



BASE CAMP
PROGRAMMING



THROUGHOUT KINGDOM SAFARI, WE ARE PRAYING AND TRUSTING GOD FOR MULTIPLE VICTORIES:

- Ultimately, we pray that children will respond to the message of the Gospel by asking Jesus to forgive their sin and live in them as their forever friend.
- Understand and apply the Bible stories to gain a wider view of the world and their calling in it.
- Discover how they can help others near and far in a variety of ways through hands-on crafts and projects.
- Comprehend that God desires for them to be a part of something much bigger than themselves—where they receive AND GIVE help with an opportunity to connect directly with the mission of Forgotten Voices through this VBS.
- Use the “Love H.E.L.P.S. Others” slogan to remember the Big Idea from each day.

KINGDOM SAFARI

BASE CAMP OPENING AND CLOSING SKITS OVERVIEW

FORMAT

“What Would You Do?” (WWYD) TV Game Show

DESCRIPTION AND NOTES

Each day during the *Base Camp* opening time, the game show host presents the animal contestants (actors) with a scenario featuring a “problem of the day.” Then the animal contestants are prompted to ask questions in order to help them formulate their answers. Before the contestants reveal their final answers, the VBS participants are dismissed to their rotations. When everyone returns to *Base Camp* at the closing of each day, the game show concludes with the contestants’ answers. During this time the game show host can involve the VBS participants by asking for their answers before revealing each contestant’s answers. Before the host reveals the winner each day, the host can also ask the VBS participants what they think of the contestants’ answers.

The game show host is the relational key to making the connection between the VBS participants and the actors, as well as making the connection between the skit storyline and the VBS Bible lessons.

Remmy the Lemur appears in the skit on Day 3. This animal character was created to increase interaction with the VBS participants throughout the program. He could move throughout the various program segments surprising and interacting with the kids starting on Day 3.

SETUP

Create a typical TV game show type atmosphere including:

- A seat or stand for each contestant.
- Buzzer buttons on each station/stand.
- WWYD signs on the front of the stations/stands (or on a sign hanging above.)
- Game show type music and sound effects
- Flashing lights (flashlights or blinking Christmas lights/rope lights will even work)

CHARACTERS

Game Show Host/Leader (Male or female adult or teen in safari outfit)

Max the Lion – Cautious and Squeamish

Bubbles the Giraffe – Bubbly, Outgoing, Actor

George the Elephant – Slow & Thoughtful, Has a cold

Remmy the Lemur (Adult or teen in costume – gray sweatpants & shirt, long striped tail, painted face/mask)

RESOURCES

There are several suggestions online for homemade animal costumes and masks for your actors and actresses. Feel free to be as simple or as elaborate as you desire.

Remember HELPS

Chorus:

D G A D
H - E - L - P - S

D G A D A
H - E - L - P - S

D G A D GA
God wants us to lend a hand.

D G A D G A
God wants us to be a good friend.

G A G A
Heal each other's hurts, encourage them too.

G A D G A
Pray and sacrifice, it's what we should do.

A D A
Remember HELPS

Verse 1:

A D G A D G A
You're walking down the street. You see someone in need.

D G A D G A D A
What do you do? I'll give you a clue, remember HELPS (Chorus)

Verse 2:

A D G A D G A
Your friend is feeling down. He's feeling really blue.

D G A D G A
Encourage him. It's what you should do.

A D A
Remember HELPS (Chorus)

Remember HELPS

Words & Music by Toni Turoff

Upbeat

6 8

D G A D A

H - E - L - P - S

6

D G A D G A D G

God wants us to lend a hand. God wants us

11

A D G A G A

to be a good friend. Heal each o-thers hurts, en-

16

G A G A D G

cou - rage them too. Pray and sac - ri-fice, it's what we should do.

21

A D A 3rd Time To Coda D G

Re-mem-ber helps. You're walk - ing down the street.
Your friend is feel - ing down.

25

A D G A D G

You see some - one in need. What do you do?
He's feel - ing real - ly blue. En cou - rage him.

29

A D G A D A

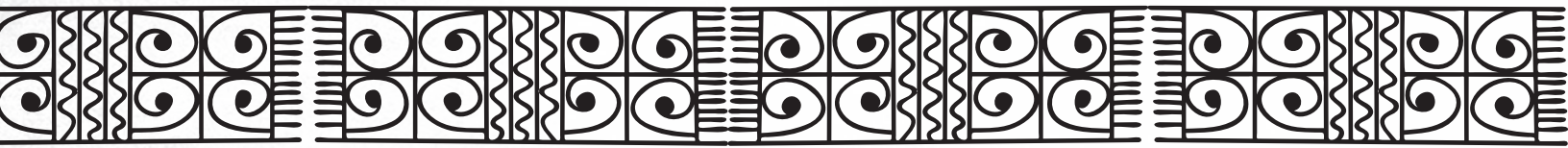
I'll give you a clue: - re-mem-ber helps.
It's what you should do. Re-mem-ber helps!

34

D G A D Play 3 times

H (clap) E L P S

1. normal voice 2. whisper! 3. SHOUT!



DAY 1

Love Heals Other's Hurts

OPENING

Welcome the children to Kingdom Safari!

Open in prayer and lead the kids in singing. Some suggested song resources include:

- Every day, we suggest using the Kingdom Safari Theme Song - "Remember HELPS" by Toni Turoff (2016)
- We suggest using the song "Love Your Neighbor"
By Veggie Tales from the album *Top 25 Sunday School Songs*
Label: 2009 Big Idea Entertainment, LLC. VEGGIETALES
- Other Song Suggestions:
Phil Joel, *Deliberate Kids* (the entire album is great, but the following songs pertain to the program themes):
Powerful, The Love Song, I Can Pray

Introduce/Review the BIG IDEA theme each day. For day 1 ("Love Heals Other's Hurts"):

Leader: Each day at Kingdom Safari, we'll explore different Bible stories to learn how LOVE HELPS OTHERS. Each day, we'll focus on a different letter in "HELPS" to help you remember what we are learning so you can live it out! So TODAY, our "H" in "HELPS" stands for Heal Other's Hurts. Today, we'll be exploring the Bible story of the Good Samaritan to learn how Love Heals Other's Hurts!

Introduce/Perform the opening skit that introduces the Bible Lesson & Big Idea each day.

Leader: We've got some friends we'd like you to meet over this next week who will help us learn how Love HELPS others. Who's ready to meet George, Max, and Bubbles?!

*****INSERT Day 1 Opening Skit HERE*****

Make any necessary announcements/rules for safety and dismiss tour groups to their next activity.

****Remember to collect your offering before children leave so you can count and share the total with them at Base Camp Closing****

CLOSING

Lead kids in singing as they enter back to the Base Camp.

Welcome children back to the Base Camp for closing!

Leader: Welcome back to Base Camp. We hope you had a great first day on our Kingdom Safari where we are learning that LOVE HELPS OTHERS! (Hold up the letter "H") Today, in our "help acrostic," we learned that the H stands for... (Give children an opportunity to respond with "Heals Other's Hurts" and then lead them in repeating that together.) Through the story of the Good Samaritan, we learned that Love Heals Other's Hurts.

Perform the closing skit that wraps up the problem from today and reviews the Bible lesson, Big Idea, and connects children to the mission of Forgotten Voices.

Leader: Are you ready to check back in with George, Max, and Bubbles to see who won today's episode of "What Would You Do?"

*****INSERT Day 1 Closing Skit HERE*****

Following the skit, move right into expanding on the mission of Forgotten voices, using the transition our characters set up in the closing skit. Connect the day's Bible story and big idea with the mission offering for Forgotten Voices. Share how the money raised is helping to heal the hurts of children orphaned in Africa and use the take-home page as a tangible example.

Leader: Today at Kingdom Safari, through the story of the Good Samaritan, we learned that Love Heals Other's Hurts, and just like Max mentioned, Forgotten Voices is all about healing the hurts of orphaned children in Africa. Do you know that we have an opportunity to do that this week too? All of our offering will be sent directly to support Forgotten Voices in their mission to meet the physical and spiritual needs of orphaned children. Let's listen to the story of one of the children who has been directly impacted by the work of Forgotten Voices.

Senzi (Day 1)

For over ten years Forgotten Voices has helped orphans and widows in Africa where many parents have died from AIDS-related diseases. This week we want to tell you about one girl that Forgotten Voices has helped over the past five years. Her name is Senzi.

When Senzi was young, her family lived in a rural village in Zimbabwe. Her parents were so poor that they could not buy food or clothes for Senzi. They sent her to live with her grandparents in the city. Her grandparents were ill and had eleven other children to care for. Senzi's parents did not want her to live so far away, but they knew she would have a better chance to have the things she needed and maybe even get to go to school if she lived with her grandparents.

Tomorrow we will hear what happened to Senzi in the city.

Announce today's offering and track on the goal chart (downloadable file).

Make any necessary announcements, close in prayer and dismiss everyone.

DAY 1 SKIT

Love Heals Other's Hurts

Props: An envelope containing the scenario for the game show host to read; a backpack containing a first-aid kit, hammer, pillow, band-aid, chocolate ice cream container and tissues.

BASE CAMP DAY 1 OPENING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - *(In a dramatic voice.)* Boys and girls--life throws many problems at us, like; "How do you survive in this jungle of a world?" "Should you feed little sisters and wild animals by hand?" and "Should you listen to your parents?" To answer all these questions AND MORE we *(pause)* welcome you to **WHAT WOULD YOU DO?** *(Play theme music and flash lights as the contestants enter to their stations.)*

Leader - Let's meet our contestants. Please welcome MAX the Lion.

Max - I'm Max from Malawi. I'm a vegetarian, meaning I ONLY eat vegetables, who likes collecting rocks and reading books.

Leader - Fabulous Max, I love reading books too. Next we have Bubbles the giraffe.

Bubbles - I'm Bubbles from Zambia. I like to pretend to be other animals, and I also like acting—and I also dream of playing professional basketball.

Leader - What animals do you pretend to be, Bubbles?

Bubbles - I do a great elephant *(attempts to imitate an elephant)*.

George - Uh, Bubbles, that is nothing like an elephant. I should know.

Leader - And finally, welcome GEORGE the Elephant.

George - I'm George from Zimbabwe. *(Sneezes)* Ah, ah, ah chooooo!

Leader - Bless you. *(Holds a tissue near George's trunk.)*

George - Thanks. I have a terrible cold. *(He blows his trunk as the host holds the tissue.)* I teach swimming lessons, and I'm hooked on cartoons, video games, and CANDY.

Leader - It's hard to eat just one Twizzler.

George - You're telling me.

Leader - Well, it's great to have you all here. *(To audience)* Let's give our contestants a round of applause. *(Everyone claps.)* Welcome. As you contestants know...each day, we are going to give you a scenario to see "What would you do?" in the midst of a problem. If you answer correctly, then you can win... *(music and lights)* a year's supply... of Chocolate Ice Cream! *(All three contestants react.)*

Bubbles - I looooooove chocolate ice cream!

Max - Ewww, ice cream makes me SICK.

George - Oh Boy!

Leader - Today at Kingdom Safari, our "H" in H.E.L.P.S. stands for "Healing Others Hurts." Let's go over the rules for our gameshow. Once I tell you the scenario and the problem, you can ask a few questions each before you give your final answer.

Here we go. *(Leader opens an envelope with the scenario and reads.)* "Let's say you were riding a bike with your friends and you see a neighborhood kid lying in the grass near the road because she fell off her bike. She is crying and appears to be hurt... WHAT WOULD YOU DO?" *(Play tick tock sound. Max's buzzer sounds)*

Leader - Max?

Max -What if you don't like her?

Leader - Good question Max. *(Bubbles' buzzer sounds.)*

Leader – Bubbles?

Bubbles - What if she doesn't want help?

Leader - Another good question. *(George's buzzer sounds.)*

George - Do we even know her?

Leader - Maybe. *(Max's buzzer sounds.)*

Max - Do you mean hurt like she fell down and cut her leg or something?

Leader - Perhaps.

Max - Because if there's blood I have a really, really, reeeeeaallyyyy hard time with blood. I get woozy.

George - *(To Max)* How do you survive? *(Bubble's buzzer sounds.)*

Bubbles - Or do you mean that her feelings got hurt?

Leader - Could be.

Bubbles - Hurts happen in many different ways. I think I need to use my acting and put myself in the shoes of the hurt person. Then I can try to figure out what I would do. To feel hurt I need to pretend I'm hurt. *(Does a physical gesture with each "hurt")* "I'm hurt" "Ouch" "I'm sad" "That hurts." *(George's buzzer sounds.)*

George - You're not answering our questions. *(He sneezes.)* Hurt is a wide category. Can I buy a vowel?

Leader - Wrong show. Sorry George.

George - My cold medicine is affecting me. I think that I have to know how hurt this person is? Where are they hurt? Should I go get help? ...there's a lot about this that is tricky. Ah, Ah *(almost sneezes)*...that was a false alarm.

Leader - These are all great questions to consider... *(George now sneezes loudly).* God bless you, George. *(Hands George a tissue).*

George - Thanks.

Leader - Well, while Max, Bubbles, and George are thinking about their answers, it's time to send you out to think about the question - **WHAT WOULD YOU DO?** *(music*

and lights) Keep your ears and eyes open to learn how you can heal others hurts, and we'll meet you back here later to see how our contestants would answer the same question - **WHAT WOULD YOU DO?**

(Lights go dim on actors)

BASE CAMP DAY 1 CLOSING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - Welcome back to *(lights and music)* **WHAT WOULD YOU DO?** If you remember, our contestants were trying to figure out what they would do with this scenario. *(Reads from envelope once again)* "Let's say you were riding your bike with your friends and you saw a neighborhood kid laying in the grass because she fell off her bike and got hurt. **WHAT WOULD YOU DO?**"

To recap, Max here is concerned with messy cuts and scrapes; Bubbles is concerned about people's feelings; and George - *(George sneezes)* God Bless you- needed time to think. Before we get to hear their answers let's see what our audience members have to say....*(Leader asks kids their thoughts.)*

Leader - All good answers. Well Max, Bubbles and George...time is up! *(Cue theme music.)* Let's find out **WHAT WOULD YOU DO?** Let's start with Max.

Max - All right. I came prepared. *(He plops a first aid kit down.)* Band-Aids, surgical gloves, gauze, glue, duct tape, rope, a bungee cord, an energy bar for me, and a blind fold so I don't have to see anything messy. IF I have to help someone out, I have to help myself first.

Leader - Really?

Max - Absolutely. Positively! Once I am okay I can TRY to SEE what I MIGHT be able to do for someone else.

Leader - Is that your final answer?

Max - Absolutely. Positively!

Leader - Let's see what Bubbles' answer is.

Bubbles - I have decided that the answer is...to know what I would do, I first have to actually FEEL the hurt. I am a method actress. *(She pulls up a hammer)* I am going to hit my hoof with this hammer to FEEL what HURT is like.

George - Bubbles, DON'T. *(He sneezes.)* Achooooo!

(Leader holds out another tissue for George.)

George - Thanks.

Leader - I don't think that is such a good... *(Bubbles hits her hoof and yells before the host can finish)* idea.

Bubbles - *(scurries around the stage)* Owwww! Ooohhh! THAT HURTS! I NEED A BANDAGE!

Max - I have medical supplies! I can help you. *(Bubbles gives her hoof to Max)* Your hoof is bleeding. OH NO. I...I don't feel so g... *(He passes out.)*

Leader - Oh, no Max! *(Goes to Max.)* He's out cold.

Bubbles - *(still complaining about her hurt)* Ouch!

Leader - Ah, Let me help you Bubbles. I don't think you need to hurt yourself to be able to help someone out.

(Leader wraps hoof, checks on Max and Bubbles as they continue speaking.)

Leader - All right George, can YOU please tell us what YOU would do if someone got hurt?

George - I would help them. Anyway they needed help. I would get my parents, friends or a policeman to help out. *(To Bubbles.)* Are you okay, Bubbles?

Bubbles - Yes. Thank you, George.

George - Helping others out feels really good. *(George hands a small pillow to the Leader.)*

Leader - You are right George - Being kind is a good thing!

George - *(To Leader)* Could you put that pillow under Max's head?

Leader - Absolutely! *(They lift Max's head and put it on the pillow)*

Max - Pos...i...tive...ly... *(He is still woozy.)*

George - I would help out the person by doing the things I would want them to do for me if I got hurt. I would treat them the way I would want to be treated because they are just like me in God's eyes. I would want them to know that I would never pass them by because God cares for us all.

In fact, where I live in Zimbabwe, Forgotten Voices helps heal other hurts by helping the local churches meet the

needs of hurting kids in the community. Local churches, just like us right here, help meet all sorts of hurts for these children who might otherwise get passed by just like the hurt man in our Bible story today.

Leader - Well George...You gave the right answer! (*Music and lights.*) Helping others out is exactly what we should do.

George - I won? I won! I WON!

Leader - You have won a year's supply of...

George and Leader – (*with a lot of excitement!*) Chocolate Ice Cream!

Bubbles - I love Chocolate Ice Cream.

(*Leader brings out a container of ice cream to show George and the audience.*)

Leader - Now remember kids if anyone you know needs help, make sure you get your parents or friends to help you, help them. And today's winner is George from Zimbabwe! George what are you going to do with your winning prize?

George - Well, I have to buy a freezer first and then I am going to give some to my new friend Bubbles.

Bubbles - You are?

George - Then I am going to eat Chocolate Ice cream for breakfast, lunch and dinner for a whole year!

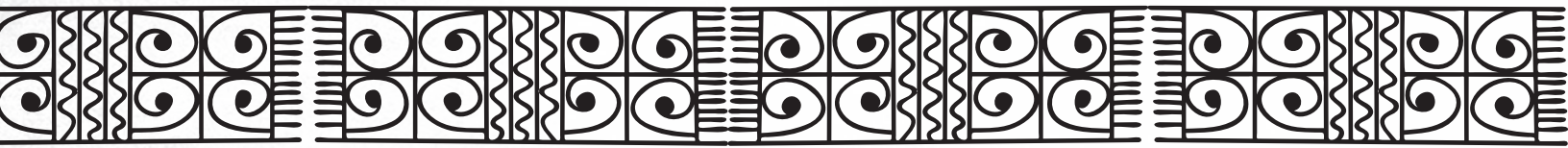
Leader - I think that might be a little too much ice cream. You may get sick. (*To kids*) Do you kids think so? (*Get kids' reactions.*)

George - I LOVE ICE CREAM!

Bubbles - Me too!

Max - (*Waking up.*) Is it over? Did I win?

Leader - Oh, no Max you passed out. (*Leader comforts Max.*) Congratulations George! (*To kids*) and we will see all of you tomorrow on (*lights and music*) **“WHAT WOULD YOU DO?”**



DAY 2

Love Encourages Others

OPENING

Welcome the children to Kingdom Safari for Day 2!

Open in prayer and lead the kids in singing. Some suggested song resources include:

- Every day, we suggest using the Kingdom Safari Theme Song - “Remember HELPS” by Toni Turoff (2016)
- We suggest using the song “His Banner Over Me Is Love”
By: Cedarmont Kids from the album *Action Bible Songs*
Original release date: 1997
Label: Benson
- Other Song Suggestions:
Phil Joel, *Deliberate Kids* (the entire album is great, but the following songs pertain to the program themes):
Powerful, The Love Song, I Can Pray

Introduce/Review the BIG IDEA theme each day. For Day 2 (“Love Encourages Others”):

Leader: Each day at Kingdom Safari, we’ll explore different Bible stories to learn how LOVE HELPS OTHERS. Each day, we’ll focus on a different letter in “HELPS” to help you remember what we are learning so you can live it out! Who remembers what our “H” stands for from yesterday? (Love Heals Other’s Hurts!) TODAY, our E in “HELPS” stands for Encourages Others. Today, we’ll discover how Moses’ friends held up his tired arms to encourage him!

Introduce/Perform the opening skit that introduces the Bible Lesson & Big Idea each day.

Leader: Is anyone excited to see what situation George, Max, and Bubbles will come up against today?!

*****INSERT Day 2 Opening Skit HERE*****

Make any necessary announcements/rules for safety and dismiss tour groups to their next activity.

****Remember to collect your offering before children leave so you can count and share the total with them at Base Camp Closing****

CLOSING

Lead kids in singing as they enter back to the Base Camp.

Welcome children back to the Base Camp for closing!

Leader: Welcome back to Base Camp. We hope you had another good day on our Kingdom Safari where we are learning that LOVE HELPS OTHERS! (Hold up the letter “H”) Yesterday, in our “help acrostic,” we learned that the H stands for... (Give children an opportunity to respond with “Heals Other’s Hurts” and then lead them in repeating that together.) (Hold up the letter “E”) Today, we learned that the E stands for... (Give children an opportunity to respond with “Encourages Others”). Through the story of Moses’ friends lifing up his tired arms, we learned that Love Encourages Others.

Perform the closing skit that wraps up the problem from earlier and reviews the Bible lesson, Big Idea, and connects children to the mission of Forgotten Voices.

Leader: Are you ready to check back in with George, Max, and Bubbles to see who won today's episode of "What Would You Do?"

*****INSERT Day 2 Closing Skit HERE*****

Following the skit, move right into expanding on the mission of Forgotten voices, using the transition our characters set up in the closing skit. Connect the day's Bible story and big idea with the mission offering for Forgotten Voices. Share how the money raised is helping to heal the hurts of children orphaned in Africa and use the take-home page as a tangible example.

Leader: Today at Kingdom Safari, through the story of Moses and his friends, we learned that Love Encourages Others. Do you know that we have an opportunity to encourage others this week? All of our offering will be sent directly to support Forgotten Voices in their mission to meet the physical and spiritual needs of orphaned children. It's like your offerings are a way of lifting tired arms just like Moses' friends did for him so they could win the battle! Let's listen to the story of Senzi who was directly impacted by the work of Forgotten Voices.

Senzi (Day 2)

Yesterday I told you about Senzi, a little girl in Zimbabwe who was sent to the city to live with her grandparents. There were 12 children in the house and her grandparents were both sick. When Senzi was 16, she had a hard life. She tried to take care of her grandparents and the younger children in the family. She got up at 5 in the morning to cook breakfast for everyone. She made sure her grandparents took their medications. Then she gave the little ones a bath, packed them a small lunch, and sent them to school. She cleaned the house and got herself ready for school. She did not take a lunch for herself because there was no extra food for her. She left for school at 7 in the morning.

At 4 in the afternoon she got home from school and started to make supper for the 14 people who lived in the house. Three hours later, at 7 in the evening, she was finished with supper, had washed the dishes and gotten the children to bed. She relaxed for a short time, then started to do her homework. Sometimes she got to bed by 1 AM.

Tomorrow we will find out what happened next to Senzi.

Announce today's offering and track on the goal chart (downloadable file).

Make any necessary announcements, close in prayer and dismiss everyone.

DAY 2

SKIT

Love Encourages Others

Props: An envelope containing the scenario for the game show host to read; car keys; head bandage for George

BASE CAMP DAY 2 OPENING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - *(In a dramatic voice.)* Boys and girls. Life throws many problems at us, like; “How do you survive in this jungle of a world?” “Should you share your food with an Orangutan?” and “Should you try to brush the teeth of an Alligator?” To answer all these questions AND MORE we... *(Pause)* welcome you to **WHAT WOULD YOU DO?**

(Play theme music and flash lights as the contestants enter to their stations.)

Leader - Once again, let’s meet our contestants. *(Applause)* MAX the Lion, a vegetarian who likes to collect rocks; Bubbles the Giraffe, who loves pretending to be other animals and acting, and George the Elephant who teaches swimming and is hooked on cartoons. *(George has a bandage wrapped around his jaw and head.)*

Leader - George what happened?

Max - He ate too much ice cream.

Bubbles - And got a terrible toothache.

George - My teeth are sensitive to cold.

Leader - Maybe you shouldn’t eat so much of the ice cream you won.

George - But it is soooooo good!

Leader - I hope your tooth gets better. *(To kids)* As you know, George here won yesterday’s prize of a year’s supply of Chocolate Ice Cream for answering correctly on our topic of Healing Other’s Hurts. Today’s topic is all about Encouraging Each Other.

Leader - *(To contestants.)* Let’s go over the rules again.

I am going to present a scenario to you. In it there will be a problem that you need to answer. Each of you can ask a few questions before you give your answer. If you answer correctly you can win *(music and lights)* A BRAND NEW SAFARI JEEP!

Max – You mean, just like the ones they use on safari tours in Malawi?! Like with an open top?!

Leader - Just like that.

Bubbles - No roof! YES! My neck won’t be in the way, I can actually drive one of those!

George – OH I’m excited! Ouch! *(He grabs his mouth.)*

Leader - Alright, are we ready for **What Would You Do?**

All - Ready!

Leader - *(Leader opens an envelope and reads.)* “An Ostrich with an inferiority complex wants to learn how to swim. The first time he tries, he sinks... the second time he tries, he swims for 5 feet... the third time he tries, he swims 10 feet. Still, he is discouraged, tired and his feathers are all wet. He turns to you and says “I can’t swim. I’ll never be able to do this! Do you think I should quit?” **WHAT WOULD YOU DO?** *(Play tick tock sound. Bubbles’ buzzer sounds)*

Leader - Bubbles.

Bubbles - What’s an *(sounding out the word)* in-ferio-riety complex?

Leader - When someone thinks they aren’t good enough.

Bubbles - Oh. *(Max’s buzzer sounds)*

Leader - Max.

Max - Did he get water up his beak?

Leader - I don't think so. (*George's buzzer sounds*)

Leader - George

George - Why does he think he isn't good at anything?

Leader - Could be for many reasons, we don't know.

George - He's an Ostrich, he's awesome already. (*Bubbles buzzer sounds*)

Leader - Bubbles.

Bubbles - Does he have any other Ostrich friends who swim?

Leader - Yes. (*George's buzzer sounds*)

Leader - George.

George - Is he good at other things?

Leader - Yes, he's great at running. (*Max's buzzer sounds*)

Leader - Max.

Max - Does he really love to swim?

Leader - Yes. But what do you say to someone who is tired of trying and wants to give up?

Max, Bubbles and George - Hmmmm.

George - Wait a minute - can an ostrich even swim? I mean - they don't fly, so are you sure they can swim? Are they too big? Wouldn't he sink? I need some time to think about all these questions - I don't want to encourage him to do something dangerous.

Leader - Once again, George, you have brought up some thoughtful questions. I DO know that ostriches CAN swim even though it may be more difficult for them.

SO while Max, Bubbles, and George are thinking about their answers, it's time to send you out to think about the question - ***WHAT WOULD YOU DO?*** (*music and lights*)
Keep your ears and eyes open to learn how you can encourage others, and we'll meet you back here later to see how our contestants would answer the same question - ***WHAT WOULD YOU DO?***

BASE CAMP DAY 2 CLOSING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - Welcome back to "WHAT WOULD YOU DO?" Now, last we saw our contestants, they had to think about how to encourage an Ostrich. Here is the problem again - "An Ostrich with an inferiority complex wants to learn how to swim. The first time he tries... he sinks, the second time he tries... he swims for 5 feet, the third time he tries... he swims 10 feet. He is discouraged, tired and his feathers are all wet. He turns to you and says "I can't swim. I'll never be able to do this! Do you think I should quit?" What would you do?

Bubbles - And don't forget the prize.

Leader - Right it's a...

Max - A SAFARI JEEP! ROAR!

George - It's pretty cool.

Leader - Are you all ready to play?

George - I choose door # 3.

Max - What?

Bubbles - Oh, George.

Leader - Wrong game show George.

George - It's the toothache.

Leader - (Leader touches George's head gently.) That's okay. Now time is up and we are ready to hear your answers. Let's start with you George.

George - Well, since I teach swimming and know a lot about water, I think it is important to be realistic about what one can do. An Ostrich is not an animal that usually swims. If God wanted Ostriches to swim he would have given them fins. They don't have fins, they have big feet. So I would say "Yes, you should quit. You are not meant to swim. You will never swim."

Leader - Is that your final answer?

George - Yes it is. Just trying to keep it real.

Leader - Max?

Max - What I would do is give the Ostrich a challenge. I would tell him to get tough and just do it! Stop being such a baby. You're a grown Ostrich. Get over your inferiority complex and get it done! Stop acting like an Ostrich...don't they stick their heads in the ground?

Leader - Sometimes.

Max - Enough of that stuff. Get going and swim. JUST SWIM. Now get out there and GET IT DONE! TOUGHEN UP! BE AN OSTRICH!

Leader - Wow. Is that your final answer?

Max - Yes it is! I can't wait to drive that jeep. ROAR!

Leader - Bubbles.

Bubbles - You said earlier that he was a really good runner.

Leader - That is true.

Bubbles - That's important.

(The following dialogue needs to grow into an argument.)

Max - He wants to swim. Running has nothing to do with it.

Bubbles - But he's good at it and everyone knows.

George - He was made to run.

Bubbles - If he has an inferiority complex then he needs to know what he can do really well.

Max - Inferiority complexes are silly.

George - So is the fear of blood, like you have.

Max - That's different. I don't know why I am afraid.

George - Neither does the Ostrich. He just knows he doesn't think he can do anything.

Max - He needs to believe in himself!

Bubbles - He needs support! He needs someone to lift him up like we learned

Leader - Okay! Okay! Wow, you guys have very strong opinions about this Ostrich. I think we're ready to get to the answers. So Bubbles, your answer is?

Bubbles - If I had an inferiority complex and didn't think I could do most things... If I REALLY wanted to swim and tried my best... If I got to swim up to 10 feet on my third try... Then I would want someone to tell me "Bubbles, you can do it." So I would tell Larry...

Leader - Who's Larry?

Bubbles - The Ostrich. I named him. I would tell Larry "You keep going. Try your best. You'll be able to swim. It's going to take lots of work and it's not going to be easy. If you love to swim and if you work hard, then you will get it. KEEP GOING! YAH LARRY!!" In fact, I'd even jump in to help push him along when he gets tired.

Leader - Is that your final answer?

Bubbles - Yes it is!

Leader - Well, after listening to your answers...the winner is....BUBBLES! *(Music and lights.)*

Bubbles - ME? REALLY?

Max - What?

George - Can I get a ride in the jeep?

Leader - Yes you, Bubbles. The Ostrich, Larry, needs to be encouraged by you. Whether you think he can swim, or should, doesn't matter. What matters is that we lift each other up, encourage each other, and build each other up just like our Bible verse today reminds us. What is really awesome is that through our offering for Forgotten Voices this week, we have an opportunity to encourage and lift up the tired arms of those working hard to care for hurting children in Africa! Remember to take home your banks you made today in the project hut and fill them up with change as you share how this money will encourage children across the world! Also, remember to bring your school supply donations tomorrow so we can also encourage local children as well!

Bubbles - You're right. That's exactly what I would want. To be encouraged.

Leader - *(Hands Bubbles the keys.)* Well, here you go

Bubbles. The Jeep is parked on this side of the building.

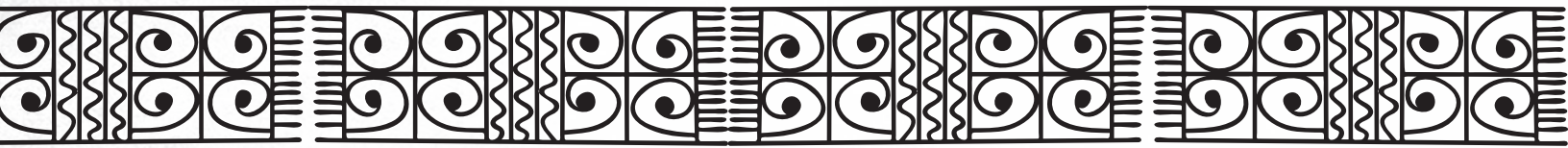
Bubbles - WOW! I have a Jeep. I wonder how I could use my safari jeep to encourage others. *(She exits.)*

George - I'm coming! *(He follows Bubbles.)*

Max - *(to Leader)* Can I ride in the Jeep too?

Leader - You sure can, Max. *(To kids)* Well that is another game of "WHAT WOULD YOU DO". We'll see you tomorrow and remember, encourage each other, build each other up. There may be an Ostrich out there who needs to hear that. See you next time and God Bless.

(Music starts as sound of Jeep engine revs up. Lights go dim as leaders and kids move to next event.)



DAY 3

Love Lends a Hand to Others

OPENING

Welcome the children to Kingdom Safari for Day 3!

Open in prayer and lead the kids in singing. Some suggested song resources include:

- Every day, we suggest using the Kingdom Safari Theme Song - “Remember HELPS” by Toni Turoff (2016)
- We suggest using the song “Be a Friend”
By: The Wonder Kids from the album *Bible Songs to Build Character*
Original release date: October 1, 2011
Label: Wonder Workshop
- Other Song Suggestions:
Phil Joel, *Deliberate Kids* (the entire album is great, but the following songs pertain to the program themes):
Powerful, The Love Song, I Can Pray

Introduce/Review the BIG IDEA theme each day. For Day 3 (“Love Lends a Hand to Others”):

Leader: Each day at Kingdom Safari, we’ll explore different Bible stories to learn how LOVE HELPS OTHERS. Each day, we’ll focus on a different letter in “HELPS” to help you remember what we are learning so you can live it out! Who remembers what our “H” stands for from our very first day? (Love Heals Other’s Hurts!) Then yesterday, our E in “HELPS” stood for... Encourages Others. Today, we are moving on to letter “L” and learning that Love Lends a Hand to others.

Introduce/Perform the opening skit that introduces the Bible Lesson & Big Idea each day.

Leader: Who is ready to tune into today’s episode of “WHAT WOULD YOU DO?!”

*****INSERT Day 3 Opening Skit HERE*****

Make any necessary announcements/rules for safety and dismiss tour groups to their next activity.

****Remember to collect your offering before children leave so you can count and share the total with them at Base Camp Closing****

CLOSING

Lead kids in singing as they enter back to the Base Camp.

Welcome children back to the Base Camp for closing!

Leader: Welcome back to Base Camp. We hope you had another great day on our Kingdom Safari where we are learning that LOVE HELPS OTHERS! (Hold up the letter “H”) On Day 1, in our “help acrostic,” we learned that the H stands for... (Give children an opportunity to respond with “Heals Other’s Hurts” and then lead them in repeating that together.) (Hold up the letter “E”) Yesterday, we learned that the E stands for... (Give children an opportunity

to respond with “Encourages Others”). Through the story of the paralyzed man, today we learned that Love Lends a hand.

Perform the closing skit that wraps up the problem from earlier and reviews the Bible lesson, Big Idea, and connects children to the mission of Forgotten Voices.

Leader: Are you ready to check back in with George, Max, and Bubbles to see who won today’s episode of “What Would You Do?”

*****INSERT Day 3 Closing Skit HERE*****

Following the skit, move right into expanding on the mission of Forgotten voices, using the transition our characters set up in the closing skit. Connect the day’s Bible story and big idea with the mission offering for Forgotten Voices. Share how the money raised is helping to heal the hurts of children orphaned in Africa and use the take-home page as a tangible example.

Leader: Today at Kingdom Safari, through the story of the paralyzed man, we learned that Love Lends a hand. Do you know that we have an opportunity to lend a hand this week both here in our own community and even in Africa? All of our offering will be sent directly to support Forgotten Voices in their mission to meet the physical and spiritual needs of orphaned children, and today, we also collected and filled bags with school supplies to help our local community. Let’s listen to the story of Senzi, one of the children who has been directly impacted by the work of Forgotten Voices.

Senzi (Day 3)

I have been telling you about an African girl named Senzi who was sent to live with her grandparents and 11 other children in the city. She had to work hard to help her grandparents care for all the children.

The church Senzi attended partnered with Forgotten Voices to help orphans in the city. A committee of people from the church saw how hard Senzi was working to help her family. They realized that she was intelligent, caring, and determined to do all she could to help others. The church started to help her. They paid Senzi’s school fees and bought her a uniform and all her school supplies. She started to do really well in school. She no longer had to worry about using the money for school when she needed it to buy food and clothes and pay school fees for the younger children. She continued to cook and clean and care for the children and her grandparents, but now she had a little more money for the things they needed.

We will find out more about Senzi tomorrow.

Announce today’s offering and track on the goal chart ([downloadable file](#)).

Make any necessary announcements, close in prayer and dismiss everyone.

DAY 3

SKIT

Love Lends a Hand to Others

Props: An envelope containing the scenario for the game show host to read; green vine to go around Bubbles' neck; car keys

BASE CAMP DAY 3 OPENING

(n the dimly lit room a light comes up on the face of the game show host. Place greens around Bubble's neck..)

Leader - *(In a dramatic voice)* Boys and Girls. Life throws many problems at us, like; How do you survive in this jungle of a world? Should you run with a pack of Hyenas? Or play tag football with Gorillas? To answer all these questions AND MORE. We *(Pause)* welcome you to **"WHAT WOULD YOU DO?"** *(Music and lights as the contestants enter to their stations.)*

Leader - Let's meet our contestants. *(Applause)* MAX the Lion is a vegetarian who likes to collect rocks and read; Bubbles the Giraffe, an animal impersonator who loves acting, and George the Elephant who teaches swimming lessons and is hooked on cartoons and candy. So Bubbles, you won yesterday's game! *(Bubbles has a vine or branch around her neck.)*

Bubbles - I did and the Jeep is AMAZING! I've got to be careful with low hanging branches.

Leader - One of the hazards of being a Giraffe.

Bubbles - That and sore throats.

Leader - That's a lot of sore throat. Today we are going to talk about Lending a Hand. *(To contestants)* Now remember the rules. I am going to present a scenario to you. In it there will be a problem that you need to answer. Each of you can ask TWO questions before you give your answer. If you answer correctly, you can win *(music and lights)* A SHOPPING SPREE AT _____ *(insert name of local grocery store)*

George - Shopping Spree?!

Max - They have the best vegetables!

Bubbles - And their ceilings are really high!????

Leader - Okay contestants - today's scenario is... *(Leader opens an envelope and reads.)* "A nervous Wildebeest needs to get over a very large mud pit to the other side where his family is waiting for him. Wildebeests can be a bit jumpy and cranky so you have to be careful. How would you help the nervous Wildebeest? What would you do?"

(Tick Tock sound. Bubble's buzzer sounds)

Leader - Bubbles.

Bubbles - Does the Wildebeest have horns?

Leader - Oh, yes. Something to consider, huh?

Bubbles - I think so. *(George's buzzer sounds.)*

Leader - George.

George - Do Wildebeests like candy?

Leader - Only chocolate.

George - Good to know. *(Max's buzzer sounds.)*

Leader - Max.

Max - Why is he nervous?

Leader - Because one time he sank so deep in a mud pit he almost couldn't get out.

Max - He doesn't like the mud.

Leader - No, he doesn't. *(George's buzzer.)*

Leader - George.

George - Can his family wait until the mud dries up?

Leader - That would be a very long time. (*Bubble's buzzer sounds.*)

Bubbles - Does he like Rock and Roll music?

Leader - He might. (*Max's buzzer sounds.*)

Leader - Okay, this is the last question.

Max - Do Lions eat Wildebeests?

George - Lions eat everything.

Bubbles - Yeah, they're like a garbage disposal. They'll eat anything.

Leader - Not all of them. Right Max?

Max - I wouldn't eat a Wildebeest.

George and Bubbles - Of course you wouldn't.

Leader - Your vegetarian diet could be in your favor. Okay, those are all the questions you are allowed for now. Now it's time to think over your response....

(*Remmy the Lemur enters every excitedly with Bubble's Jeep keys.*)

Remmy - BUBBLES! BUBBLES! Here are your keys to the Jeep! WHooooo that Jeep ROCKS! It's covered in mud, sorry, BUT IT WAS WORTH IT.

Bubbles - (*sarcastically*) Thanks Remmy.

Leader - I'm sorry, but we were just about to go to take a break....

Bubbles - This is my friend Remmy, and he was....

Remmy - (*Looks out at the audience and gasps! Realizing he is in the middle of WHAT WOULD YOU DO?*) Is this **WHAT WOULD YOU DO?**

George - Ah, yeah Remmy.

Remmy - ARE YOU SERIOUS?! I LOVE THIS SHOW! (*He turns to the Leader*) And you're THE HOST! I LOVE YOU! YOU'RE LIKE FAMOUS! (*Again to the audience*) And you're THE AUDIENCE! Where's the camera? (*He turns to Max*) You're Max.

Max - (*likes being recognized*) Why yes I am.

Remmy - You haven't won yet!

Max - Thanks for reminding me.

Remmy - And you're George. You ate too much Ice Cream! I saw that on TV. I saw that! I love this show so much, it makes me want to jump!

Leader - Well, while we get to know Remmy a little better and our contestants are thinking about their final answers, let's take a break to send you off on today's safari...

Remmy - AND we will see you when we come back to... (*he gestures with his hands for light and music cue*)

Leader and Remmy - "**WHAT WOULD YOU DO?**" (*Leader looks to Remmy as Remmy jumps up excitedly shouting "Yeah, Yeah!"*)

(*Lights, music, fade out.*)

BASE CAMP DAY 3 CLOSING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - Welcome back to “**WHAT WOULD YOU DO?**”

Now remember – when we last saw our contestants, they had to think about how to lend a helping hand to a nervous Wildebeest. Here is the scenario one more time - “A nervous Wildebeest needs to get over a very large mud pit to the other side. His family is on the other side and waiting for him. Wildebeests can be a bit jumpy and cranky so you have to be careful. How would you help the Wildebeest? What would you do?”

Remmy - Don’t forget about me?!

Leader – Oh right, we have a....visitor.

Max - More like a crasher.

Leader - A visitor to our set. Remmy the Lemur.

George - Don’t you Lemurs like to jump?

Remmy - Yup! *(Singing)* “We like to move it move it. We like to move it, move it!”

Leader - Okay Remmy. Thank you for that entertaining moment.

Bubbles – Remmy, could you please go and wash my Jeep?

Remmy - Oh, but I want to....

Bubbles – Remmy, you can come back when you’re done.

Remmy - *(Grabs the keys.)* OKAY! Be right back! *(He runs off.)*

Leader - Thank you Bubbles.

George - Lemurs are very excitable squirrels.

Remmy - *(off stage)* I heard that.

Leader – Alright, now back to those final answer. Let’s start with you, Bubbles. Your answer is...

Bubbles - Well, a NERVOUS Wildebeest is a walking time bomb, so I would use a tranquilizing dart with a long piece of hollow bamboo. I would walk 50 paces away

from him and blow as much as I can into the bamboo so the dart would hit him in the...backside. I would wait for the tranquilizer to work (about 20 minutes) and then drag the Wildebeest around the large mud pit to his family.

Max - How do you know so much about tranquilizing and darts?

Bubbles - Oh Max, I watch the Discovery Channel.

George - I was on the Discovery Channel once.

(They all look at George)

George - Just as an extra.

Leader - Okay Bubbles. Thank you for that... interesting way to lend a hand. George, how about you?

George - Wildebeests and I have something in common - We are both HUGE fans of Rock and Roll music!

Max – George, YOU like rock and roll?!

George – Whatever. You HAVE to stay current. SO, I would do something COMPLETELY DIFFERENT than what anyone would expect. I wouldn’t bring the nervous Wildebeest to the family...I’d bring the family to him.

Bubbles - Or her.

George - Okay. I would go to the other side of the mud pit and start singing some music like *(George starts to sing the tune of “Rock Around the Clock” with his own lyrics)*

“He’s over there”

“You’re over here”

“The mud pit’s between all of you.”

“We’re gonna Rock around the Mu-ud pit”

“Rock around the dirty pit”

“Rock around the Mud Pit to the other side, do, do, do!”

Max - Ooooooh boy.

George – They, of course, will follow, and I will lead them to the nervous Wildebeest so they can be together.

Leader - Well that is very different.

George - Thank you.

Leader - And finally, you Max.

Max - To lend a hand to a nervous Wildebeest is chancy. It could go very badly. So I would help with the nerves first by telling him "I know I'm a Lion but I'm a vegetarian." Then I would bring out the chocolate.

George - For you or the Wildebeest?

Max - The Wildebeest of course! I would give him the chocolate, and as he eats it, I would drag wooden planks to create a solid pathway over the mud for him to walk on. Once the planks were set up, I would show him how to walk over them to the other side. Then I would walk back to him and reach out with my paw to lead the way.

Leader - What if he ...

Bubbles - Or she.

Leader - ...doesn't take your paw?

Max - I would keep talking to reassure that this can be done, and I would show with my own paws and legs how to walk over the planks. We would do it together.

Leader - That is your final answer?

Max - Absolutely! Positively!

Leader - Well, clearly we all have VERY VERY different ways to lend a hand, but out of these three answers..... MAX, YOU are the winner today! *(Lights and music.)*

Max - I won?! I finally won?!

Leader - Yes. Lending a hand is best demonstrated by helping another accomplish something they couldn't do themselves just like how the friends helped the paralyzed man in the Bible story today. And Max you clearly know how to do that! You know who else is great at this? Forgotten Voices! Through empowering churches in Africa with our offerings, we are helping them to accomplish caring for hurting children! I can't wait to hear where we are at with our goal as we lend a hand together!

Max - DOULBE ROAR TO THAT - ROAR ROAR!

Leader - *(handing Max an envelope)* Enjoy your SHOPPING SPREE at _____ *(insert local grocery store)* produce.

Max - I'm going to get beets and brussel sprouts and *(he keeps listing veggies.)*

George - Brussel sprouts? No one likes brussel sprouts.

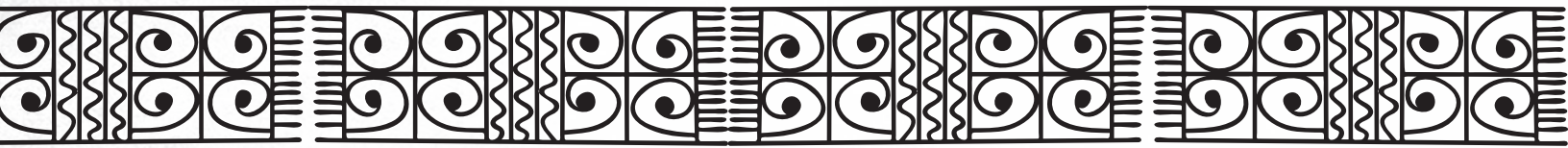
Bubbles - Max does.

Leader - A vegetarian's heaven. *(To kids)* Well, that is another game of

All - **"WHAT WOULD YOU DO"**

Leader - We'll see you tomorrow and remember, lend a hand, help someone do something they couldn't do by themselves. See you next time and God Bless.

(Music and cues as sound of Jeep engine revs up.)



DAY 4

Love Prays for Others

OPENING

Welcome the children to Kingdom Safari for Day 4!

Open in prayer and lead the kids in singing. Some suggested song resources include:

- Every day, we suggest using the Kingdom Safari Theme Song - “Remember HELPS” by Toni Turoff (2016)
- We suggest the song “Whisper a Prayer”
By: Cedarmon Kids and Songtime Kids from the album *Sunday School Songs*
Original release date: 1993
Label: Spring Hill Music Group
- Other Song Suggestions:
Phil Joel, *Deliberate Kids* (the entire album is great, but the following songs pertain to the program themes):
Powerful, The Love Song, I Can Pray

Introduce/Review the BIG IDEA theme each day. For Day 4 (“Love Prays for Others”):

Leader: Each day at Kingdom Safari, we’ll explore different Bible stories to learn how LOVE HELPS OTHERS. Each day, we’ll focus on a different letter in “HELPS” to help you remember what we are learning so you can live it out! Who remembers what our “H” stands for from our very first day? (Love Heals Other’s Hurts!) Then on day 2, our E in “HELPS” stood for... Encourage Others. Yesterday, we learned that the letter “L” stood for Lending a hand to others. Today, we are going to learn that the P in HELPS stands for Pray for other as we explore the awesome story of Elijah on Mount Carmel.

Introduce/Perform the opening skit that introduces the Bible Lesson & Big Idea each day.

Leader: Who is ready to tune into today’s episode of “WHAT WOULD YOU DO?!”

*****INSERT Day 4 Opening Skit HERE*****

Make any necessary announcements/rules for safety and dismiss tour groups to their next activity.

****Remember to collect your offering before children leave so you can count and share the total with them at Base Camp Closing****

CLOSING

Lead kids in singing as they enter back to the Base Camp.

Welcome children back to the Base Camp for closing!

Leader: Welcome back to Base Camp. We hope you had another great day on our Kingdom Safari where we are learning that LOVE HELPS OTHERS! (Hold up the letter “H”) On Day 1, in our “help acrostic,” we learned that the H stands for... (Give children an opportunity to respond with “Heals Other’s Hurts” and then lead them in repeating

that together.) (Hold up the letter “E”) on Day 2, we learned that the E stands for... (Give children an opportunity to respond with “Encourages Others”). (Hold up Letter L) Yesterday, we learned that Love Lends a hand. (Hold up Letter “P”) And today, what does “P” stand for? (Pray for others!)

Perform the closing skit that wraps up the problem from earlier and reviews the Bible lesson, Big Idea, and connects children to the mission of Forgotten Voices.

Leader: Are you ready to check back in with George, Bubbles, and Remmy to see who won today’s episode of “What Would You Do?”

*****INSERT Day 4 Closing Skit HERE*****

Following the skit, move right into expanding on the mission of Forgotten voices, using the transition our characters set up in the closing skit. Connect the day’s Bible story and big idea with the mission offering for Forgotten Voices. Share how the money raised is helping to heal the hurts of children orphaned in Africa and use the take-home page as a tangible example.

Leader: Today at Kingdom Safari, through the story of Elijah on Mount Carmel, we learned that prayer is powerful. Do you know that we have an opportunity to pray for others? Prayer is powerful and is the anchor for the work of Forgotten Voices in their mission to meet the physical and spiritual needs of orphaned children. We can love the children in Africa everyday through prayer. Let’s listen to more of Senzi’s story.

Senzi (Day 4)

Can you tell me some of the things we have learned about Senzi, the girl from Zimbabwe, so far this week?

Once the church started to help Senzi, she had the opportunity to go to a church camp and have a break from all her responsibilities. She participated more in the activities for teenagers at the church. Others came alongside her to help with the needs of her large family, so she didn’t have to do so much by herself.

Senzi did so well in school that she graduated at the top of her class. She knew how to face challenges and overcome hardship. She took on the role of secretary for her class and had one of the highest test scores in the entire region. She decided she wanted to become the Minister of Finance for the country of Zimbabwe.

Senzi is doing a lot of good things in her community. We will learn more about that tomorrow.

Announce today’s offering and track on the goal chart (*downloadable file*).

Make any necessary announcements, close in prayer and dismiss everyone.

DAY 4

SKIT

Love Prays for Others

Props: An envelope containing the scenario for the game show host to read; sunglasses; gold chain and “bling” for Remmy to wear

BASE CAMP DAY 4 OPENING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - *(In a dramatic voice)* Boys and Girls. Life throws many problems at us, like; How do you survive in this jungle of a world? Should you feed little sisters and wild animals by hand? Should you listen to your parents? To answer all these questions AND MORE WE *(Pause)* Welcome you to **“WHAT WOULD YOU DO?”** *(Music and lights as the contestants enter to their stations.)*

Leader – Let’s meet our contestants. *(Applause)* Bubbles the Giraffe, an animal impersonator who loves acting and basketball; George the Elephant who teaches swimming and is hooked on cartoons and candy. And let’s give a great big warm “WWYD” applause for our newest contestant, Remmy the Lemur. *(Remmy enters wearing sunglasses, gold chains around his neck and as much “bling” as he can wear.)*

Remmy - Thank you. Thank you. What a pleasure to see all my fans!

George - Oh, boy.

Leader - You may remember Max, the Lion was yesterday’s winner – winning a shopping spree at _____ *(insert local store)*. He is not here today because he is STILL there. Our last update he had filled 20 carts with food. SO We are going to jump into today’s episode without Max. Today’s episode focuses on prayer.

Leader - *(To contestants)* Now, remember the rules. I am going to present a scenario to you. In it there will be a problem that you need to answer. Each of you can ask a few questions before you give your answer. If you answer correctly you can win... *(music and lights)* your choice of a brand new cell phone or tablet.

Leader - Here is today’s scenario. A temperamental

Zebra was punished by his Zebra parents for kicking in his neighbor’s window. Upset at his parents and embarrassed by his actions he decided to run away. Word has come back to you that the Zebra is hundreds of miles away, lost, and needing guidance to get back home. What would you do to guide the Zebra? *(Tick Tock sound. Remmy’s buzzer sounds)*

Remmy - I just wanted to hear the sound of my buzzer! That is so cool!

Leader - That uses up time for your first question.

Remmy - That’s okay, I’m going to win.

Leader - You’re very confident.

George - More like full of hot air.

Remmy - I heard that.

George - You were supposed to. *(Bubbles’ buzzer sounds.)*

Leader - Bubbles?

Bubbles - Does the Zebra have a GPS?

Leader - No. *(George’s buzzer sounds)*

Leader - George?

George - Is the Zebra still upset?

Leader - More scared now. *(Remmy’s buzzer sounds)*

Remmy - Do Zebras like Lemurs?

Leader - Yes, they do.

Remmy - I thought so. Who doesn’t like us? *(Bubbles’ buzzer sounds)*

Leader - Bubbles?

Bubbles - Does the Zebra WANT to come home?

Leader - Yes. The Zebra does. *(George's buzzer sounds.)*

Leader - George?

George - Does the Zebra know it has stripes?

Leader - Oh yes! And they are proud of their stripes.
That's all the time we have for questions. *(To audience)* As our contestants take some time to put their final answers together, we will take a break as you go off to your next activity. We'll see you when we come back to *(music and lights; Remmy interrupts to say with the leader)* **"WHAT WOULD YOU DO?"**

(Fade out as kids move onto next activity.)

BASE CAMP DAY 4 CLOSING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - Welcome back to *(lights and music)* “**What Would You Do**”. If you remember, our contestants were given this scenario: “A temperamental Zebra was punished by his Zebra parents for kicking in his neighbor’s window. Upset at his parents and embarrassed by his actions he decided to run away. Word has come back to you that the Zebra is hundreds of miles away, lost and needing guidance to get back home. What would you do to guide the Zebra? *(Remmy’s buzzer sounds.)*”

Remmy - Oops. Sorry, I leaned on it. I dropped my favorite ... *(He turns around looking for something)* ... gold chain. *(As he turns around he bumps the buzzer. It goes off again.)* Oh, that was me again.

Leader - Maybe you should...*(Buzzer goes off again)*

Remmy - I didn’t touch it that time. *(He puts his arms in the air and walks backwards slowly.)*

George - Oh boy.

Leader - Maybe you should stay a little further back.

Remmy - I’ll stay right here.

George - Good.

Leader - Before we get to our contestants for their final answers, let’s open things up with you, the audience.
WHAT WOULD YOU DO? *(Kids and leaders raise hands and give their answers. Ad lib e.g. good answers, creative thinking, etc...)*

Leader - Alright, now let’s start with George.

George - Since the Zebra is 100 miles away, I think the best thing to do is talk with a flock of Speckled Pigeons. They are a very colorful African bird. I would ask them to start flying towards the Zebra...

Remmy - You don’t know where he is.

George - We must know what direction he took off into - So I would ask the Speckled Pigeons to fly towards the Zebra and once they found him...

Bubbles - How are they going to know he is THE Zebra? They all look alike from the sky.

George - I think he would be by himself since he doesn’t know any other Zebras there.

Leader - Good point, George.

George - So once they find him, they can fly to him and tell him to follow them back home. He’ll be able to see them in the air because they are very colorful.

Bubbles - *(Agreeing)* They’re speckled.

Leader - That’s an interesting solution. Let’s see, Remmy what is your answer?

Remmy - I got this one. First, I would hire a limousine, helicopter, and a camera crew. The camera crew would be in the helicopter, and I would be in the back of the limo with air conditioning and ice water for the ride. We would drive until we found the Zebra, and I would know which Zebra he was because he would be upset.

Leader - Good point.

Remmy - *(Dramatically)* I would have the camera crew filming from the air capturing the dry, rough, dusty land of Africa while of course keeping the Limo out of the shot! And every once in a while I would get out to run, showing how I was looking for the Zebra. Then there would be a close up....

George - Oh, boy.

Remmy - The camera will be very tight on my face as I *(he demonstrates as he speaks)* would wipe the dirty sweat from my face and eyes...

George - Where’s the sweat supposed to come from?

Remmy - I would spray myself down with a water sprayer then add a little dirt to it. They do that on TV all the time... The close up would be panic all over my face as I search desperately for the upset Zebra.

Bubbles - This is like a movie.

Remmy - Exactly. Once we find the Zebra, I will run to him, hold him tight, and let him know he is loved and missed...

George - All on camera?

Remmy - Hello! Of course! Why else would they be there? I would tell him we must go now before we die in this African heat and all they find are our bones. I would get back into the limo and we would drive back home.

Leader - And the Zebra?

Remmy - He would run alongside the limo. *(They all look at him.)*

Remmy - What? Zebras are meant to run, not ride.

Leader - That is your final answer?

Remmy - Yup. LIGHTS! CAMERA! ACTION!

Leader - A very dramatic rescue. And you, Bubbles?

Bubbles - The problem is that the Zebra is so far away. How can anyone help him come home? So I decided to call his cell phone.

Leader - How do you know he has a cell phone.

Bubbles - Everyone has a cell phone, especially Zebras. They get on those family minutes and save lots of money. So, I would call his cell and start talking to him so we could track the call and have the Air Force find him.

Leader - The Air Force?

Bubbles - My great Uncle Zac is one of the top leaders in the Air Force. He would help me out and we would bring the Zebra home. *(To Remmy)* ...in the plane, not running the whole way.

Leader - Very interesting answers, now let's see who is going to win the new cell phone or table! Lights and music please! *(Lights and music)* The winner is...no one.

All Contestants - What?

Leader - No one got the answer correct.

Remmy - I'm supposed to win.

George - Your answer was the worst.

Leader - The answer was "To pray for the Zebra."

Bubbles - Pray?

Leader - Pray. God wants us to pray for each other because He is powerful and able to know what we need.

George - Oh, right. We completely left God out of this scenario.

Leader - That's right, George. The Zebra was lost, so he needed guidance to get going in the right direction. We couldn't physically get to the Zebra because He was so far away, BUT we could still pray to our powerful God to provide the Zebra what he needed. He wanted to come home so we know he felt bad about his actions and just needed to know he was forgiven.

Remmy - I don't get the cell phone or tablet?

George and Bubbles - NO REMMY! Listen!

Leader - But you know what? It's the same with Forgotten Voices. The kids that Forgotten Voices supports are far away, but we can pray to our powerful God because He knows what they need. Even though we might not be present right there with them, we can pray daily to our God for them because prayer is powerful!

Bubbles - I never thought about praying.

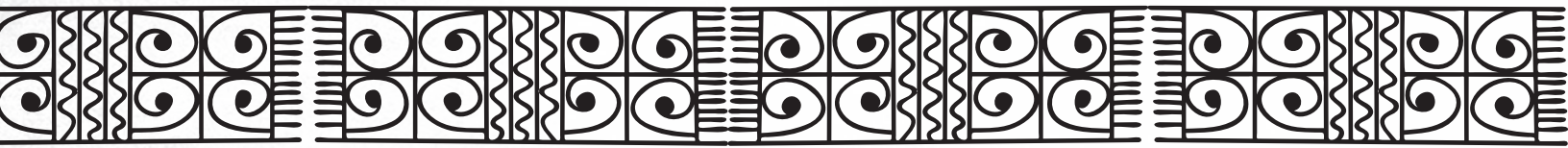
George - Neither did I.

Remmy - I did. That was my second answer.

(Everyone looks at Remmy.)

Remmy - What?! It's true.

Leader - So we need to trust in prayer and rely on it when anyone is in need of help. Here and far away. That's it for today. We'll see you next time on *(lights and music)* **"What Would You Do?"**



DAY 5

Love Sacrifices for Others

OPENING

Welcome the children to Kingdom Safari for Day 5!

Open in prayer and lead the kids in singing. Some suggested song resources include:

- Every day, we suggest using the Kingdom Safari Theme Song - “Remember HELPS” by Toni Turoff (2016)
- We suggest using the song “The B-I-B-L-E” (traditional)
By: Great Worship Songs for Kids Praise Band from the album *Sunday School Sing-a-long Songs*
Original release date: 2012
Label: Brentwood Benson
- We also suggest using the song “Shout Hosanna” (Jumping Up and Down)
By: The Donut Man sung by Rob Evans from the album *King of Kings: Just for Kids*
Original release date: 2001
Label: Integrity Music
- We also suggest using the song “This Lible Light of Mine”
By: Cedarmont Kids from the album *Action Bible Songs*
Original release date: 1997
Label: Benson
- Other Song Suggestions:
Phil Joel, *Deliberate Kids* (the entire album is great, but the following songs pertain to the program themes):
Powerful, The Love Song, I Can Pray

Introduce/Review the BIG IDEA theme each day. For Day 5 (“Love Sacrifices for Others”):

Leader: Each day at Kingdom Safari, we’ll explore different Bible stories to learn how LOVE HELPS OTHERS. Each day, we’ll focus on a different letter in “HELPS” to help you remember what we are learning so you can live it out! Let’s review all the letters so far. (Hold up each letter and ask the audience to respond by shouting out what each letter stands for). Today, we are going to learn about the greatest sacrifice of all time as we learn that Love Sacrifices for Others.

Introduce/Perform the opening skit that introduces the Bible Lesson & Big Idea each day.

Leader: Who is ready to tune into today’s episode of “WHAT WOULD YOU DO?!”

*****INSERT Day 5 Opening Skit HERE*****

Make any necessary announcements/rules for safety and dismiss tour groups to their next activity.

****Remember to collect your offering before children leave so you can count and share the total with them at Base Camp Closing****

CLOSING

Lead kids in singing as they enter back to the Base Camp.

Welcome children back to the Base Camp for closing!

Leader: Welcome back to Base Camp. We hope you had an awesome final day on our Kingdom Safari where we are learning that LOVE HELPS OTHERS! (Once again, hold up each letter and ask the kids to respond with what each letter stands for.) Today, we heard about the greatest sacrifice of all time as we learned that Love Sacrifices for others.

Perform the closing skit that wraps up the problem from earlier and review the Bible lesson, Big Idea, and connect children to the mission of Forgotten Voices.

Leader: Are you ready to check back in with George, Max, and Bubbles to see who won today's episode of ***“What Would You Do?”***

INSERT Day 5 Closing Skit HERE

Following the skit, move right into expanding on the mission of Forgotten voices, using the transition our characters set up in the closing skit. Connect the day's Bible story and big idea with the mission offering for Forgotten Voices. Share how the money raised is helping to heal the hurts of children orphaned in Africa and use the take-home page as a tangible example.

Leader: Today at Kingdom Safari, through the greatest story of sacrifice – Jesus dying on the cross and conquering death – we learned that Love Sacrifices for others. All week long, you have willingly given your offering to be sent directly to support Forgotten Voices in their mission to meet the physical and spiritual needs of orphaned children. Thanks to you, many children will be given the chance to experience God's love and learn about His sacrifice. Let's listen to what happened to Senzi.

Senzi (Day 5)

We have learned a lot this week about Senzi, the little girl who was sent away from home to live in the city with her grandparents and 11 other children. With the help of her church, she was able to go to school and graduated at the top of her class.

Senzi went on to university and is studying to be a nurse. She volunteers on the orphan care committee at her church. She works with the people who helped her when she was a child. She sees the children and knows what they are going through. Where other people see children with no hope, Senzi sees what can be done to help them.

Senzi says, “There are people sitting around saying, ‘we cannot do anything.’” She does not believe that is true. Her life proves that God can do the impossible through His church.

Forgotten Voices partners with many local churches like Senzi's – local churches who know each child by name and are willing to meet the specific needs of each one. We can help Forgotten Voices help these local churches reach more children like Senzi.

Announce today's offering and track on the goal chart (*downloadable file*).

Make any necessary announcements, close in prayer and dismiss everyone.

DAY 5 SKIT

Love Sacrifices for Others

Props: An envelope containing the scenario for the game show host to read; cookies for the contestants and audience

BASE CAMP DAY 5 OPENING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - *(In a dramatic voice)* Boys and Girls. Life throws many problems at us, like; How do you survive in this jungle of a world? Should you brush a lion's mane? Should you listen to your parents? And should you swim with a herd of elephants? To answer all these questions AND MORE WE *(Pause)* Welcome you to **"WHAT WOULD YOU DO?"** *(Music and lights as the contestants enter to their stations.)*

Leader - Let's meet our contestants. *(Applause)* Bubbles the Giraffe, an animal impersonator who loves acting and basketball; George the Elephant who teaches swimming and is hooked on cartoons and candy; and Max, the Lion a vegetarian who enjoys collecting rocks. Max, it's great to have you back since your shopping spree excursion at _____ *(insert local store).*

Max - It was UNBELIEVABLE!

Bubbles - You smell like Brussel Sprouts.

Max - Have you eaten their Brussel Sprouts? And did you know that beets are the #1 Antioxidant and Cancer fighting vegetable? I just heard it on the news!

Leader - Well Max, remember you won a 2 year shopping spree, so pace yourself.

Max - I can't wait for their Asian Pears in the spring. Organic and locally grown.

George - By Asian people?

Bubbles - They would be in Asia, not locally grown.

George - Right. I knew that.

Leader - Okay contestants let's get to it. It is good to have you three back here together today for our final episode. The topic today is "Sacrificing for Others". Now you remember the rules. I am going to present a scenario to you...

Bubbles - ...In it there will be a problem you need to answer...

Max - ...You can ask a few questions each....

George - ...If you answer correctly you can win....

Leader - Oh, I guess it's my turn. You can win a lifetime supply of...CHOCOLATE CHIP COOKIES!!!

Max - NO WAY!

Bubbles - With REAL Chocolate Chips?

George - Are there fake ones?

Bubbles - Yes there are!

Max - They're the only cookies endorsed by Lions.

George - Let's Play!

Leader - That's right. So are we ready?

All Contestants - YEAH!

Leader - Here is your scenario: A very hungry Crocodile hasn't eaten in 5 days. He is cranky and snapping at everyone he sees. One day he discovers a large cake that someone threw out. He knows all his friends and family are just as hungry. What would you do? *(Tick tock sound. Max's buzzer sounds.)*

Leader - Max?

Max - How large is the cake?

Leader - Very large, it can feed 50 crocodiles. (*George's buzzer sounds.*)

Leader - George?

George - Is the Croc a diabetic? Is he allowed to eat sugar?

Leader - No, he's not. Yes, he can eat sugar. (*Bubbles' buzzer sounds.*)

Leader - Bubbles?

Bubbles - Do Alligators know how to use forks?

Leader - Yes, they do.

All Contestants - I never knew that. (*Max's buzzer sounds*)

Max - How many other Alligators are there?

Leader - Not sure. (*George's buzzer sounds*)

George - Have any other animals seen the cake?

Leader - No, they haven't. (*Bubbles' buzzer sounds*)

Bubbles - Does the Alligator have a refrigerator?

Leader - No, he doesn't. (*Timer sounds off*). Well, that is the last of the questions for now. (*To audience*) So while you are off to your rotations, our contestants will put their final answers together. We will see you when you come back to (*lights and music*) **WHAT WOULD YOU DO?**

(*Kids exit to activity with their leaders.*)

BASE CAMP DAY 5 CLOSING

(In the dimly lit room a light comes up on the face of the game show host.)

Leader - Welcome back to *(lights and music)* “**What Would You Do?**” When we last saw you all, our contestants were given this scenario - A very hungry Crocodile hasn’t eaten in 5 days. He is cranky and snapping at everyone he sees. One day he discovers a large cake that someone threw out. He knows all his friends and family are just as hungry as he is. What would you do? Now we all know that our topic today is “Sacrificing for Others” so that is pretty clear, but the twist here is HOW to sacrifice for others? Let’s see what Bubbles has to say.

Bubbles - Oh, I’m first. Okay, okay. I think that since the Crocodile is very hungry after 5 days without food he must be terribly cranky.

Leader - Oh, he is.

Bubbles - That is going to affect how he reacts to this cake.

Leader - It will.

Bubbles - If I were the Crocodile I would fight my hunger for one last time and put that cake on my back, swim back to my home...

Max - How do you know he’s swimming?

Bubbles - Crocodiles live near the water. So I would swim back home with the cake and let the weakest Crocodile in my family eat first. Then once everyone got to eat, I would eat.

George - That’s pretty tough to do.

Bubbles - That’s what I would do.

Leader - A very courageous answer.

Bubbles - Thank you.

Leader - George? How about you?

George - Well I would make sure the cake was good enough to eat first because it could have been sitting there in the sun for a LONG time, which means that all the Crocodiles could get food poisoning. So I would taste it

and check it out. Then if it was good enough I would give my Crocodile “Come Here” call so all the others would come and eat the cake with me.

Max - And what does the Crocodile “Come Here” call sound like?

George - It is very unique. *(He clears his throat)* It goes like this *(In a very loud voice)* “HEY YOU OTHER Crocodiles - COME HERE! COME HERE!”

Leader - That is very unique. Well George, your answer is very thoughtful. Thinking about the health of others.

George - Food poisoning is terrible, you throw up and then you throw up some more and you can’t eat and then you throw....

Leader - Thank you George for that descriptive information.

Bubbles - T.M.I. if you ask me.

Leader - And Max, that leaves you to answer.

Max - Well first off I am hoping that the cake is chocolate with a yellow frosting and sprinkles. That’s my favorite. What I would do is drag the cake to Bubbles Jeep, put the cake in the Jeep, and ask Bubbles to drive over to get George. THEN, the three of us would drive around cutting pieces of the cake and serving them to different homes of all the hungry animals nearby.

Bubbles - My Jeep would be perfect for that.

George - What if you don’t even know these other animals?

Max - It doesn’t matter, because sacrificing shouldn’t just be with the ones you know. Think of Jesus – He made the GREATEST sacrifice for EVERYONE!

Leader - Well Max, that is a very selfless answer.

Max – Thanks. Jesus was the most selfless person EVER.

Leader - Now I would like to do something different. *(To kids)* I want you kids to vote for the winner. Tell me who should win. *(Call each contestant’s name and have children cheer to vote for the contestant they think should win.)*

Leader - Now that we have all the answers. Let's get to our winner. The winner is ... ALL OF YOU!! (*Lights and music*)

All Contestants - WHAT??

Leader - Each of you found a different way to sacrifice for others, and each way was correct!

Max, Bubbles and George - We all won?

Leader - Yes you did. (*The three contestants jump, dance etc... as Leader hands each of them a cookie/places one in front of them. They start eating the cookies.*)

Leader - While our contestants enjoy a sample of their winnings, let's recap the lessons we learned this week. Each day we had a letter that stood for the lesson.

Max - The first day was the letter H, which stood for "Heal Others Hurts."

Leader - That is right, Max. Now the second day was the letter E...

George - ...for "Encouraging Others" and lifting tired arms.

Leader - Correct George. The third day....

Bubbles - ...was the letter L and that was for "Lending A Hand"... by the way these cookies are delicious.

Leader - I'm glad you like them. The fourth day was the letter P for "Praying for Others". (*At this point, behind the leader, George goes to Bubbles and whispers something, Bubbles goes to Max and then all three huddle together whispering.*)

Leader - Our last day today was the letter S, and that stands for "Sacrificing for Others". When we put all these letters together, it spells HELPS. We are here to help each other, and this week we've been helping children in Africa. You have each made an incredible impact on the orphan crisis through Forgotten Voices by your prayer and offerings this week! I challenge you as we leave to think of each letter in HELPS and remember what it stands for as you keep your eyes open for how you can serve and show love to others.

George - Excuse me, but we want to make an announcement.

Leader - Of course George.

George - Since today is about the letter S and "Sacrifice for Others" Bubbles, Max and I want to share our cookies with everyone!

Leader - Everyone?!

George, Max and Bubbles - Everyone!

Leader - Well let's get everyone a cookie. (*Cookies are distributed to the kids as lights and music play.*)

Leader - Well, I would say that that is the best way to end our week, sharing the winnings. God Bless everyone, and we will see you next time on "**WHAT WOULD YOU DO!**"

(*Lights and music.*)



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