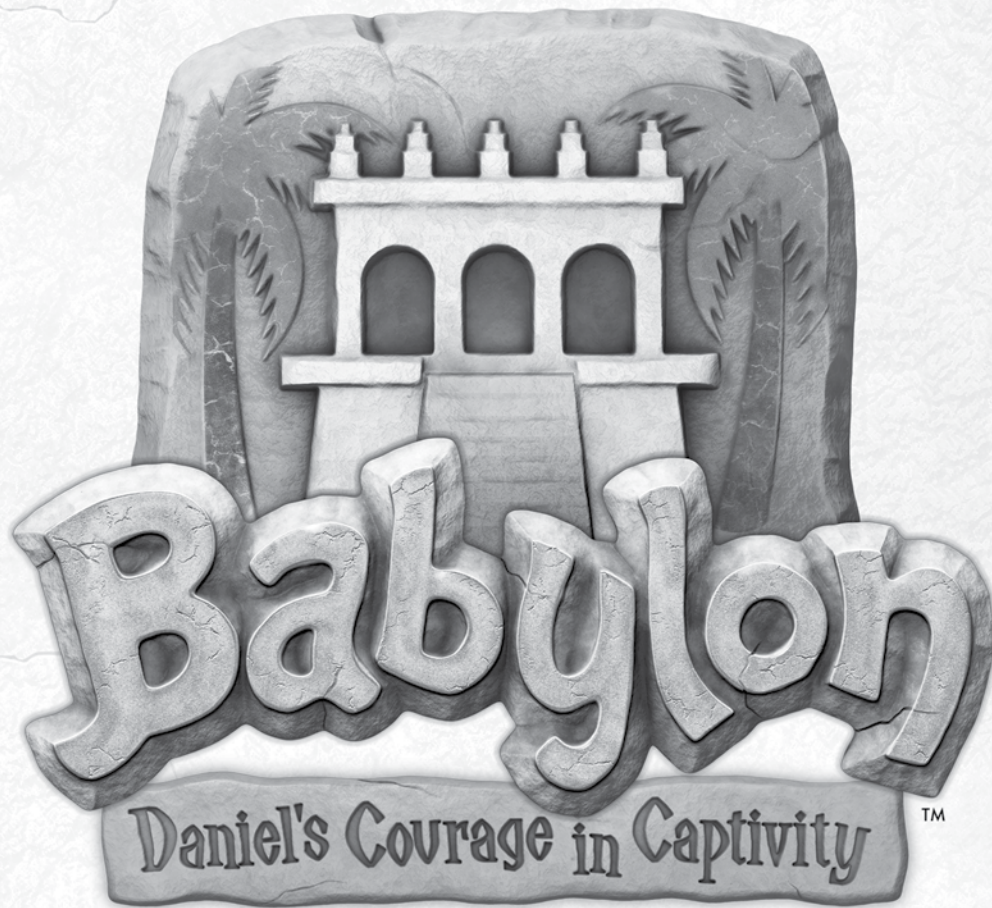


Shopkeeper

MANUAL

Babylon
Daniel's Courage in Captivity





Shopkeeper

MANUAL



LOVELAND, COLORADO
GROUP.COM/VBS



2023 HOLY LAND ADVENTURE VBS

Babylon

Daniel's Courage in Captivity™

SHOPKEEPER MANUAL

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Credits

A big thanks to our courageous VBS team:

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Contents

Babylon Overview	4
-------------------------	----------



Music Shop	7
-------------------	----------



Jewelry Bazaar	13
-----------------------	-----------



Mosaic Studio	19
----------------------	-----------



Metalworking Shop	25
--------------------------	-----------



Astronomy School	31
-------------------------	-----------



Hanging Gardens Nursery	39
--------------------------------	-----------



Cylinder Seal Shop	45
---------------------------	-----------



Operation Kid-to-Kid™	51
------------------------------	-----------



Royal Animal Courtyard	57
-------------------------------	-----------



Food Court	61
-------------------	-----------

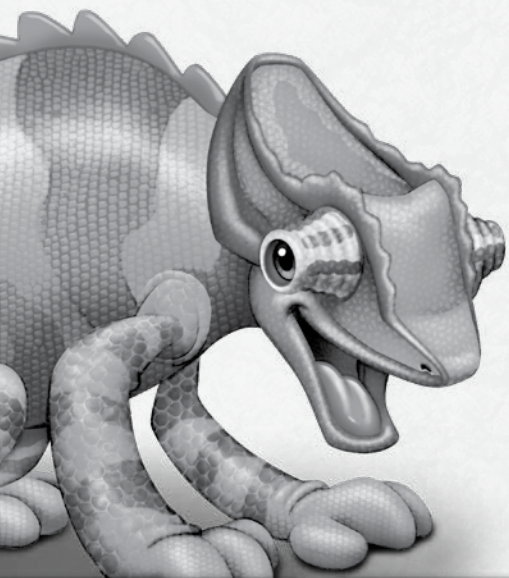


Babylon

Daniel's Courage in Captivity™

You'll reinforce Bible learning in a big way because the daily Bible Point is carefully integrated into each activity. That's why each center is so important to the overall learning experience.

Explore the entire program at a glance. Refer to the chart to see how each center's activities supplement other activities to make the Bible come to life at your church!



Bible Content

Celebration

Tribe Time

Daniel's Adventures

Palace Playground

Marketplace Shops



Day 1

Bible Point:

When things change, God is with you.

Key Verse:

"For God has said, 'I will never fail you. I will never abandon you.' "
(Hebrews 13:5)

Bible Story:

Enemies capture Daniel and his friends and take them to Babylon. (Daniel 1)

- Learn the Day 1 Bible verse and motions.
- Meet all the Tribes at Babylon.
- Sing "Through It All," "Watching Over You," and "Stand Firm."



Draw pictures on Color-Changing Paper, and discover that God is always with them.



Meet Daniel, and hear how he and his friends are faring as captives in Babylon.



Day 2

Bible Point:

When you need help, God is with you.

Key Verse:

"God is our refuge and strength, always ready to help in times of trouble."
(Psalm 46:1)

Bible Story:

Daniel interprets Nebuchadnezzar's dream. (Daniel 2)

- Hear a few God Sightings from the whole group.
- Learn the Day 2 Bible verse and motions.
- Sing "God Is for Me," "Only a Prayer Away," and "Where Do I Go?"



Explore a Dark-to-Dazzling Board, and discover that God is with them in life's darkest times.



Discover how Daniel is able to interpret the king's mysterious dream.



Play Birthday Tag and other games that have to do with things on a calendar.

Choose a few shops to visit each day:



Royal Animal Courtyard



Astronomy School



Cylinder Seal Shop



Food Court





Day 3

Bible Point:

When you're afraid, God is with you.

Key Verse:

"Don't be afraid, for I am with you.
Don't be discouraged, for I am your
God." (Isaiah 41:10)

Bible Story:

Shadrach, Meshach, and Abednego
survive a fiery furnace. (Daniel 3)

- Talk about their daily mission in the Marketplace.
- Learn the Day 3 Bible verse and motions.
- Sing "Thankful," and "Come, Thou Almighty King."



Day 4

Bible Point:

When you're lonely, God is with you.

Key Verse:

"I am with you always, even to the
end of the age." (Matthew 28:20)

Bible Story:

Daniel prays, even though it means he
might get into trouble. (Daniel 6:1-16)

- Learn the Day 4 Bible verse and motions.
- Sing "Amazing Grace (My Chains Are Gone)."
- Review Days 1-3.



Day 5

Bible Point:

When you're thankful, God is with you.

Key Verse:

"Give thanks to the Lord, for he is good!
His faithful love endures forever."
(1 Chronicles 16:34)

Bible Story:

God saves Daniel from the lions.
(Daniel 6:16-28)

- Learn the Day 5 Bible verse and motions.
- Hear Tribe cheers.
- Celebrate all the Bibles they're sending to kids around the world through Operation Kid-to-Kid.



Use Trembling Teeth
and a Yikes Poster
to share times
they're afraid.



Hold Sticky Sin Slime,
and realize that Jesus
took our sins upon
himself at the cross.



Celebrate all they
have to be thankful
for as they use
Praise Poppers.



Find out what
happens to Daniel's
friends when they
won't worship the
king's statue.



Watch as Daniel is
arrested because he
won't stop praying.



Discover what
happens when Daniel
is thrown to the lions.



Launch and catch
crazy stuff with big,
bigger, and biggest
catapults.



Sneak up on a
sleeping lion,
pretend to be
a long-necked
ostrich, and pull
like a strong team
of oxen.



Catch a shooting
star, hop along a
constellation, and
race around a
starry sky.



Hanging Gardens
Nursery



Jewelry
Bazaar



Metalworking
Shop



Mosaic Studio

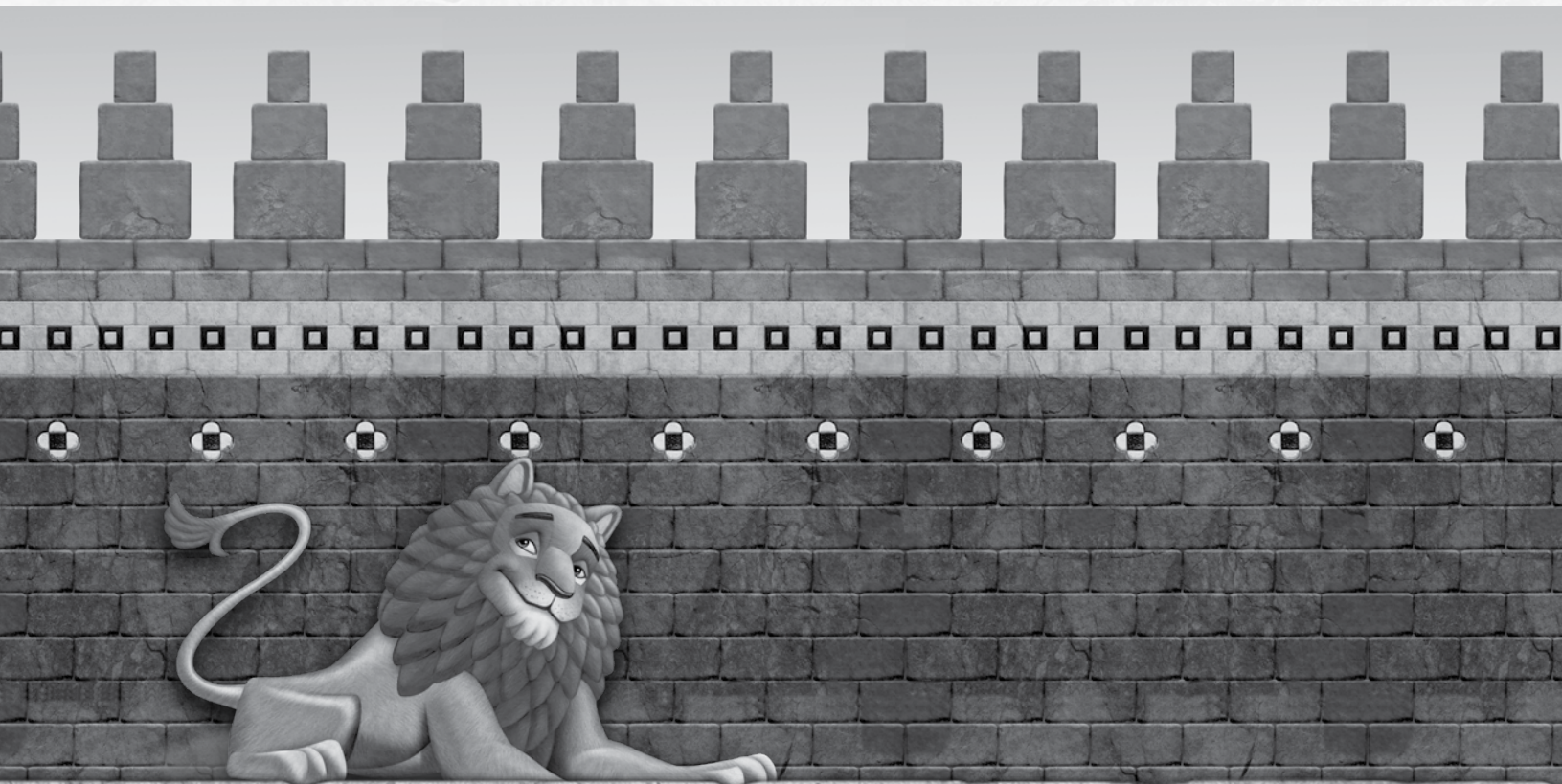


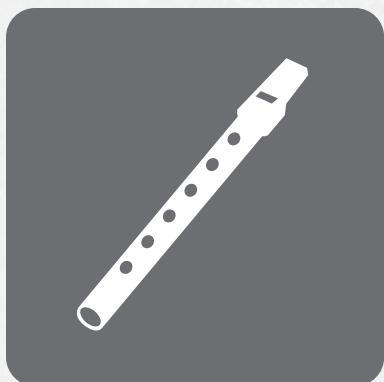
Music Shop



Operation
Kid-to-Kid™







Music Shop

What You'll Do

Each day as Tribes enter the Marketplace, you'll welcome a different group of kids and adults to the Music Shop. You'll collect one coin from each participant and help your "apprentices" make Babylonian Flutes that actually play. (See directions on page 11.) You may also demonstrate how to make other instruments using everyday items.

You can use the historical background (p. 8) to shape your character and understand what it was like to be a maker of musical instruments in ancient Babylon. An important part of your job is to visit with participants at your shop about Daniel, who was brought as a captive to Babylon, so be sure you're familiar with the conversation-starters we've given.



Supplies

- Babylonian Flute Kits* (1 per participant)—each kit contains a flute body and a mouthpiece
- several hammers
- large nails
- masking tape
- colorful markers
- rulers
- yarn
- scissors
- Glue Dots*
- Music Shop sign (*Clip Art & Resources* CD)

*available from Group Publishing or your Group VBS supplier

Shopkeeper Tip

Each day, every participant will receive 3 simple coins (called “darics”) that they can spend in the Marketplace. Through field testing, we’ve discovered that using the coins helps kids “budget” their time and encourages them to spend more time on each project instead of trying to race through all of them. Plus, it makes kids feel important as they purchase crafts and snacks! Be sure to charge each person 1 daric to participate in your shop.



Historical Background

- In Babylon, many different types of instruments were popular, such as the reed flute, the lyre, the drum, the trumpet, and the harp.
- Most music for the Babylonians was instrumental. The Babylonians often used music as an accompaniment to the telling of a story.
- Discovered cuneiform tablets reveal a wealth of music information about specific tuning modes, scales, string names, and hymns. These documents demonstrate that Mesopotamian cultures knew a system of music as refined as those later attributed to the Greek civilization, a culture commonly credited with the earliest development of musical documents.
- Images of musicians and their instruments appear frequently in Babylonian artwork and archaeological artifacts.

Setting Up Shop

Shop Layout

Set out your supplies on a low table in the center of your shop.

A Full Shop

During their time in Babylon, people will have the opportunity to try out all the activities in every shop. When your shop is full, explain that you have enough apprentices for now but will need new ones tomorrow. If children and adults want to repeat your shop, point out that they’re welcome to come back to try other projects, but you’ve purchased only enough supplies for each apprentice to make one Babylonian Flute. That way you’ll have plenty of supplies for everyone!

Assume an Identity

Sometimes it can be hard for people to play a role—especially the role of a person who doesn’t believe in the one true God. We’ve found that when staff members have a Babylonian name, it helps give them a “pretend identity” they can use for role-play. So think of using a Babylonian male name such as Labashi or Nutesh or a Babylonian female name such as Amata or Zakiti.



Slow Down

Set a slow, relaxed pace for your shop. Remind participants that since they'll visit only three shops per day (including the Food Court), they'll have plenty of time to explore the other shops. There's no need to rush! You're likely to find that kids and adults enjoy having the time to sit and talk while they work on a project together.

Options

Through years of field testing—and lots of customer feedback—we've learned that it's helpful to have a few different kinds of projects for Tribe members to work on in the Marketplace. That way, people can choose what interests them most or find a project that's easy for them to do. Plus, it gives kids something to come *back* to your shop for, in case they finish projects quickly. Consider adding the following options to your music shop.

- Stretch a large rubber band around an empty box, and start strumming at the box opening. Then use markers to decorate your instant lyre!
- To make an easy tambourine, staple or glue two heavy paper plates together, facing each other. Use a hole punch to make holes around the edges of the plates, and tie jingle bells to the holes with yarn. (Or place a few jingle bells between the plates.) Decorate the tambourine with crayons, markers, and stickers. Cover any staples with tape.
- Wrap an empty water bottle with masking tape. Use colored markers to decorate. Put some dried beans inside the bottle, secure the cap, and start shaking!



Palace Pointer

While it may seem strange—or shocking—to talk about *not* believing in the one true God as Daniel did, this role-playing allows participants to verbalize their faith. Think of it as giving kids and adults a chance to practice standing up for what they believe, in a safe environment. Tribe Leaders should jump right in as the “voice of truth,” sharing what they know about Daniel—and God!

Palace Pointer

Remember, Tribe members who visit your shop may not have visited Daniel yet. So please don't reveal what happens in each day's Bible story. Daniel wants to keep it a surprise!

The Flute Maker

Your character has heard about Daniel and his friends and feels a little sorry for them. Each shopkeeper will have a different perspective of Daniel's story. As the flute maker, you'll play the role of someone who hasn't met Daniel and his friends but feels sorry for their plight. Throughout the week, in addition to the suggested dialogue below, visit with participants in your shop about Daniel and the God he serves. Use the following statements simply as conversation starters.



Day 1: When things change, God is with you. (Daniel 1)

- **Welcome to my music shop. Sorry if I seem a little grumpy—I have a lot of flutes to make this week. Last week it was cymbals, and the week before that it was lyres and harps. The king keeps changing his mind! And now all those captives have arrived in Babylon. I hope I don't have to teach *them* how to make flutes. I *hate* when things change! How do you feel when things change?**



Day 2: When you need help, God is with you. (Daniel 2)

- **Come in, come in. As you can see, I'm trying to finish these flutes in a hurry today. I want to get out into the Marketplace and see what's happening! I heard the king's really upset about something, and those captives might be part of it. You know, I feel kind of sorry for them. They're not from Babylon, so who's going to help them? Who do you turn to when you need help?**



Day 3: When you're afraid, God is with you. (Daniel 3)

- **Greetings! Welcome to my shop. How are you doing today? Better than Daniel's friends, I hope. The guards were just here looking for them. Boy, those guys seem to get in trouble a lot. And when they do, I've heard all they do is talk about that one God of theirs. I just don't understand—we have so many gods here in Babylon. Aren't more gods better than Daniel's friends? Daniel's friends must not be very bright. What do you think?**



Day 4: When you're lonely, God is with you. (Daniel 6:1-16)

- **Thanks for stopping by my shop. I could use some company. I haven't had many visitors to my shop, and I'm kind of worried. If people stop buying my flutes, I don't know what I'll do. My family moved away so I don't even have someone to talk with about my problems. What do you do when you feel lonely like me?**



Day 5: When you're thankful, God is with you. (Daniel 6:16-28)

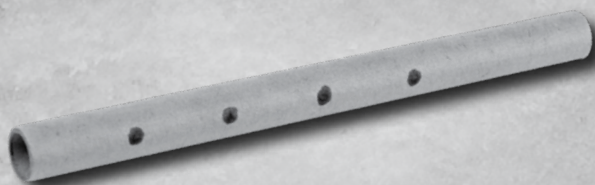
- **Hello! How are things going with you? I'm feeling really good today. I just got a big order from the king's musicians for 52 flutes! I feel like shouting a great big “thank you” to someone. But who would I thank? You know, I've heard that Daniel and his friends talk to their God a lot—and they think he listens. Could that be true?**

Making the Babylonian Flute

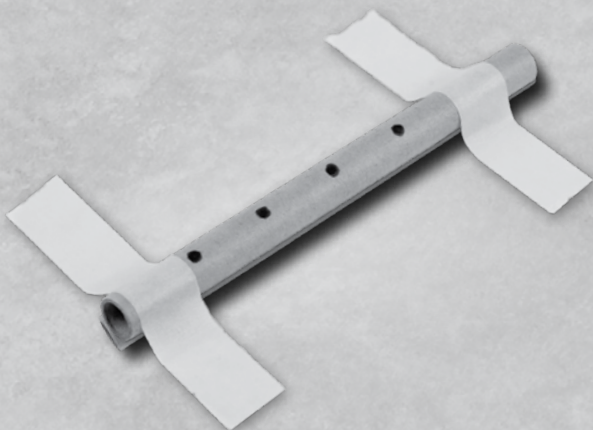
Say: **You must love music as much as we do here in Babylon. Come in, and let me show you how to make a Babylonian flute!**



1. With a marker, write your name on the flute body. About an inch from one end of the flute, draw a small dot.



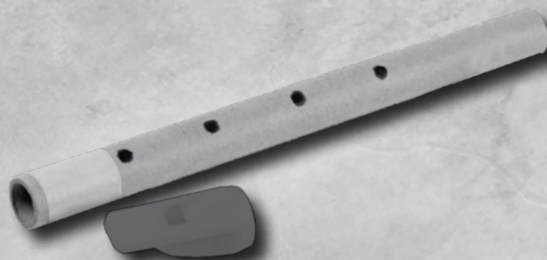
2. Turn the flute over, and starting from the same end as the other side, draw 4 dots at 1-inch intervals.



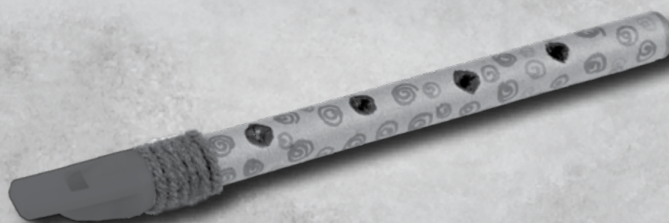
3. Use masking tape to tape the flute body to a table.



4. Center a nail over one of the dots on the flute body, and gently hammer a small hole. (Try to avoid letting the nail go all the way through the flute body.) Then remove the nail. Make a hole at every dot you marked, even the one near your name.



5. Wrap a layer of masking tape around the flute at the end where you measured for the first hole. Attach a mouthpiece to the flute, over the tape for a tight fit.



6. Use markers to decorate the flute body. Wrap colorful yarn around one end of the flute for even more decoration.



