



## **VBX 2013 Base Conference**

### **Purpose Statement**

This 2 hour conference will prepare conferees to teach VBS 2013: Colossal Coaster World by providing an overview of key elements from the curriculum.

### **Resources to Collect**

Step 2:

- Timer
- Tear Sheets
- Pencils
- Index cards (2 per conferee)

Step 4:

- 2 plastic hot dog holders or red baskets
- 2 pieces of construction paper in each of the following colors: cream, white, light brown, dark brown, red, green, yellow
- 2 poster boards
- Tape

Step 5:

- *VBS 2013 VBX Preteen Bible Study Leader Pack: Phobia Cards (pack item 5)*
- Crepe paper
- Tape

Step 6:

- *VBS 2013 Snack Rotation Recipe Cards*
- Supplies for conferees to create a selected snack (suggested snack: "Popcorn Cupcakes").

Step 7:

- 5 large envelopes

Step 9:

- Items needed for conferees to complete a VBX Craft (suggest Day 2)

Step 10:

- Items needed to play “Penny Press Relay” on page 31 of the *VBX 2013 Preteen Bible Study Leader Guide*

### **Resources to Prepare**

Step 3:

- Print seven “Admission Tickets” from the Bible Study CD. Print one of the following on each ticket: *Bible Study, Crafts, Missions, Music, Snacks, Recreation, and Worship Rally*.
- Cut apart the themed rotation titles provided on Item 1 of this outline. Secure the titles to the wall around the room. (Option: *VBS 2013 Decoration Punch-outs 005487565*)

Step 4:

- Print “Create a Chili Dog” on the top of two poster boards
- From the gathered construction paper create the shapes described on Item 2. Be sure the shapes are proportional to each other. Print the corresponding site rotations on each shape. Place one set of “condiments” in each of the hot dog baskets.

Step 5:

- Cut apart pack item 5 and attach the phobia cards to one wall and the definitions to another wall. Attach a tape loop to each card. Attach the beginning of the crepe paper streamer roll to the phobia card on the far left.

Step 7:

- Cut apart each strip on Item 3. Place one strip in each envelope.

Step 9:

- Make a sample of each VBX craft.

Step 10:

- Cut the questions on Item 4 apart and place in a stack near the cones for each team.

### **Resources to Copy**

Handouts 1 and 2 (one for each conferee)

### **Focal Wall Description**

Use the *VBS 2013 Quick Scene™ Super Duper Sized Backdrop* for the focal wall.

### **Room Setup Description**

Place chairs in settings of three and line them up to resemble a coaster car.

### **Decoration Suggestions**

Bible Study for VBX takes place in Coaster Alley. Plan to make use of the “Motto Poster” (pack item 2) and the “VBX Scripture Poster” (pack item 3) from the *VBS 2013 Preteen Bible Study Leader Pack*. For additional decoration suggestions, see page 7 of the *VBS 2013 Preteen Bible Study Leader Guide*. Preteens will be less impressed by the decorations and more impressed by the time you invest in getting to know them.

### **Audio Visual Needs**

CD Player (Play songs from the *VBS 2013 Music for Kids CD* or from the Bible Study CD found in the leader pack as conferees work through activities.)

### **Teaching Steps**

#### **1. Introduction (5 minutes)**

- Introduce yourself to conferees and welcome them to the VBX conference for Colossal Coaster World.
- Explain to conferees that they will be learning about VBX 2013: Colossal Coaster World, including schedule options, crafts, recreation, and different activities used during VBX.
- Emphasize the purpose of the conference is for conferees to be ready to go and prepare to lead preteens during VBX. Make sure conferees know they can stop you at anytime to ask for more information, details on where to get an item, or to add an idea or suggestion that might be helpful.
- Share a favorite memory or ride from a trip to a theme park.

#### **2. Remembering Rides (10 minutes)**

- Ask conferees to think about their favorites rides found at theme parks. Some may know the specific names of the rides, while others just remember details from them.
- Choose a time keeper and a word counter. Explain that volunteers will take turns describing their “favorite rides” to the large group using 20 words or less and in no more than 30 seconds.
- Allow conferees a minute or two to gather their thoughts before choosing the first volunteer. Ask the timekeeper to time 30 seconds while the word counter makes tally marks on the provided tear sheets and informs the group when 20 words have been spoken. Conferees may guess which ride they think is being described at any time. If no one guesses correctly after 30 seconds, the “speech giver” will reveal the correct answer.
- Invite a few more volunteers to share about their favorite rides.
- Ask: “Do you feel like you know fellow conferees a little better after hearing about the rides they enjoy the most?” Emphasize the importance of getting to know preteens during the week of VBX.

- Give each conferee two index cards. Invite conferees to record two fears they may have about leading VBX. After a couple minutes, collect the fears and share a few with the group.
- Explain that a similar activity is used in the “Explore” segment on Day 2 as an introduction to the Bible story. Share that almost all the activities used in today’s conference are based on activities used during VBX.

### **3. Ticket Match Up (10 minutes)**

- Explain that preteens will visit different areas of Colossal Coaster World during the week. In order to get into a theme park, a ticket is required.
- Distribute to seven conferees the prepared “Admission Tickets.” Challenge conferees to work with those around them to match the rotations (on the back of the ticket) to the “themed titles” placed around the room.
- Congratulate the matches and gently make any corrections necessary. Distribute **Handout 1** for conferees to complete or fill in. Discuss the purpose of each rotation and share ideas for decorating the different rotations found in VBX. Share that these rotations might be within the VBX classroom or in other classrooms designated for VBX. *Note: Global Expo and Cotton Candy Café are often not taught in the VBX classroom.*
- Share that the “Admission Tickets” used for this activity are used during the “Excel” segment on Day 1 to form small groups. Small groups will be discussed later in the conference.

### **4. Create Chili Dogs (10 minutes)**

- Invite conferees to share some of their favorite foods to eat at a theme park.
- Share that hot dogs are commonly served at theme parks, but people have different opinions about how hot dogs should be “dressed.” Introduce the “Create a Chili Dog” activity.
- Form two teams. Distribute a hot dog container with the different “condiments” placed in the basket to each team. Explain that each team will create a chili dog by adding toppings in the order they think they should appear during a typical day of VBX.
- Assist the teams as they build their hot dogs. Ask teams to display the order of their hot dogs on the poster board provided.
- Invite the teams to share the order they dressed their hot dogs and provide reasons for what they did.
- Spend time discussing the schedule and the flexibility it offers for individual groups. Ask conferees to share ways they have tailored the schedule to meet their needs. For example, Scissors & Stuff Emporium and Adrenaline Zone can be moved around on the schedule because in VBX those rotations only involve preteens. Other rotations such as Cotton Candy Café may not be as flexible if it involves the larger school. Share that more time will be spent discussing each item later in the conference.

### **5. Rollercoaster Ride (10 minutes)**

- Call attention to the “Motto Poster” (pack item 2) and ask the group to read the motto together. Comment that people have a lot of fears, some with weird sounding names!
  - Point out the “Phobia Cards” on the wall, ask a conferee to stand beside the first card. Call attention to the definitions posted randomly on the opposite wall. Using crepe paper streamers, encourage conferees to match the fear with its matching definition.
  - Instruct the conferee to attach the streamer to the definition. Continue to hold the streamer and attach it to the second fear and so on. Explain that the crepe paper will create a roller coaster look as it zigzags back and forth between fears and definitions. The following represent correct matches: *Acrophobia-high places, nyctophobia-the dark, photophobia-strong light, zoophobia-animals, agoraphobia-open or public places, aquaphobia-water, triskaidekaphobia-number 13, arachnophobia-spiders, cynophobia-dogs.*
  - Share that this activity is used on Day 1 during the “Excite” segment. Spend time explaining that the purpose of Excite is to do just what the title implies, create excitement about that day’s Bible story and theme. Excite lasts 30 minutes and usually involves an icebreaker type activity. Point out an overview of all activities completed in “Excite” and the other areas are located on pages 40-41 of the *VBX 2013 Preteen Bible Study Leader Guide*.
  - Distribute **Handout 2**. Spend some time briefly explaining each day’s Excite activity as listed on the handout
  - Make sure conferees recognize this time is an introduction time, and should be kept to its time limit. Explain that preteens sometimes enjoy this activity so much that leaders may tend to repeat the activity. Remember, the goal is to get preteens excited about the actual Bible story.
- 6. Cotton Candy Café Concoction (10 minutes)**
- Tell conferees that the snacks rotation is typically travelled to during VBX and take place in the VBX classroom. Snack recipes are found on *VBS 2013 Colossal Coaster World Snack Rotation Recipe Cards*.
  - Spend time discussing snack options while leading conferees to create and/or eat their snacks. Be sure to point out preteens’ appetites can be larger than first graders. While VBX leaders may not be in charge of snacks, they should consider reminding snack leaders that preteens may need a larger serving of a snack, or even a heartier option just for the preteens. If churches choose to provide different snacks for preteens they might choose to serve VBX Snacks in a separate location so other children don’t wonder why the snacks are different. Invite conferees to share ideas for making suggested snacks more age specific and appropriate for preteens
- 7. Scrambling Stories (15 minutes)**

- Remind conferees of the activity completed earlier in the conference about different rides. Say: "One popular ride at amusement parks is called 'The Scrambler.'"
- Form five teams and explain that each team will be unscrambling the Bible content for Days 1-5.
- Give each team an envelope with the Bible content for one day inside. Tell the teams that need to unscramble the key words in their envelopes to discover important information that is used during the "Explore" segment each day.
- Assist teams as needed as they discover the Bible content.
- Invite each team to share what they unscrambled as other teams record the information on Handout 1.
- Review the Bible content as it is presented. Emphasize the importance of knowing the stories and understanding the content. Preteens will ask questions, and it is important to be as prepared as possible.
- Make sure conferees understand that the Bible story will be presented each day during Explore. A Bible story summary is found on the Bible Study Enhanced CD if leaders want to have a copy of the story as it is presented.
- Emphasis that the Bible story is not told by the teacher standing in front of preteens. A different method is used each day, and preteens often discover, reveal, or present the Bible content each day.
- Share a version of "The Scrambler" activity is found on Day 3 in the "Explore" segment.

#### **8. Pray (5 minutes)**

- Ask each group to spend time praying specifically for the day it unscrambled asking God to help leaders teach preteens as they learn to *Dare to Change, Dare to Speak Up, Dare to Believe, Dare to Stand Strong, and Dare to Trust.*

#### **9. Scissors & Stuff Emporium (15 minutes)**

- Explain that crafts written specifically for preteens are found in the *VBX 2013 Bible Study Leader Guide*. While some churches choose to have preteens travel to Scissors & Stuff Emporium, craft leaders can still incorporate the age appropriate options found in the leader guide.
- Display the sample crafts prepared and lead conferees to make the "Souvenir Baskets" found on Day 2.
- Lead conferees to discuss different ways to engage preteens while making crafts. Point out the "Life Connection" for each craft. Explain that this short statement will help leaders reinforce the Bible story during the craft rotation. Remind conferees that time spent working on crafts can allow leaders to get to know preteens better. Encourage leaders to participate in crafts with the kids as an opportunity to really hear what preteens are thinking and struggling with in everyday life.

- Briefly review all the crafts. Provide tips from your experience of creating each craft and ask conferees for their ideas as well.
- Challenge conferees to place their “Souvenir Baskets” in a visible place to serve as a reminder to pray for VBX 2013. Point out that crafts are scheduled to be completed during the “Explore” segment and should last for about 20 minutes.

### **10. Penny Press Relay at Adrenaline Zone (10 minutes)**

- Form two teams. Line the teams up behind a starting line.
- Ask conferees if they remember, “pressed pennies” that one can make at some amusement parks. These souvenirs are made by pressing a penny between two rollers into a thin oval shape and embossing it with a picture or word. Today’s game is a reminder of this novelty item.
- Explain the first conferee on each team will place the penny between his knees and race down and around the cone, pick up a question card, and travel back to his team with the penny still between his knees. Play continues until all players have completed the activity. The first team to complete the activity wins.
- Congratulate the teams on completing the activity. Explain the questions collected will be used in an activity later on in the conference. Make note that many preteens can be super competitive, so all the games found in the Adrenaline Zone do not focus on winning.
- Point out the “Life Connection” for each activity. Remind conferees that this short statement will help leaders reinforce the Bible story during the recreation rotation.
- Remind conferees that the Adrenaline Zone is a great place to enlist college students or older teenagers to help lead the games. A good idea is to offer to gather all the supplies for the days, so that the young adult volunteers can focus on leading the games.
- Note that the Adrenaline Zone is found in the “Excel” portion of the day. Briefly mention the games that will be played each day: Coaster Track Races, Human Basket Weaving, Bumper Car Relay, Penny Press Relay, and Cotton Candy Contest.

### **11. Small Group Discussion (10 minutes)**

- Explain that the “Excel” portion of the day helps make the connection from the Bible story to a preteen’s daily life and is a time to review the Bible story. During this time Small Group Discussions take place. Tell the conferees that “Small Group Questions” to help lead the discussion can be found on the Bible Study Enhanced CD in the leader pack.
- Share that small groups should be formed on the first day, and that preteens should be in the same small group each day. The best plan is for a leader to be with each group. If that isn’t possible, an older youth could lead each small group.

- Reform the two teams used to play the Penny Press Relay, and evenly divide the questions gathered during the relay between the two groups for discussion.
- Lead teams to discuss the questions then invite each group to share their questions and responses.
- Mention that different activities and methods will be used to make the important connection between the Bible stories and real life.

## **12. Conclusion (10 minutes)**

- Explain that conferees have just experienced a format very similar to what preteens will experience in VBX 2013.
- First, they completed an **Excite** activity, next they moved to an **Explore** activity where they learned about the Bible content, made a **Snack**, and a **Craft**. Then learned more during **Excel** and participated in a **Game** from the Adrenaline Zone.
- Remind conferees of the list of fears they may have about leading VBX that they created. Spend time discussing any fears that still exist.
- Refer to the “VBS Scripture Poster” (pack item 3) and Read 2 Timothy 1:7 aloud. Explain that this is the Bible Verse preteens will work on learning all week. Challenge conferees to commit the verse to memory, and quote it to preteens on Day One. Suggest conferees share a personal story of how the verse has helped them in life.
- Close in prayer, thanking God for the opportunity to help guide kids through the Colossal Coaster World and “Facing Fear! Trusting God!”

**Item 1:** Cut apart and secure randomly to the focal wall for use during step 3.



Item 2: Use this guide to create hot dogs, buns, and condiments to be used in step 4

Color Paper	Shape to Cut	Print on the Cut Shape
Cream	Hot Dog Bun	Excite
White	Onions	Adrenaline Zone
Light Brown	Hot Dog	Explore
Brown	Chili (in a line)	Global Expo
Red	Zigzag of Ketchup	Excel
Green	Blobs of Relish	Scissors & Stuff Emporium
Yellow	Zigzag of Mustard	Cotton Candy Cafe

Item 3: Cut apart and place each section in a separate envelope.

<p><b>Day One:</b></p> <p>Dare to <b>HAGCNE</b>  Bible Story: Paul <b>YEBEDOD</b>  <b>CTAS</b> 9:1-18  Life Application: I can <b>URTTS</b> God and <b>BYEO</b> Him without <b>ERAF</b>.</p> <p><i>(Now read through the passage, be ready to share a brief summary of the Bible Story)</i></p>
<p><b>Day Two:</b></p> <p>Dare to <b>PEKAS</b> Up  Bible Story: Paul Spoke <b>LDOLYB</b>  <b>SCAT</b> 9:20-30  Life Application: I can trust God to <b>PHLE</b> me to <b>PEKSA</b> boldy about Him.</p> <p><i>(Now read through the passage, be ready to share a brief summary of the Bible Story)</i></p>
<p><b>Day Three:</b></p> <p>Dare to <b>LEBIVEE</b>  Bible Story: Paul Proclaimed <b>VTIAONLSA</b>  <b>SATC</b> 16:16-34  Life Application: I can trust God’s plan of salvation and <b>HSREA</b> His <b>ELVO</b> with others.</p> <p><i>(Now read through the passage, be ready to share a brief summary of the Bible Story)</i></p>
<p><b>Day Four:</b></p> <p>Dare to <b>NDAST GROSTN</b>  Bible Story: Paul Responded <b>LESYIW</b>  <b>ASCT</b> 21:27-23:11  Life Application: I can trust God to help me have <b>LESF-OOLRCTN</b> and <b>NROOH</b> Him with my <b>CTINSOA</b>.</p> <p><i>(Now read through the passage, be ready to share a brief summary of the Bible Story)</i></p>
<p><b>Day Five:</b></p> <p>Dare to <b>USRTT</b>  Bible Story: Paul <b>RSUDTET</b> God  <b>CSAT</b> 27  Life Application: I can trust God to give me the <b>REOPW</b> to face my <b>RESFA</b> no matter what comes <b>XTNE</b>.</p> <p><i>(Now read through the passage, be ready to share a brief summary of the Bible Story)</i></p>

Item 4: Make a second copy of these questions and cut apart to use with the “Penny Press Relay” in Steps 10 and 11. Position the questions near the cones conferees must circle during the game.

What are some challenges you face when leading VBX?
What ways have been most effective that engage preteens in listening to and learning a Bible story and Life Application?
How do you connect with preteens during VBX?
What are some good strategies for following up with preteens once VBX is over?
Why is it important to spend time with preteens during VBX when you aren't the one leading the activity?
What are some ways you can help preteens learn to face their fears?



	VBX Rotation Themed Title	Decoration Idea
Worship Rally		
Bible Study		
Crafts		
Missions		
Recreation		
Music		
Snacks		



## VBX at a Glance

\_\_\_\_\_ : *Introduces the theme and Bible content with an icebreaker or introductory activity.*

- Day 1: Preteens will identify common fears and phobias that people experience.
- Day 2: Preteens will match keywords on the “Ferris Wheel Posters” to facts on “Ferris Wheel Cars.”
- Day 3: Preteens will build a set of roller coaster tracks and race marbles.
- Day 4: Preteens will make roller coasters.
- Day 5: Preteens will navigate an obstacle course to place ships on “Paul’s Travel Map.”

**Explore: Engages preteens in the Bible story and Scripture references.**

### Day One:

- Dare to \_\_\_\_\_
- Bible Story: Paul \_\_\_\_\_ ( \_\_\_\_\_ 9:1-18)
- Life Application: I can \_\_\_\_\_ God and \_\_\_\_\_ Him without \_\_\_\_\_.

### Day Two:

- Dare to \_\_\_\_\_ Up
- Bible Story: Paul Spoke \_\_\_\_\_ ( \_\_\_\_\_ 9:20-30)
- Life Application: I can trust God to \_\_\_\_\_ me to \_\_\_\_\_ boldly about Him.

### Day Three:

- Dare to \_\_\_\_\_
- Bible Story: Paul Proclaimed \_\_\_\_\_ ( \_\_\_\_\_ 16:16-34)
- Life Application: I can trust God’s plan of salvation and \_\_\_\_\_ His \_\_\_\_\_ with others.

### Day Four:

- Dare to \_\_\_\_\_
- Paul Responded \_\_\_\_\_ ( \_\_\_\_\_ 21:27-23:11)
- Life Application: I can trust God to help me have \_\_\_\_\_ - \_\_\_\_\_ and \_\_\_\_\_ Him with my \_\_\_\_\_.

**Day Five:**

- Dare to \_\_\_\_\_
- Bible Story: Paul \_\_\_\_\_ God. ( \_\_\_\_\_ 27)
- Life Application: I can trust God to give me the \_\_\_\_\_ to face my \_\_\_\_\_ no matter what comes \_\_\_\_\_.

**Crafts:**

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

**Excel: *Makes the Bible connection to daily life and reviews the Bible story.***

**Recreation:**

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

***Bible Verse for the Week:***

