



Saddle-Up Sports



STATION LEADER MANUAL



SADDLE-UP SPORTS

LEADER MANUAL



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Group



Group resources really work!

This Group resource incorporates our R.E.A.L. approach to ministry. It reinforces a growing friendship with Jesus, encourages long-term learning, and results in life transformation, because it's:



Relational

Person-to-person interaction enhances spiritual growth and builds Christian friendships.

Experiential

What we experience through action and discussion sticks with us up to 9 times longer than what we simply hear or read.

Applicable

The aim of ministry is to equip people to be both hearers and doers of God's Word.

Lifelong

Experiences transform the heart, moving faith beyond the walls of church and into everyday life for years to come.

Saddle-Up Sports Leader Manual

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Saddle Up for a Wild Weekend!

At Yee-Haw VBS, kids kick up their heels as they stampede through the wild frontier and celebrate God's good gifts! They'll round up a whole herd of friends and discover that Jesus is God's greatest gift. As the Saddle-Up Sports Leader, you'll help kids reach out to others with the love of Jesus. All the while you'll stir up conversation, spur on friendships, and trailblaze kids toward deeper faith! Get ready for excitement, fun, and the joy of watching kids discover God's greatest gift of love.

Here's what you can expect at Yee-Haw!

* **Everyone's on the move.** Check out the sample schedule on page 5 to get an idea of the flow of each day's activities and how Saddle-Up Sports fits in.

* **Everyone's in a Crew.** At Yee-Haw VBS, kids travel in small, mixed-age groups called Crews. Each Crew has up to five elementary-age kids and one adult or teenage leader. Mixed-age Crews are a fresh, incredible way to reach kids! You'll see older kids help younger ones with challenging tasks. Younger kids seek to emulate the older, "cool" kids in their Crews. And discipline problems are almost nonexistent.

You'll have one-third of the total number of Crews report to each Saddle-Up Sports session. For example, if your VBS has nine Crews, you'd be working with three Crews (approximately 15 kids and three leaders) during each session.

* **Everyone has a job.** Every day, kids can choose a different Crew role. Different Station Leaders call on different roles, ensuring that everyone gets in on the fun. Crew roles include Thank You-er, Guide, Prayer Person, Materials Manager, and Schedule Supervisor. You'll call on the Thank You-ers most often during the games.

* **Everyone's learning one key truth.** Every activity at Yee-Haw reinforces one simple Bible truth, called a Bible Point. It's important to use the Bible Point as it's written, since it's integrated into the experiences and activities throughout the entire VBS. Yee-Haw is intentionally designed so that some stations focus more on the key verse, John 3:16, and some focus on the day's Bible story. However, every station connects to the Bible Point so kids come away with an easy-to-apply scriptural truth.

Kids will be listening for the Bible Point, **GOD GIVES GOOD GIFTS**. After they hear the Point, kids will shout, "Yee-haw!" Each time kids shout the response, they'll raise a fist in celebration.

HAVE YOU HERD?

Every day, you'll use an attention-getter to get everyone focused on you for more fun. A Buckaroo Bell (available from Group Publishing or your Group VBS supplier) or other attention-getter saves time and is loads better than lots of shushing or shouting.




Buckaroo Bell



"Yee-haw!"

Get Geared Up

- * **Prepare your heart.** Pray for the kids who will come to Yee-Haw, for the parents who will be reached, and for the other volunteers on your team. Ask God to guide and encourage your VBS Director through this exciting event.
- * **Prepare your games.** During each rotation, you'll most likely have time to do only two of the game options we've given, so take your pick! Games are a great way to make a connection to the Bible Point. You don't need to rush discussion time after each one. Each game has been tested with real kids and real volunteers, so you *know* it works. You don't have to memorize the script, but be familiar enough that you aren't reading it. Share your excitement and enthusiasm as you lead kids in these awesome games.
- * **Prepare your supplies.** Work with your Yee-Haw Director to collect necessary supplies. You may want to list the supplies in your church bulletin and ask church members to donate items such as pool noodles, buckets, sponge balls (or large sponges), 3-ounce cups, ping-pong balls, and a few spray bottles.

We've included a few water game options to give Crew members a refreshing cool-down in the hot summer sun. If you choose a game with this icon  in the supply list, be sure to have a way to replenish your water supply between station rotations.



- * **Prepare your wardrobe.** Ask your Yee-Haw Director what you should wear. Staff T-shirts are available at group.com/vbs and will quickly identify you as a staff member.
- * **Prepare your play space.** Ideally, you'll want to play games outside. However, if you're meeting at night or don't have a grassy area for games, choose a large open area such as a multipurpose room or gym. (Remember that you'll need to accommodate one-third of the kids and Crew Leaders at one time.) Remove any obstacles or distractions so everyone has room to run and play. If you're inside, have fun creating an open-range scene with the Meadow Plastic Backdrops, a Giant Decorating Poster Pack, and other thematic decorations found at group.com/vbs.
- * **Work with the Director to recruit several teenage Saddle-Up Sports assistants.** These middle school or high school helpers will be invaluable to your Saddle-Up Sports success. Prior to each day, review the games with them so they'll know how to help you prepare, distribute, and collect the game supplies.

- * **Make music part of Saddle-Up Sports.** Games are the perfect time to have the Moo-sic & More CD playing in the background! While kids run, play, tag, and jump, they'll hear those upbeat, faith-filled tunes that they love! Some games may incorporate music into the game instructions, but we recommend playing the CD while kids are playing any of these fun games.
- * **Introduce yourself each day.** When Crews arrive at Saddle-Up Sports, welcome them and introduce yourself. (Since you'll be adventuring together for only two days, it'll be more helpful than repetitive.)

Sample Yee-Haw Schedule

6:00–8:30 p.m.

Time	GROUP A CREWS <u>1-3</u>	GROUP B CREWS <u>4-6</u>	GROUP C CREWS <u>7-9</u>	Ponderosa Preschool
6:00–6:30	Moo-sic & More			
Allow 5 minutes to travel to your next station.				
6:35–7:00	Bible Adventures	Projects-With- a-Purpose*	Saddle-Up Sports	Ponderosa Preschool
Allow 5 minutes to travel to your next station.				
7:05–7:30	Projects-With- a-Purpose*	Saddle-Up Sports	Bible Adventures	Ponderosa Preschool
Allow 5 minutes to travel to your next station.				
7:35–8:00	Saddle-Up Sports	Bible Adventures	Projects-With- a-Purpose*	Ponderosa Preschool
Allow 5 minutes to travel to your next station.				
8:05–8:30	Closing Corral			



Day 1

Bible Point: God gives good gifts.

Bible Story: God sends Jesus to earth. (Luke 2:1-20)

Bible Verse: “For this is how God loved the world: He gave his one and only Son, so that everyone who believes in him will not perish but have eternal life.” (John 3:16)

Consider This...

- ✦ There are dozens of prophecies in the Old Testament surrounding the birth of the Messiah, and Jesus fulfills every one!
 - Jesus’ birth in Bethlehem fulfills Micah 5:2: “But you, O Bethlehem Ephrathah, are only a small village among all the people of Judah. Yet a ruler of Israel, whose origins are in the distant past, will come from you on my behalf.”
 - Jesus’ virgin birth was foretold in Isaiah 7:14: “The Lord himself will give you the sign. Look! The virgin will conceive a child! She will give birth to a son and will call him Immanuel.”
- ✦ After Jesus’ birth, Mary wrapped him in cloths and laid him in a manger. Mangers held food for animals, giving them sustenance and life. Jesus called himself the Bread of Life, and he is what gives us strength, nourishment, and everlasting life.
- ✦ The shepherds were the first people to hear the good news of Jesus’ birth. Shepherds were among the lowest of the low in their society and considered unclean. Because the angel told these men about Jesus’ birth first, God showed that his love and the gift of Jesus are for everyone.

Why It Matters...

Kids love receiving gifts—especially at Christmastime! Yet presents like bicycles and toys break. Kids outgrow new clothes, just as they grow from wanting skates to wanting smartphones. But God’s gift of Jesus is the *perfect* gift—one size fits all! As you share the Christmas story in today’s lesson, you’ll have the opportunity to help kids discover that Jesus is God’s most precious gift...for *all* of us, every day! Use today’s experiences to help kids understand *why* Jesus is a good gift, one that will be with them for eternity!

Day 1

Low Energy

OPTION 1: Get Along, Little Dogies

Before your first Crews arrive, use tape to make roughly 10-foot-long curvy lines on the ground—one line per Crew for the largest number of Crews you'll have in your rotations.

Next, use the marker to draw asymmetrical cow-like spots on the ping-pong balls so they'll resemble little cows, or "dogies" as the cowboys say.

When Crews arrive, gather everyone around you for a warm welcome, and introduce yourself.

Say: **Here at Yee-Haw, we're out in the wild frontier on the lookout for how GOD GIVES GOOD GIFTS! (Yee-haw!) Each day at Saddle-Up Sports, we'll giddyup to play, run, laugh, and explore God's greatest gift for us—his Son, Jesus. With our first game, let's get to know our Crews a little better while we herd little dogies** (hold up one of the cow-spotted ping-pong balls)—**that's a cowboy word for young cows—to where they need to go!**

Have each Crew choose a curvy line and line up at one end. Give the Thank You-er in each Crew a cow-spotted ping-pong ball. The Thank You-er can tell the Crew his or her name and then move to the opposite end of the line with the ball.

1. When you say "go," the Thank You-er will place the ping-pong ball on the ground at the end of the line. Then he or she will move the ball only by blowing on it to follow the curvy line as closely as possible until the ball gets to the other end near the rest of the Crew.
2. All the other Crew members will cheer the Thank You-er on with his or her name.



Supplies

- Buckaroo Bell* or other attention-getter
- white ping-pong balls (1 per Crew per rotation)
- black permanent marker
- painter's tape
- Moo-sic & More CD or download* and media player
- photocopies of "Wrap-Up Questions: Get Along, Little Dogies" (1 per Crew)

*available from Group Publishing or your Group VBS supplier

HAVE YOU HERD?

When you see "per rotation" by a game supply, that means the supply is reusable for all your games rotations and you need to prepare only the amount needed for your largest rotation. If you see only "per Crew" or "per person," that supply will need to be prepared for each individual Crew or each person at your VBS and won't be reusable from rotation to rotation.

HAVE YOU HERD?

This game helps Crew members learn each other's names and sets the pace for kids and Crew Leaders to cheer each other on during their first day at VBS. We highly recommend making this game your opener for the week.

HAVE YOU HERD?

As the Saddle-Up Sports Leader, your genuine excitement plays a huge role in making this station one where kids *and* Crew Leaders are happy to get involved in the games and learning. No one stands on the sidelines during Saddle-Up Sports!

3. Once the Thank You-er reaches the end of the line, the next person can pick up the ball, share his or her name with the Crew, move to the opposite end of the line, and then blow the ball back along the line as the Thank You-er did. The Thank You-er will move to the back of the line and join in cheering on the next person.
4. Continue this way until everyone in each Crew has had a chance to move the ball.
5. Play upbeat songs from the Moo-sic & More CD while Crews mosey along.

After all Crews have finished, turn off the music and give each Crew Leader a copy of the “Wrap-Up Questions: Get Along, Little Dogies.” Allow Crews time to discuss before moving on to your next game.

Wrap-Up Questions: Get Along, Little Dogies

Say: **You all did a great job with our miniature cattle drive, and we got to know each other a little bit as we cheered each other on.**

Ask:

 **What did you like about having a team cheer for you by name?**

Encouraging each other is a gift for the person who’s being cheered on *and* for the people doing the cheering.

Ask:

 **Why is it good to be encouraged by someone else?**

 **Why is it good to be an encourager and cheer on someone else?**

Encouragement is a gift whether you’re giving it or receiving it! At Yee-Haw we’re going to learn a lot about gifts God gives us. Even through our fun game, we just saw that a gift God gives us is each other. We can encourage each other, help each other, and be an awesome team. **GOD GIVES GOOD GIFTS (Yee-haw!), so watch for other gifts God gives us here at Yee-Haw and all around you every day!**

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Saddle-Up Sports

Get ready for a stampede of smiles!

We're so glad you joined the herd! You're in for an incredible time as you lead elementary kids in games that get everyone laughing, learning, moooving, and exploring God's good gifts. Who knew that building faith could be so fun?

This manual includes 3 easy, field-tested, kid-pleasing game options for each session of Yee-Haw.



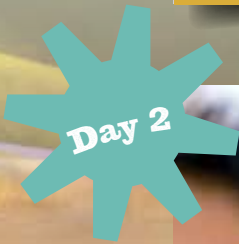
**Get Along,
Little Dogies**



Give and Give



River Crossing



Silly Sayings



Stampede!



**Water You
Focused On?**



Questions?



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