



CONCRETE & CRANES™

VBX® 2020 PRETEEN
BIBLE STUDY LEADER GUIDE



MARSHMALLOW HIGH-RISE PREP

- ❑ Marshmallows for each group
- ❑ Dry spaghetti noodles for each group

LEADER TIPS

- Use bamboo skewers and foam cubes in place of the marshmallows and noodles.
- Give a small prize to the group with the tallest high-rise.

CONSTRUCTION RELAY PREP

- ❑ Cardboard tubes (10 or more for every 3 preteens)—Write phrases from John 15:9 on five of the tubes in each set.
- ❑ Cardboard boxes (1 for every 3 preteens)
- ❑ Sheets of cardboard or large plastic lids (1 for every 3 preteens)

LEADER TIPS

- Clean pizza boxes work well in place of the sheets of cardboard.
- See the VBS 2020 Recreation Rotation Leader Cards (005816496) for additional recreation ideas.

Marshmallow High-Rise

PLAY

1. Place preteens into groups of three or four.
2. Give each group a set of dry spaghetti noodles and marshmallows (the more materials, the taller the potential high-rise).
3. Instruct the groups to build a high-rise by sticking the noodles into the marshmallows. The goal is to build the tallest tower.
4. Allow time for groups to complete their high-rise. Once finished, compare the high-rises to see whose is the tallest.

CEMENT IT IN CONCRETE

- Ask the preteens how the winning group was able to construct such a high tower (*The stronger the base, the higher the structure can go.*) Point out that buildings with strong bases or foundations are able to be built higher.
- Remind preteens that Jesus loves us unconditionally; there is nothing we can do to earn His love.
- Say: "In order for us to have a strong foundation we need to build our lives on God's Word and His love for us."

Construction Relay

PLAY

1. Place preteens in teams of three. Tell preteens that each team member will be designated as a construction vehicle or the building site. Choose one preteen to be the dump truck; one to be the bulldozer; and one to be the building site.
2. Instruct the preteen designated as the building site to stand at one end of the room. Instruct the dump truck to stand at the opposite end of the room and the bulldozer will stand between the two.
3. Give the dump truck a box full of cardboard tubes. Instruct him to place the box on his head, race to the bulldozer, and dump them out.
4. Provide the bulldozer with a large piece of cardboard to be used as the front of the bulldozer. Instruct the bulldozer to push the cardboard tubes toward the building site. Bulldozers may have to make multiple trips.
5. Instruct the building site to stack the cardboard tubes into a tower with the words to the Bible verse in order. The first team to stack all the tubes with the verse in order wins.
6. Read the Bible verse aloud. Emphasize the importance of setting God's word as the foundation of our lives.

Caution Tape Untangle

PLAY

1. Form groups.
2. Ask each group to huddle tightly together while you come around and wrap them in caution tape.
3. Instruct preteens to try and untangle themselves at your start without tearing the tape. If a team tears the tape, they must be rewrapped and start again. The first team to untangle themselves completely without tearing the caution tape wins!
4. Play again if time allows.

CEMENT IT IN CONCRETE

- Explain how sin entangles us just like this caution tape, but through Jesus' forgiveness we are set free.
- Tear off a piece of caution tape for each preteen to add to his memory maker carabiner. Explain that the caution tape will be a reminder to be aware of their sin and their need for Jesus' forgiveness.
- Instruct preteens to tie their strips of caution tape to their carabiners or to their name tag lanyards.

Wrecking Ball Bowling

PLAY

1. Arrange preteens into groups of four to six.
2. Provide each group with a ball, stackable objects, and a piece of paper/pencil.
3. Direct preteens to stack their cups or blocks into a pyramid or set up like bowling pins.
4. Instruct preteens to write down each group member's name on a piece of paper.
5. Tell each group that they will take turns using the wrecking ball to knock down the stacked objects.
6. Direct preteens to tally the number of objects knocked down after each person's turn.
7. Tally the total number for each team member at the end of four rounds. The preteen with the highest number from each team wins!

CAUTION TAPE UNTANGLE PREP

- ☐ Caution tape.
- ☐ **Optional:** VBS 2020 Kids Memory Maker (1 per preteen)

LEADER TIP

Make the game more challenging by wrapping the tape around each individual multiple times and around the whole group as well. The larger the group, the harder it will be to untangle.

WRECKING BALL BOWLING PREP

- ☐ Small, soft balls (1 per group)
- ☐ Stackable objects such as cups or blocks (10 per group)
- ☐ Sheets of paper (1 per group)
- ☐ Pencils (1 per group)

LEADER TIPS

- Allow the preteen who won from each team to play a round against the winners from the other teams.
- Make the game more challenging by instructing preteens to stand farther away from their objects each time.
- See the VBS 2020 Recreation Rotation Leader Cards ([005816496](#)) for additional recreation ideas.



HUMAN STEAMROLLER

PREP

- ❑ Leader pack items 21 or 22
- ❑ *Music for Kids CD*
 - Track 1
- ❑ Duct tape or double sided tape (1 roll per group)
- ❑ Stopwatch or timer

LEADER TIP

Switch up and allow other preteens to be the steamroller if time permits.


TOOLBOX TAG

- ❑ No supplies needed

LEADER TIP

- Allow builders to call out more than one tool at a time to make it harder to tag the players.
- See the *VBS 2020 Recreation Rotation Leader Cards* (005816496) for additional recreation ideas.

Human Steamroller

1. Form groups of three. Ask each group to choose one person to be the “human steamroller.”
2. Instruct preteens to wrap double sided tape or duct tape placed on backwards around the human steamroller. The more tape the better.
3. Explain to the teams that they are to gently roll the preteen with the tape around on the floor collecting as many of the “Steamroller Cards” (pack item 21 or 22 depending on the translation of your choice) as they can within three minutes.
4. Play “Concrete & Cranes”  (track 1) and ask preteens to collect their cards.
5. Call time and ask preteens to count the number of cards collected. The team with the most cards wins!

CEMENT IT IN CONCRETE

- Direct the preteens to put the words on the cards in order to reveal the verse. Read the verse out loud.
- Remind the preteens of the sacrifice Jesus made because of His great love for us.

Toolbox Tag

PLAY

1. Choose two preteens to be the “builders.” The builders are to stand in the middle of the room with the goal of tagging the other players.
2. Tell the remaining preteens to line up on one side of the room.
3. Assign one of four tools to each preteen: Hammer, Wrench, Drill, or Tape Measure. Tell each preteen to remember his specific tool name. Repeat the tools as needed for the number of preteens present.
4. Instruct the builders to call out one of the four tools. When a tool is called, the preteens assigned that name must run to the other side of the room without being tagged by one of the builders. If tagged, a preteen becomes a builder.
5. Continue playing until everyone becomes a builder.
6. Play again if time allows, choosing two new builders to start the game.

Hammer It

1. Instruct preteens to sit in a large circle. Give each preteen one of the index cards you prepared.
2. Tell the preteens that you will move around the circle with a hammer (pool noodle) and tap each preteen on the head. When the preteen is tapped with the hammer she must say the word on her card.
3. Explain that you will start slow and then get faster.
4. Challenge preteens to not look at their index cards in order to help "hammer" down the bonus verse in their minds.
5. Repeat the game and allow a preteen to play the role of the hammer.

CEMENT IT IN CONCRETE

- Call attention to the "Matthew 28:20b Poster" (pack item 6). Read the verse together in its entirety.
- Lead preteens to discuss how Jesus' promise to be with them always encourages them.
- Remind preteens that Jesus will always love them and He always keeps His promises.

Move the Rubble

PLAY

1. Place preteens into teams of four.
2. Explain that each team will be racing to move the cotton balls (rubble) from the pile into the bucket at the opposite end of the playing area.
3. Instruct preteens to place a small glob of Vaseline on their noses, which will be used to pick up the cotton balls.
4. Start the game by having one member from each team stick her nose on a cotton ball. When the cotton ball is secure she will race to the bucket at the other end of the room, and drop the cotton ball into the bucket. If the cotton ball is dropped, she must begin again.
5. Keep the game going by having each team member take turns racing to drop a cotton ball in the bucket. The first team to move all the cotton balls, wins!

HAMMER IT PREP

- ❑ Leader pack item 6
- ❑ Index cards (1 per preteen)—Print a word from Matthew 28:20b in the translation of your choice on each index card.
- ❑ Pool noodle

LEADER TIPS

- Be sure to distribute the cards in order, not randomly.
- Repeat words or give preteens more than one word depending on the size of your group.

MOVE THE RUBBLE PREP

- ❑ Buckets or baskets (1 per team)—Line the buckets up at one end of the playing area.
- ❑ Cotton balls—Place the cotton balls in a pile at the opposite end of the playing area from the buckets.
- ❑ Vaseline

LEADER TIP

See the *VBS 2020 Recreation Rotation Leader Cards* (005816496) for additional recreation ideas.



RECREATION

CARRY THE CRANE PREP

- ❑ Large outdoor grassy area
- ❑ Large, plastic tarp—Pour dish soap and water all over the tarp to make a slippery surface
- ❑ Buckets (1 per team)—Fill each bucket with water.

LEADER TIPS

- Use smaller buckets so that the weight of the water is not too heavy to carry overhead.
- Play indoors using pillows on the floor and packing peanuts in the buckets.
- For small groups, play in timed rounds to beat the clock.

SNAG THE RULER PREP

- ❑ Orange cone

LEADER TIP

See the *VBS 2020 Recreation Rotation Leader Cards* (005816496) for additional recreation ideas.

Carry the Cement

1. Form teams of six to eight preteens. Place half of each team at one end of the soapy tarp and the other half at the other end of the tarp.
2. Provide each team with a bucket filled with water.
3. Instruct each team to choose who will go first. Explain that the first player must pick up the bucket, raise it above his head, and carry it across the tarp to the next team member. Team members will continue carrying the buckets back and forth until all members of the team have had a turn.
4. Tell the teams that the goal is to keep as much water (cement) in their buckets as possible. The team who completes the relay the fastest and has the most water in their bucket at the end wins.
5. Signal preteens to begin. Play until all teams finish the relay.

CEMENT IT IN CONCRETE

- Remind preteens that life can be like a slippery tarp. However, even if we fall or fail, Jesus' love for us will always remain.
- Ask preteens to recall Philippians 1:6 from memory. Say: "God will continue to help us and work in our lives for our good and His glory just as He has promised, and that's good news we should share with everyone."

Snag the Safety Cone

PLAY

1. Form two teams.
2. Designate a playing area with boundaries on both sides.
3. Line the teams up side-by-side facing each other on the boundary lines.
4. Number the preteens, so that each team has shared numbers.
5. Place the cone in the center of the playing area, an equal distance from both teams.
6. Call out one number and the players from each team who share the called number race out to the center to retrieve the cone. The player who gets the cone must race back behind his team's boundary line without being tagged by his opponent.
7. Award one point to the team who successfully carries the cone back to their side. The team with the most points wins.