets of paper. Do this twice per number.

From the location the children will be throwing, place the three cones in a line, at increasing distances away. **The distances can vary based on the age of the children, but the furthest cone should be far enough away that the children will not consistently be able to toss the ring on.** Then, tape the papers on the cones, 1 for closest and 4 for the most distant.

Directions

Divide the children into two teams and then go over the rules to the game: The two teams will form a line behind the throwing area. Two children at a time (one per team) will step up to the line to throw three rings. Each made ring counts for the point total listed on the cone. Once the first child is done with their three rings, the next child is up. The first team to score a set amount of points wins.

Day 3 - Robot Tag

Needed Materials

- ☐ 2 x hoola-hoops
- ☐ 1 - pool noodle, cut in half
- ☐ 4 x cones

Set up

Place the two hoola-hoops in the middle of the play area, preferably with considerable space in between one another.

Using the cones, create a line to cordon off one end of the play area (to act as the “repair area” described below).

Directions

Begin by choosing a child to be the “broken robot” (the child who will be “it”). For older children, you may want to ask who can recite their memory verse from yesterday’s lesson, with the first child to raise their hand and successfully do so being chosen.

Explain to the kids that the broken robot has lost control and the rest of the robots need to look out! The broken robot will **walk** around the play using his/her robot arms (the pool noodles) to try to tag the rest of the robots. If he/she does, the tagged robot must go to the repair area, count out loud to 20, then they can re-enter the game. The two hoola hoops are recharging stations (safe-areas); a player can enter one for 5 seconds and not be tagged, but at the conclusion must leave and cannot immediately re-enter.

After a pre-determined amount of time, change the child who is the robot.

Variations

For younger children, remove the repair area and safe spots and simply allow them to play freeze tag using the pool noodles as arms.

For smaller classes or larger play areas, feel free to allow the broken robot to run instead of walk.

Day 4 - Robot Test Course

Needed Materials

- ☐ Pool noodles
- ☐ Stakes
- ☐ Tunnels
- ☐ Large 4x4 to use as a balance beam
- ☐ Cones
- ☐ Limbo bar
- ☐ Similar objects that may be fun to include in an obstacle course
- ☐

Set up

Set up an obstacle course with any or all of the following: pool noodles bent into arches and stuck in the ground with stakes (to be used as hurdles), tunnels or large boxes to crawl through, 4x4 board as a balance beam, etc. It helps if the course is a circle and loops back on itself to finish at the starting line.

Directions

Arrange the children into a line at the start of the course, explain that this is an obstacle course and take a moment to demonstrate each obstacle and how to navigate through it. Since this is the “Robot Test Course” have the kids go through the first time doing their best impression of a robot.

Variations

Time the kids to see who can complete it the fastest, or break them into teams and see which team’s collective times are the fastest.

Day 5 - Nuts & Bolts Relay Race

Needed Materials

- ☐ A *certain quantity of bolts and corresponding nuts
(*to be determined by the estimated largest class size)
- ☐ Additional nuts
- ☐ 2 - plastic buckets or bowls

Set up

At your local hardware store, purchase a pre-determined amount of bolts and corresponding nuts, *all of the same size*.

Additionally, purchase a variety of extra nuts, but *not* of the same size as the previous bolt/nut combination.

Before playing the game, screw one nut on every bolt.

Directions

Start by splitting the kids into two teams. Explain to them that nuts and bolts are one of the main components used to build a robot, so they're going to use this chance to collect a bunch for the programmer to use in his building process.

Proceed to give each child a nut / bolt combination, and ask them to unscrew and pass you the nut. Put one team's nuts in one bowl and do the same for the other.

Next, add a variety of the remaining off-sized nuts to each bowl (the more nuts you add here, the more challenging the game will be) and place the bowls at the other end of the play area.

Have the children line-up at this point and explain to them that this is a relay race to see who can find their missing hardware the fastest so the programmer can build his robots! The first child in line will search his/her team's bowl for a nut that fits on their bolt. Once found, they will screw it on and run back to the end of the line. Then, the next child will go and do the same, until every child has had a chance. The team who does this the fastest will win.

Variations

If the game is being held outdoors, consider adding water to the bowls containing the nuts for an added element of difficulty.

Because the hardware will present a choking hazard, this game is not recommended for your youngest class. Instead, today is a good day to play common games such as “Simon Says”, “Red Light / Green Light” or “Freeze Tag”.