



Saddle-Up Sports



STATION LEADER MANUAL



SADDLE-UP SPORTS

LEADER MANUAL



LOVELAND, COLORADO
GROUP.COM

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

Copyright © 2019, 2025 Group Publishing, Inc./0000 0001 0362 4853

All rights reserved. No part of this book may be reproduced in any manner whatsoever without prior written permission from the publisher, except where noted in the text and in the case of brief quotations embodied in critical articles and reviews. For permission information, go to group.com/permissions.

Visit our websites:

group.com ✨ group.com/vbs

Thanks to the herd who rounded up this VBS! Laura Baldwin-Stout, Jody Brolsma, Stephen Caine, Shelly Dillon, Jan Kershner, Lyndsay Gerwing, Laycie McClain, Mike Porter, Joani Schultz, Rodney Stewart, and Gabriele Woolever.

Scripture quotations are taken from the *Holy Bible*, New Living Translation, copyright © 1996, 2004, 2015 by Tyndale House Foundation. Used by permission of Tyndale House Publishers, Inc., Carol Stream, Illinois 60188. All rights reserved.

ISBN 978-1-4707-7804-0

Printed in the United States of America.

10 9 8 7 6 5 4 3 2 1 27 26 25

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!**

Permission to photocopy this resource from Group’s Yee-Haw VBS granted for local church use. Copyright © 2019, 2025 Group Publishing, Inc., Loveland, CO. group.com/vbs

OPTION 2: Give and Give

Before Crews arrive, put about 20 pompoms in each bucket, and spread out the buckets so they're about 10 feet away from each other.

Welcome everyone to Day 1 of Saddle-Up Sports, and introduce yourself if you haven't already.

Say: **We're learning that GOD GIVES GOOD GIFTS (Yee-haw!), and his good gifts will never run out. Let's play a game where you'll give and give and give to each other to get an idea of how awesome it is when good gifts never run out.**

1. Have each Crew choose a bucket of pompoms and gather loosely around it.
2. When you start the music, Crew members will move pompoms from their Crew's bucket to any of the other Crews' buckets *one pompom at a time*.
3. The goal for each Crew is to empty their own bucket, but they can't block others from dropping pompoms into it.
4. Play the Moo-sic & More CD to start the game and while everyone plays. Then turn off the music when time's up.

Gather the Crews around you. Ask:

- ❓ **What did you like about always having something to give in the game?**
- ❓ **What's the greatest gift you've ever given to someone else?**

Say: **Giving good gifts is so much fun—maybe that's even one reason GOD GIVES GOOD GIFTS! (Yee-haw!)**

OPTION 3: River Crossing

Before Crews arrive, lay one rope on one side of your play area. Then lay down the second rope 30 to 40 feet away from and parallel to the first rope.

Welcome Crews to Saddle-Up Sports, and introduce yourself if you haven't already.

Say: **I have a wild frontier game for you where you'll be part of a river rescue! Cowboys and cowgirls round up their herd and sometimes have to cross rivers. Cows caught in river rapids need a rescue!**

1. Invite two willing kids to be the first River Rapids.

Supplies

- Buckaroo Bell*
- multicolored pompoms (about 20 per Crew per rotation)
- medium-size buckets (1 per Crew per rotation)
- Moo-sic & More CD or download* and media player

*available from Group Publishing or your Group VBS supplier

**Supplies**

- Buckaroo Bell*
- 2 long ropes (or you could use about 8 pool noodles) for marking boundary lines
- spray bottles of water
- Moo-sic & More CD or download* and media player

*available from Group Publishing or your Group VBS supplier



2. Have the River Rapids stand in the middle between the two ropes you laid on the ground—the wild river.
3. Invite two more willing kids to be the first Cowgirls or Cowboys.
4. Have the Cowgirls or Cowboys and everyone else—the Cows in the herd—gather behind one of the ropes.
5. When you sound the Buckaroo Bell, the River Rapids will call out “River crossing!” and the whole herd must run-swim across the river as fast as they can to try to avoid being tagged by a River Rapid.
6. Once a Cow gets across the other rope, he or she is safe. Any Cows who are tagged by the River Rapids are stuck in the river and have to wait for a Cowgirl or Cowboy to tag them for a rescue in the next round. Then they can rejoin the herd.
7. If a Cowgirl or Cowboy is tagged, he or she becomes a River Rapid and can no longer rescue the herd.
8. The River Rapids will continue to call out “River crossing!” to keep the game going.
9. When there are only a few left in the herd, start the game over with the last of the herd starting as the new River Rapids, and invite new Cowboys or Cowgirls.

Have your games assistants stand along the sides of the play area to keep kids from running way outside the boundaries to avoid being tagged. Assistants can also squirt everyone with the spray bottles!

Play the Moo-sic & More CD while Crews play. When you stop the game, gather everyone around you for a quick wrap-up.

Say: **Things got wild on that river!** Ask:

☀️ **What was it like to get stranded in the river and wait for a rescue?**

☀️ **Who has rescued you before in your life, and how did they rescue you?** Share an example of your own first.

It’s such a relief when rescue comes, and we all need a big rescue—a kind of rescue only God could provide. So God sent his only Son, Jesus, to be our rescuer. If you haven’t been to Bible Adventures yet, you’ll learn more there about how God sent Jesus into the world and how Jesus is a gift to us. GOD GIVES GOOD GIFTS (Yee-haw!), and Jesus is the greatest gift ever!

Day 2

Bible Point: God gives good gifts.

Bible Story: Jesus dies and comes back to life. (John 16–21)

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’s interesting symbolism to Jesus carrying his own cross outside the city. In Genesis 22, Isaac carried the wood that Abraham would use to sacrifice Isaac...until God provided the ram as a sacrifice. And Leviticus 16 commands the priests to take the sin offering outside the camp or city. Jesus—the Lamb of God—became *our* sin offering!
- ✧ Roman soldiers usually crucified only non-citizens, lower-class citizens, or those accused of high treason or desertion (in wartime). The accused died a shameful, disgraceful, and agonizing death.
- ✧ Continuing the shame and disgrace of crucifixion, soldiers usually tossed the body of the crucified person into a pit. And Jesus, being penniless, didn’t have the money to pay for a formal burial. Yet Joseph of Arimathea and Nicodemus—both members of the Sanhedrin—stepped in. They took Jesus’ body and prepared it for burial themselves.
- ✧ Scholars estimate that a typical stone that was rolled over the opening of a tomb cave weighed anywhere from 1 to 3 tons!
- ✧ Although we usually think of angels with halos and wings, most times angels appear in the Bible, people describe them as looking like men. When Mary saw two angels near the tomb, she didn’t even realize they were angels!

Why It Matters...

On the surface, it may seem odd that we call Good Friday “good.” Yet without Jesus’ death, there would be no payment for sin. And there wouldn’t have been the triumphant, joyful resurrection!

Kids—and adults—find it hard to imagine *anything* good in the midst of sad times. What good can come from a loved one dying? How can a child find any good in a bully? And what’s so good about being left out or alone? God never promises that this life will be pain-free. But he *does* promise to be near when we’re hurting. What a beautiful gift! And, more important, God gave the gift of hope and joy to come. Use today’s experiences to help kids explore the eternal gift of life God gave us through Jesus.

Supplies

- Buckaroo Bell*
- copies of the “Say It With Feeling Cards” handout (1 per Crew)
- scissors
- Moo-sic & More CD or download* and media player

*available from Group Publishing or your Group VBS supplier



FIELD TEST FINDING

This game brought out lots of laughter! What better way to wrap up Yee-Haw VBS?

Low Energy

OPTION 1: Silly Sayings

Before Crews arrive, make copies of the “Say It With Feeling Cards” handout on page 16, and cut apart the cards along the dotted lines. Then make a stack of the cards, all facedown, for each Crew.

Welcome Crews back to Saddle-Up Sports.

Say: **We’ve been talking a lot about how GOD GIVES GOOD GIFTS (Yee-haw!), and an awesome gift he’s given us is the laughter and joy we get through play—like in the games we play here at Saddle-Up Sports! God loves to see you smile, hear you laugh, and watch you be joyful. So enjoy this fun game!**

1. Give an example of what the game will be like by asking everyone to guess what feeling you’re speaking in as you say, “Yay, I really want to go to the park.” Have fun with it to set the tone for the game, and say the sentence in a goofy, dramatic way that sounds like you’re very tired. Then allow everyone to guess the feeling.
2. Give each Crew Leader a deck of cards you prepared earlier.
3. Have each Crew sit in a close circle where the Crew Leader can place the cards facedown in the center of the circle.
4. The Thank You-er in each Crew can be the first to draw a card from the deck and say the phrase on the card in a way that shows the feeling that’s printed in bold letters at the top of the card, such as saying a phrase happily. *Players should not read aloud the feeling that’s printed in bold—that’s what everyone will be trying to guess.*
5. If there are young kids who struggle to read, their Crew Leaders can help them with their cards and then the Crew Leaders won’t guess with everyone else.
6. It may also help to have the person reading the card stand in front of his or her Crew so everyone can hear and see the person’s facial expressions.
7. The rest of the Crew will try to guess the feeling. The person reading the card can say the phrase aloud a few times if needed to help everyone guess.
8. The Crew can then move around the circle to the right, allowing each person to draw a card and say a phrase until all the cards have been read.



9. Crews can celebrate when someone guesses the correct feeling. The phrases will sound silly being said with the assigned feeling, so there should be giggles and smiles while everyone plays!

OPTION 2: Stampede!

Before Crews arrive, set up the chairs in a circle with only a few inches between chairs. Adjust the number as needed from rotation to rotation.

Welcome kids back to Saddle-Up Sports if you haven't already.

Say: **This game might look like one where you'll be doing a lot of sitting** (point to the chairs), **but guess again!** Have everyone sit in a chair, and adjust the number of chairs as needed for the rotation so everyone has a seat—at first.

1. Starting with any person in the circle, go around and touch the shoulder of each person as you go through the following sequence of animals to assign each person to an animal group. Make it clear that everyone needs to remember his or her animal.

- Bison
- Antelope
- Horse
- Pig
- Cow

2. After everyone is assigned an animal, invite a willing Thank You-er to be the first person to stand in the center of the circle of chairs. Remove his or her chair from the circle.
3. The person in the center will call out the name of any of the five animals you've assigned, followed by "stampede" (for example, "Bison stampede!").
4. Anyone who is in the animal group that's called will have to stand up and quickly exchange seats with someone across the circle. In the transition, the person in the center will try to steal a chair.
5. Whoever is left without a chair after the transition is the new person in the center to call out another animal group.
6. Play as many rounds as time allows, and sound the Buckaroo Bell to signal the end of the game.

After your final round, have kids gather and sit with their Crews. Give each Crew Leader a copy of the "Wrap-Up Questions: Stampede!" to lead a quick closing discussion.

Supplies

- Buckaroo Bell*
- chairs (1 per person per rotation)
- photocopies of the "Wrap-Up Questions: Stampede!" (1 per Crew)

*available from Group Publishing or your Group VBS supplier



Wrap-Up Questions: Stampede!

Ask:

- ❓ What about the game was fun and exciting?
- ❓ What was confusing?
- ❓ What's a confusing or wild time you've had in your life?

Say: Sometimes confusing, wild times happen in our lives, but God can use even those times for good. **GOD GIVES GOOD GIFTS** (Yee-haw!) through good times *and* hard times. In Bible Adventures and in Moo-sic & More, we'll get to look at how God worked through a very hard time to give us the most important gift ever.

Permission to photocopy this resource from Group's Yee-Haw VBS granted for local church use. Copyright © 2019, 2025 Group Publishing, Inc., Loveland, CO. group.com/vbs

Supplies

- Buckaroo Bell*
- child-size plastic wading pool
- 3-ounce cups (1 per child per rotation)
- small buckets (1 per Crew Leader per rotation)
- 2 large buckets
- Moo-sic & More CD or download* and media player

*available from Group Publishing or your Group VBS supplier

OPTION 3: Water You Focused On?

Before Crews arrive, place the wading pool in the center of your play area and fill it with water. Then place the two large buckets about 15 feet away from the pool on opposite sides. Put the small buckets in a stack next to one of the large buckets and the 3-ounce cups in stacks next to the other large bucket.

Welcome Crews back to Saddle-Up Sports if you haven't already.

Say: **For this splashy challenge, it's going to be kids versus Crew Leaders moving water for your horses! Who do you think will win? Pause and let everyone respond. The Crew Leaders are pretty outnumbered, but we'll see what happens!**

1. Have the kids gather near the bucket with the 3-ounce cups, and have each child take a cup.
2. Have the Crew Leaders gather near the bucket with the stack of small buckets, and have each Crew Leader take a small bucket.
3. When you sound the Buckaroo Bell, each team will try to be the first to fill its large bucket with water from the pool using the water-moving tools they've been given.
4. The first team to fill its large bucket wins!
5. If time allows, you can play a second round and move the Crew Leaders' bucket farther away from the pool and the kids' bucket closer.

Play the Moo-sic & More CD in the background while everyone plays. When a team wins the challenge, turn off the music and have kids and Crew Leaders return the water-moving tools to where they found them. Have your games assistants pour the water from the buckets back into the pool to reset the game for the next rotation. Then have everyone gather around you for a quick wrap-up.

Ask:

❓ **Which team do you think had the better chance to win, and why?**

Say: **Both teams had advantages and disadvantages—one had more people, while the other had bigger water movers—but you were both given things to help you move the water. When we compare the gifts God’s placed in our lives to gifts God’s given to others, we can sometimes put our focus on what we don’t have instead of what we do have. Ask:**

❓ **What are good things you do have?** Share a few examples of your own such as a best friend, a loving family, a loyal pet, and a God who loves you.

Sometimes all it takes is a change of focus to see just how many gifts God has given you. Keep watch in your life for the ways **GOD GIVES GOOD GIFTS. (Yee-haw!)**



Say It With Feeling Cards



Excited

There's a bug in my soup!



Angry

I like bananas.



Grumpy

I'm going to Disney World.



Unsure

I love my dog.



Amused (laughing)

Someone stole my phone!



Proud

I fell down the stairs.



Pleased

My 2-year-old sister shaved my head.

Sad

My family won a free vacation.

Joyful/Happy

I stubbed my toe SO hard!

Bored

I just watched the best movie.

Confused

I'm the best singer in the world.

Shy

Head, shoulders, knees, and toes.

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.

Day 1



**Get Along,
Little Dogies**



Give and Give



River Crossing

Day 2



Silly Sayings



Stampede!



**Water You
Focused On?**

Questions?



group.com/YeeHaw



Visit your Group VBS supplier



800.447.1070

Follow Group VBS on:



ISBN 978-1-4707-7804-0



9 781470 778040

VBS PROGRAMMING
Printed in the U.S.A.

group.com/vbs

Group