

Overview

Daily Themes

- **Day 1**
 - Verse: Romans 3:23 “for all have sinned and fall short of the glory of God.”
 - Lesson: The First Sin - Genesis 1:1, 26a; 2:15-18; 21-23; 3:1-19; Romans 5:12
 - Summation: The first step is to understand that you are a sinner in need of salvation.
- **Day 2**
 - Verse: Romans 6:23 “For the wages of sin is death, but the free gift of God is eternal life in Christ Jesus our Lord.”
 - Lesson: God's Judgment and Salvation - Genesis 6:5-7:24; Hebrews 11:7; Romans 6:23
 - Summation: The second step is to know that the wages of your sin is death. The third step is the fact that God has given the free gift of salvation from death to those that have faith in Jesus Christ as their Savior.
- **Day 3**
 - Verse: Romans 5:8 “but God shows his love for us in that while we were still sinners, Christ died for us.”
 - Lesson: God's Great Love - Romans 5:8; Mark 15:1-5; 12-34; 37-38; 42-47; 16:1-7; 9-11; 14; 19; Galatians 3:13
 - Summation: The fourth step is to understand that Jesus Christ died on the cross in your place, to take the punishment for your sin so that you can be saved from death to eternal life.
- **Day 4**
 - Verse: Romans 10:9 “because, if you confess with your mouth that Jesus is Lord and believe in your heart that God raised him from the dead, you will be saved.”
 - Lesson: Believe and Be Saved - Acts 16:13-40
 - Summation: The fifth step is to understand that to be saved you must believe/have faith/trust in your heart in Jesus Christ for your salvation.
- **Day 5**
 - Verse: Romans 5:1 “Therefore, since we have been justified by faith, we have peace with God through our Lord Jesus Christ.”
 - Lesson: Believers Belong to Jesus - John 10:2-4, 7, 9, 11, 14-18, 27-30
 - Summation: The final step is to know that if you belong to Jesus, if you are saved through faith in Jesus, then you have peace with God and can never lose it.

Welcome Station

- This is where students go when they arrive.
- It is where they say their verses and get their stickers for participation.
- It is where the first game of the day is played. So, an open space will work best.
- The first game of the day is an ice breaker to allow everyone to get to know newcomers. It must be fun so that hesitant students forget their concerns and want to stay.
- The space can easily be designated with a “Welcome” tent sign. (Simply fold poster board into a “tent” so that it stands up and write “Welcome” on it.)
- A poster or roster can be used to track students and collect their stickers. However, students can also wear their stickers by simply attaching a strip of construction paper to the back of their pin-on name tag. (Write student's name on the back in case the paper comes loose from the tag.) For organizational purposes a different type or color of sticker can be used to indicate the difference between attendance, verse, & visitors. (Note: If pin-on name tags are used, remember to collect them at the end of each day!)
- Several helpers should assist at the welcome area so that students do not need to wait for attention. Waiting breeds mischief.

The Roman's Road

Overview

Transitions

- Transitions are fun activities that move students from one activity to another. If stations are close to one another, transitions can be extended by leading students around the entire area before ending at the next station.

Roman's Road Station

- This is the lesson location.
- Since students will spend a lot of time here, it should be under a canopy.
- It would be nice if the canopy could be used to post a VBS sign, a Roman's Road sign, and possibly other visuals.
- Students should be able to sit on blankets under the canopy.
- Leaders may want a small table for their items. However, objects can also be organized in one or more boxes or bags.
- Lessons are meant to be serious but interesting. The responsibility of engaging students falls upon the leader(s). It would be best to have several people working together as a team. This would especially be beneficial when reading the Scripture. A reader's theater style with more than one reader will help the reading to come alive and be more understandable for students. The songs, questions, object lessons, and skits are also meant to be engaging, meaning students should be involved not "just watching."
- Song visuals can easily be made by mounting printed songs onto construction paper or cardboard with a craft stick for a handle.

Pit Stop

- This is where students will eat their snack.
- This time is to be used for students to take a restroom break as well as eat.
- Snacks should be simple to serve, eat, and clean up. This is not a meal, just a break. Maybe different adults could sign up to bring the snack on different days or maybe snack items could be donated before VBS. Juice boxes, small water bottles, packages of raisins, fruit chews, crackers, etc. could be easily collected prior to programming.
- Leaders should use this time to set up for the game and craft activities and to take their own bathroom break.

Game Station

- This is where students will play games that are designed to be fun with a purpose. The games will reinforce the Roman's Road verses or concepts in an enjoyable, laughter-filled manner.
- Some of the games are quite active. So, an open space is best. The Welcome Station can easily double as the Game Station by simply using a different sign.
- For safety purposes, an audible "stop signal" should be used to get the immediate attention of students when necessary. Ideas: whistle, bell, squeaky toy, clap rhythm...
- Boundary markers should be used to keep students within the game area.

Craft Station

- This is where students will make crafts that reinforce the Roman's Road concepts.
- If table space is not available, students can probably work on blankets on the ground. The Pit Stop can easily double as the Craft Station by simply using a different sign.
- The crafts have been designed to be simple with a minimal amount of mess. A leader with time and resources can expand upon the craft ideas to make them more elaborate by using materials such as foam and cardboard instead of paper.

Closing

- Any area can be used for this simple class closure time.