

BIBLE SKILLS SPEEDWAY

Bible Skills Speedway

Purpose Statement

This event is designed to review books of the Bible, Bible verses and Key Passages.

Before the Session

Focal Wall, Room Setup, & Decoration Ideas

Use black and white racing flags or pennants and other raceway items to set the scene in the common areas. All sites could feature a window with the site name. Create the windows in reverse, as they would be seen from inside the building. (See items 1-6.)

Resources to Collect & Prepare

Body Shop: Collect a large box for each team. (These should be large enough for a child to sit in the box.)

Cut car large body pieces from foam insulation or large sheets of cardboard. (See illustration Item 10) Die cut letters and attach the words of the verse to the car body parts. Cover loosely with aluminum foil. Provide a soft cloth for each part. (The racers will buff the parts to make the words appear)

Service Station: The Service Station could feature a gas pump created from a cardboard box or the inflatable pump recycled from VBS *Ramblin Road Trip*.

Choose the verse you want to review in the Service Station. Collect a coffee can for each word of the verse. Cover or paint the cans and write a word on each. Collect an empty detergent jug for each team. Label each jug FUEL. (See Item 11) You may substitute a copy of the jug in item 11 if you choose not to use actual jugs.

Tire Supply: Select the memory verse to be reviewed in the Tire Supply. Gather four tire swim tubes. Divide the verse into four phrases and write one phrase on each tube. Gather four pie tins for each team.

Detail Shop: Provide a small racecar for each team. Make a large copy of the game board (Item 9.)

Gather lengths of craft paper (large enough to cover the car body boxes) in a variety of colors. You will need enough paper for each team to cover a box. You may choose to allow the teams to paint the boxes instead.

Gather colored masking tape, markers, and large number stickers (or large numbers die-cut from vinyl or self-adhesive paper)

Gear Shop: Select the memory verse to be reviewed in the Gear Shop. Provide goggles and a helmet for each team. (You may use an actual helmet or improvise with something fun like a plastic bowl or colander.) Gather markers, stickers and ribbon.

Key Shop: Choose the Key Passages you want to review. Make a Key (Item 7) and a Car (Item 8) for each Key Passage. Print the Key Passage references on the keys and the Key Passage titles on the cars. Provide a key (actual or cardboard) for each team. Keys may be attached to a keychain if desired.

Pit Row:

Prepare an area where racers can assemble their cars. Provide tape, glue, markers and scissors.

Race: Provide scooters or 4-wheel flat-bed carts for the teams to share. Gather enough cones and masking tape to mark the race track. Alternatively, timed races could be held in a wide hallway. If races are not conducted head-to-head you will need a stop watch to time races. Provide medals, ribbons or trophies if desired.

During the Session

Procedure Steps

You may choose to have teams rotate through the various sites or allow the entire group to go to each site at the same time.

Body Shop: Give the racers the car body parts and soft cloths you have prepared. Encourage the racers to gently buff the parts to make the words appear. Racers should then arrange the verse in the correct order. Each team will be awarded the car body (box) when the verse has been learned.

Service Station: Arrange the cans so that the verse is displayed in the correct order. Ask the racers to read the verse together. Continue to repeat the verse, removing one word each time. Teams will be awarded their fuel (detergent jugs) when the verse can be quoted with no words visible.

Tire Supply: Place all of the tires at one end of the room. Designate one racer from each team to be the tire rack. This racer will stand at the opposite end of the room. The remaining members of the team will roll the tires toward the tire rack racer. If a tire falls over before it reaches the tire rack the racer who rolled it must go to that spot and start the tire rolling again. When all of the tires have been successfully rolled to the tire rack, challenge the racers to stack the tires on the racer designated the tire rack in the correct order. Teams will be awarded their tires (pie tins) when the verse-tires are stacked correctly.

Detail Shop: Place the game board (Item 9) on a table or the floor. Challenge the teams to begin with their cars in the upper left-hand space with %G+for Genesis, and move through the letters representing the books of the Bible until they reach %R+for Revelation. Cars may move left, right, up, down or diagonally. Cars will remain on a square if letters are repeated. (i.e. after *Joshua*, remain on %J+for *Judges*.) When the maze has been successfully completed teams will be awarded detailing kits: craft paper to cover car bodies (or paint); colored masking tape for racing stripes, and numbers.

Gear Shop: Give each team a helmet and a pair of goggles. Provide markers, stickers, ribbon, etc. Instruct the teams to print the verse on the helmet and/or goggles. Allow the teams to embellish their gear with the art supplies as time allows.

Key Shop:

Place the Key Passage keys (item 7) and cars (item 8) on the floor. Challenge the racers to match the appropriate Key Passage Title and Reference. When all cars and keys have been correctly matched the team will earn their key.

Pit Row:

Allow the race teams time to assemble and detail their cars.

Race:

Create a race track with the cones. Mark start & finish lines with tape. Instruct the drivers to put on the gear and sit in the box. Another team member will push. Conduct the races with 2 . 4 teams in each round. You may choose to allow racers to change drivers after each lap so that all children have a chance to drive. Winners can advance. If space is limited, time the races instead of running head-to-head. If you choose to award ribbons, trophies or medals present one to all participants.



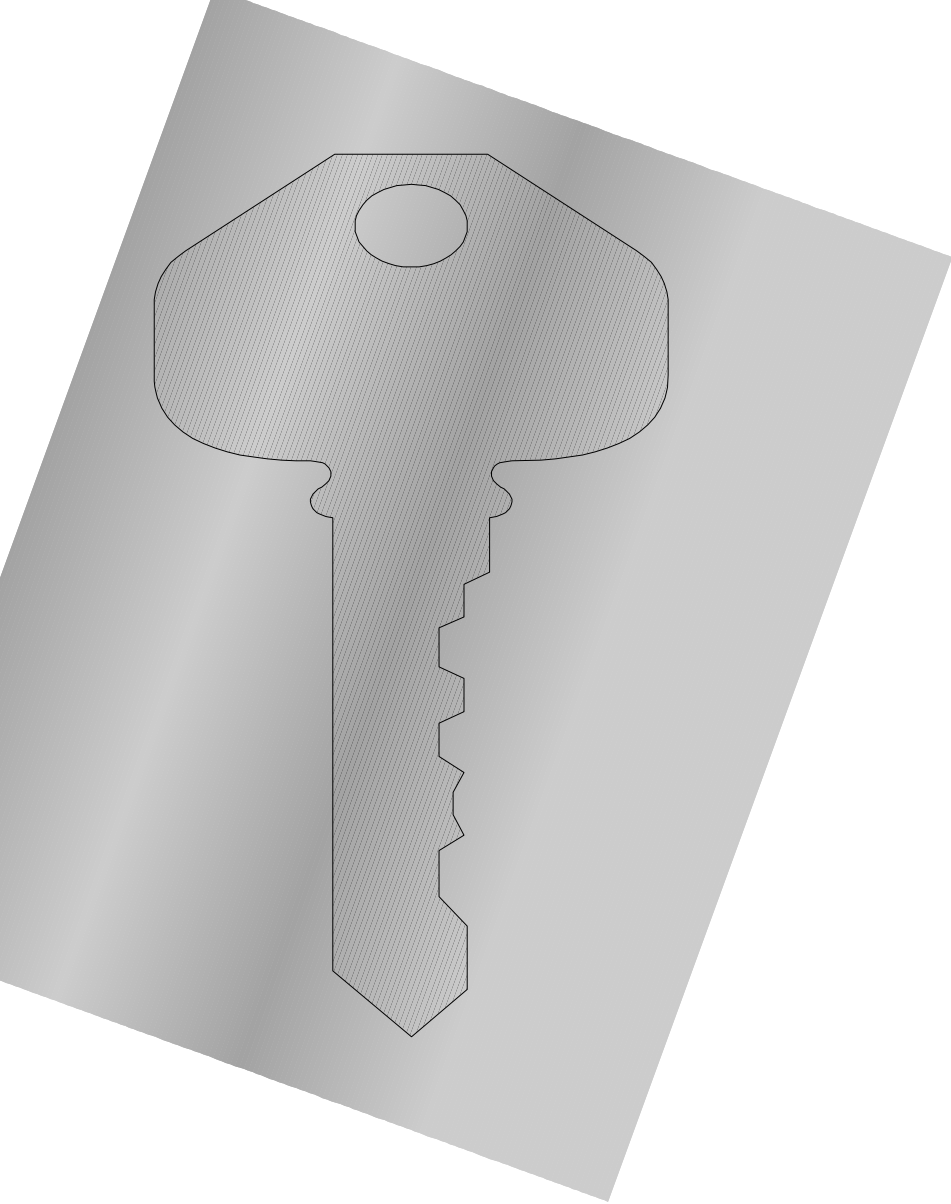


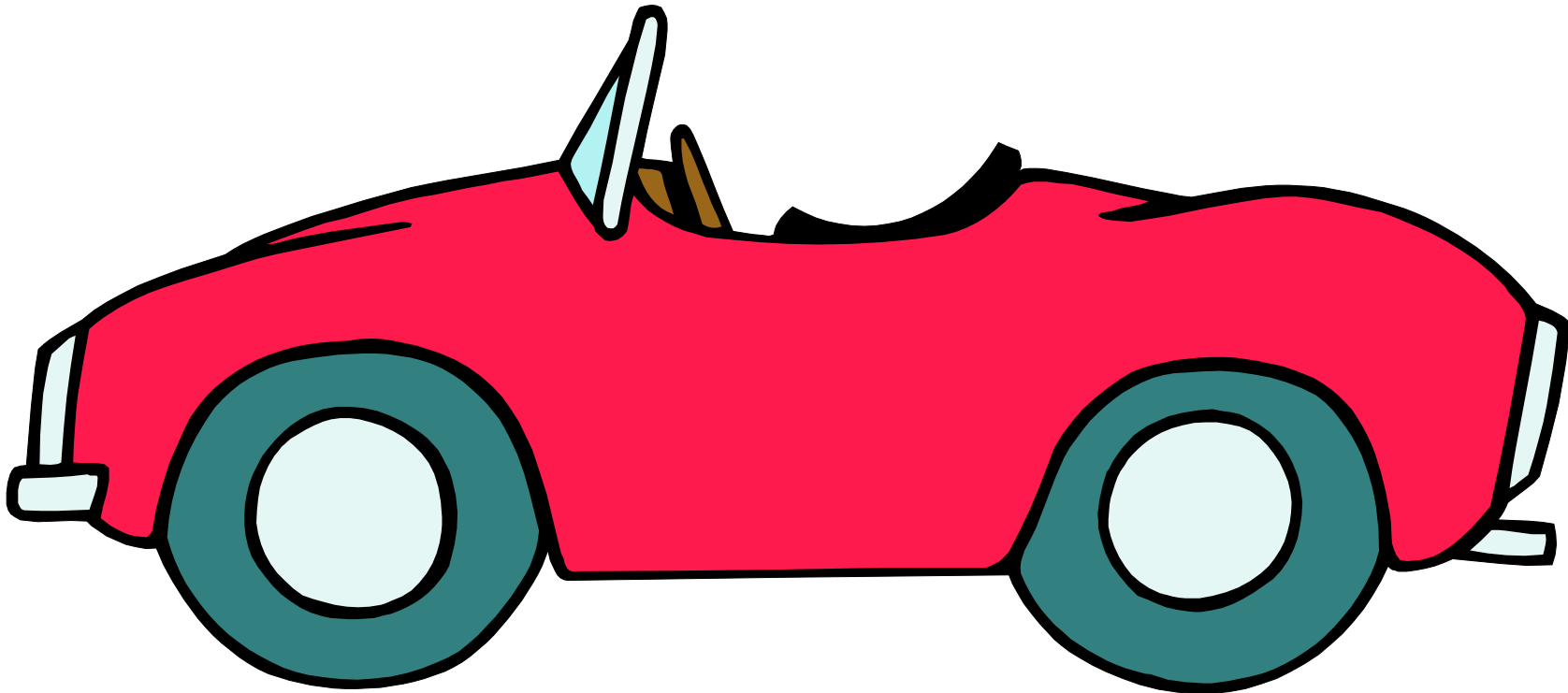












A-MAZE-ING Book Maze

Begin at Genesis and work your way to Revelations. You may move left, right, up, down or diagonally.

