

DAY  
**ONE**

POWER UP VBS

PRESCHOOL  
**3-5s**

LARGE GROUP

# POWER UP

## RAISE YOUR GAME

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## BIBLE STORY

### God knows everything.

Abraham  
Genesis 1;  
Genesis 12:1-4;  
Genesis 15:1-7;  
Jeremiah 29:11;  
Romans 1:20

Gather children for a **Large Group** time that includes interactive worship, the introductory sketch, and the Bible story. The Stage Script is written for those who gather their preschoolers together from multiple rooms and have a larger space on which to present the Bible story.

*Engage kids' hearts through a dynamic and interactive Bible story, worship, and prayer experience in a Large Group setting.*

## MEMORY VERSE

**"God's power has given us everything we need to lead a godly life."**

2 Peter 1:3a, NIV

## WORSHIP

A Worship Leader and live instruments are recommended to sing along with the music tracks. Encourage children to be active during worship by incorporating the appropriate hand motions.

**WHAT YOU NEED:** Paperclip "Memory Verse Card" in your Bible at 2 Peter 1:3a. You will need a CD player and worship songs "Power Up," "Ever and Ever," and "Promises," which are included in your preschool files. Also included in your files are dance moves videos of these songs.

## BOTTOM LINE

**God's power gives me everything I need.**

**WORSHIP LEADER:** "Hello, friends! It's so great to see you today. I am SO EXCITED about this week! We are going to Power Up! All week long we're going to be learning about our amazing God and learn to say, **'God's power gives me everything I need.'** When I ask you this very important question, **'Whose power gives you everything you need?'** you say, **'God's power gives me everything I need.'** Let's try it. **Whose power gives you everything you need?"**

**CHILDREN AND WORSHIP LEADER:** **"God's power gives me everything I need."**

**WORSHIP LEADER:** "Way to go! Now I have a couple of songs to teach you. Here we go!

*Lead children in singing "Power Up" and "Ever and Ever."*

"You are such amazing singers! We are going to have an awesome time this week singing together. Tell me: **Whose power gives you everything you need?"**

**CHILDREN AND WORSHIP LEADER:** **"God's power gives me everything I need."**

**WORSHIP LEADER:** "That's right! **God's power gives me everything I need.** Our memory verse tells us just that. Right here in the Bible it says: God's (*point both hands up*) power (*muscle arms*) has given us (*thumbs to chest*) everything we need (*spread arms wide to sides*) to lead a godly life (*march in place swinging arms*), 2 Peter 1:3a. (*Open hands like a book.*) Let's try that together."



**CHILDREN AND WORSHIP LEADER:** “God’s (point both hands up) power (muscle arms) has given us (thumbs to chest) everything we need (spread arms wide to sides) to lead a godly life (march in place swinging arms), 2 Peter 1:3a.” (Open hands like a book.) (Repeat several times.)

**WORSHIP LEADER:** “Great job, everyone! God loves us so much. He’s awesome. He’s amazing. He’s powerful. And He keeps His promises. Let’s sing a song about that!

*Lead children in singing “Promises.”*

“Great job, everyone! You are awesome! Remind me: **Whose power gives you everything you need?”**

**CHILDREN AND WORSHIP LEADER:** **“God’s power gives me everything I need.”**

## STORY

Choose an adult or teenager who relates well to preschoolers to tell the Introductory Sketch. If possible, use the same person for the entire week.

Choose an engaging adult to tell the Bible story. This person should be able to command the attention of preschoolers and control the group through animated storytelling. These scripts are written to be “told” and not “read.” Advanced preparation is necessary.

First Look offers daily introductory sketch and Bible story videos. Videos are available in the POWER UP preschool files.

Suggestion for Stage Design: The VBS stage will be used for the Host as well as the Storyteller. The stage design for the Host will be more of your generic “clubhouse” theme that you would use every Sunday. The stage design for the Storyteller will be a bright, colorful toy store that has shelves filled with fun toys as well as a counter with a cash register. We recommend dividing your stage into two sections—a smaller section for your clubhouse and Host and a larger section for your toy store and Storyteller. Decorate each section accordingly. The Host can enter on the side of the clubhouse and the Storyteller can enter on the side of the toy store. Use lighting to highlight each section as it is being used.

## INTRODUCTORY SKETCH

**WHAT YOU NEED:** A pretend electronic preschool learning game that is in some sort of packaging that includes a sheet of directions; a wrapped gift box with removable lid OR a gift bag; a gift tag; and an iPad®

*NOTE: We suggest a pretend electronic preschool learning game so your extra smart preschoolers—who know how ALL the real games work—won’t point out during your Host script that the game you’re talking about does or does not do what you’re saying it does or does not do.*

*Before This Segment:* Place the electronic game and instructions inside the packaging. Place that package inside the wrapped gift box or the gift bag. Attach the gift tag to it. Set it somewhere in the clubhouse.

*Host enters the clubhouse side of the stage carrying an iPad.*



**HOST:** "Hi, friends! I'm [Host's name], and this is Power Up! Isn't it awesome?"

*Notice the gift box.*

"What is this?"

*Pick up the gift box that has the pretend electronic preschool game in it, and read the gift tag.*

"It says it's from my aunt [name]. She must have dropped it off.

*Open the gift.*

"Oh, wow! Oh, wow! Oh, wow! I can't believe it! Aunt [name] is the best! THIS is the coolest game ever! I am so excited! I have been seeing commercials for this game on TV every day. My aunt works at this awesome toy store, and she bought me one!

*Hold it up like it is the best thing ever.*

"It's SO COOL. I can't wait to play it.

*Open the package and throw the packaging and instruction sheet off to the side.*

"Here it is! Here it is! This game is going to teach me EVERYTHING!"

*Pretend to look at animal pictures on the game.*

*Option: If you have a large screen available in your storytelling area, you can put the animals up on your screen as Host mentions them.*

"Whoa. This is a rhinoceros. My game says the rhinoceros lives in Africa. Did you know that? (Pause.) I did not know that. But now I do! Wow! My new game is already teaching me stuff!"

*Push a button on the game.*

"And if I push this button, my game can teach me different languages too. Hey, I can learn to speak French. I can learn words like (French accent) 'bonjour.' In France they say, 'Bonjour,' to say hello. Can you say, 'Bonjour,' to a friend? Try it. Look at a friend and say, 'Bonjour!'"

*Look at different children while speaking.*

"Bonjour. Bonjour. Bonjour. Bonjour.

"Since my game can teach me any language, let's try saying hello in Spanish. (Spanish accent) Hola! In Spanish-speaking countries they use the word 'hola' to say hello. Can you say, 'Hola,' to a friend? Try it. Look at a friend and say, 'Hola!'"



*Look at different children while speaking.*

"Hola. Hola. Hola. Hola.

"This game is AWESOME! It's the best ever! It knows EVERYTHING!

*Start to exit while looking at the game.*

"I have so much to learn about this game.

*Look at the children.*

"I'll see you later. When I come back I'll tell you about all the stuff that I've learned. Bye!"

*Wave at the children while exiting. Leave the packaging and instructions on the floor.*

## **BIBLE STORY**

**WHAT YOU NEED:** Bible; Little People® World of Animals See 'n Say® toy; Alphabet Bingo game; The Learning Journey: Learn with Me, Color Fun Fish Bowl game; globe beach ball; Sweet Li'l Family Set of 9 Action Figure Set; Fisher-Price® toy house; Fisher-Price Little People® figures; green LEGO® baseplate with a big tree and smaller greenery; and star mobile

*Storyteller enters the toy store side of the stage carrying a Bible.*

**STORYTELLER:** "Sounds like [Host's name] got a pretty cool new game. And it may know a lot of things, but there's only ONE person who knows EVERYTHING.

*Lay the Bible on the counter next to the cash register.*

"Hi! My name is [Storyteller's name]! Welcome to the Wonder Toy Store. Do you like games? (Pause to listen.) Me too! We have so many games here at the Wonder Toy Store. There are games that teach us animal sounds.

*Go to the toy shelf and pick up a See 'n Say toy for the children to see. Use the toy to make a cow sound.*

"What animal makes that sound? (Pause to listen.) Cow! Yes, that was a cow sound!

*Put the toy back on the shelf and pick up the Alphabet Bingo game for the children to see.*

"We also have games that teach us the letters in the alphabet. This game is so fun! Have you ever played ABC Bingo? (Pause to listen.) Fun, right? Oh, and we also have games that teach us . . .

*Put the game back on the shelf and pick up The Learning Journey: Learn with Me, Color Fun Fish Bowl game for the children to see.*

". . . COLORS!

*Pull an orange fish out of the game and hold it up.*

“What color is this? (Pause to listen.) Orange! You’re right!

*Put the game back on the shelf.*

“We have games that teach us to know everything!

*Short pause like you’re thinking.*

“Well, not everything. There’s only ONE person who knows everything, and I have just the story that will tell you all about that ONE person who knows everything.

*Walk over to the counter where you laid the Bible.*

“Okay, so we might think games know a lot, but let me tell you, God is the only one who knows everything! He is the one person who really, truly knows everything.

*Grab a globe beach ball from the toy shelf for the children to see.*

“God is SO powerful He made the whole world. He made you. He made me. He made birds and trees and volcanoes and oceans. God made EVERYTHING!

*Throw the globe ball in the air and catch it a few times. Then put it back on the shelf.*

“And God KNOWS everything. I mean, you would have to know everything to be able to make everything, right? (Pause.) Right!

*Open the Bible and hold it up.*

“There’s a story in the Bible where God talks to man named Abraham.

*Lay the Bible back on the counter and leave it open. Pick up the grandpa action figure.*

“Abraham had a great life.

*Pick up the Fisher Price toy house from the toy shelf and place it on the counter near the Bible. Hold the grandpa action figure—Abraham—so that he is standing by the house.*

“Abraham had a nice house and a wife named Sarah.

*Hold the grandma action figure—Sarah—with your other hand so that it stands by Abraham.*

“And he had a lot of friends.



*Lay Abraham and Sarah down. Go to the toy shelf and pick up several Fisher-Price Little People figures. Go back and stand the Little People figures all around the house. Pick Abraham and Sarah back up so they are standing again.*

"But one day, God told Abraham to move. Everyone say, 'WHAAAAT?'"

*Pause for response.*

"Yeah, moving is a big deal! But God had a plan. Abraham could trust God's plan because God knew everything about him. And God knew everything Abraham needed. So Abraham said, 'Okay, God. I'll do whatever you say.'"

*Place the toy house and Little People figures back on the toy shelf so that all you have left are Abraham and Sarah.)*

"Abraham and Sarah packed up everything, said good-bye to their friends, and off they went.

"Now, God knew Abraham needed land for his new home, so . . .

*Get the green LEGO baseplate with the big tree and smaller greenery from the toy shelf and bring it over to the counter. Lay the baseplate down first and then add the big tree and smaller greenery.*

". . . God gave Abraham the most beautiful place to live. Then God told Abraham to look up at the stars.

*Walk over to the toy shelf and pick up the star mobile and hold it in the air.*

"While Abraham was looking at the stars, God told him that one day his family would be SO big that they would be like all the stars in the sky!"

"You see, God knew Abraham needed a family. Abraham and Sarah didn't have any children yet, but God had a plan. Do you think God's plan happened? Do you think Abraham and Sarah had a family that was SO big that they were like the stars in the sky?"

*Pause and look at the star mobile.*

"Of course it did! God knew what Abraham needed, and He gave it to him. Abraham and Sarah had to wait a long time, but one day Abraham and Sarah had a baby boy.

*Place the star mobile back on the toy shelf and pick up the baby action figure. Walk the baby over to Abraham and Sarah and make them all stand together.*

"And Abraham's big family began.

*Lay all the action figures down by the house. Pick up the Bible and hold it open.*

"Because God knew everything that Abraham needed, He had the best plan for Abraham. And can you guess who else God has the best plan for? (Pause.) You! Look at the friend next to you and say, 'God has a plan for you!'"



*Pause for children to respond.*

"Look at another friend and say, 'God has a plan for you!'

*Pause for children to respond.*

"God is SO powerful He made everything, which means God knows everything! Who made everything?"

**CHILDREN AND STORYTELLER:** "God made everything!"

**STORYTELLER:** "And who knows everything?"

**CHILDREN AND STORYTELLER:** "God knows everything!"

**STORYTELLER:** "Good job! This is HUGE because since God has the power to make everything and God has the power to know everything, we can trust that God's power will give us what we need, just like His power did for Abraham.

"So when I ask you this week, '**Whose power gives you everything you need?**' I want you to say, '**God's power gives me everything I need.**' Got it? Let's give it a try. Ready? **Whose power gives you everything you need?**"

**CHILDREN AND STORYTELLER:** "**God's power gives me everything I need.**"

**STORYTELLER:** "Again! **Whose power gives you everything you need?**"

**CHILDREN AND STORYTELLER:** "**God's power gives me everything I need.**"

*Close the Bible.*

**STORYTELLER:** "Will you close your eyes with me and pray?"

## **PRAYER**

**STORYTELLER:** "Dear God, thank You for giving us the Bible so we can know You better. Thank You for making each person in this room and for helping them be here today. We believe that You made everything and that You know everything and that means You know what is best for each one of us. Help us to trust Your plan, just like Abraham did, and remember that You have the power to give us everything we need. We love You, God. In Jesus' name, amen.

"I'll be back tomorrow. I hope you will come back too! Bye!"

*Exit from the toy store side of the stage with the Bible while waving at the children.*



**POWER UP**

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POWER UP VBS

PRESCHOOL

**3-5s**

LARGE GROUP

## **OUTRO SKETCH**

**WHAT YOU NEED:** The electronic game from the Intro Sketch

*Host enters the clubhouse side of the stage holding the game.*

**HOST:** "Wow! That was an awesome Bible story! God really is the only one who knows everything, and His power gives me everything I need. I think I got the story. Did you get it? If you did, say, 'Got it,' and give me two thumbs up.

*Give two thumbs up to the children as you look around.*

"Good! I'm going to go play my new game some more now. It doesn't know EVERYTHING like God, but it's still going to be fun. See you tomorrow! Bye!"

*Exit with the game while waving at the children.*

*(NOTE: You will use the wrapping, packaging, and instructions again on Day Two, so leave them on the stage or store them backstage to replace on Day Two.)*