

OPENING SKIT 1



Props: S.A.M. robot (see description below), motion-capture suit (see description below), music player with music of your choice (will need to play loudly enough for audience to hear), laptop computer, video game controller, backpack, magnifying glass with attached tag that says: Genesis 6–9, satellite phone (or walkie-talkie), old TV rabbit ears (or wire clothes hangers)

The music player needs to be in a spot where the audience can see and hear it. You will also need to play a beeping sound or alarm later in the skit. Arrange this ahead of time with a sound technician. Place the magnifying glass with tag inside the backpack. Someone offstage will need to put the backpack on S.A.M. while he is “overboard.”

Stage is the deck of a salvage ship. A few bits of equipment are lying around. BAIT is working on the diving robot. The robot (S.A.M.) could be any metallic-looking thing that has some arms on it, or it could be a mannequin or dummy dressed up as a diver. The robot needs some type of backpack or compartment on its back to bring back to the surface. Prominently written on it somewhere should be an acronym S.A.M.C.C.R.D.A, which stands for Semi-Autonomous Motion Capture Controlled Robotic Diving Apparatus. A laptop computer is onstage with screen facing away from kids.

BAIT enters, folding a strange-looking sweat suit or onesie with Ping-Pong balls attached all over it. (It should look like a motion-capture suit from a movie or video game.) BAIT is practicing swimming movements and robotic arm movements.

BAIT: *(to himself)* Computer and sensor set up? Check. Suit on? Check. Practy-sizing my robotic arm movements? Check. *(Starts playing music from music player.)* Dance moves? Checkity-check-check!

FISH comes in and watches as dance moves get sillier and sillier. Eventually he coughs and makes noise, or BAIT spins and sees FISH. Either way, BAIT is startled and embarrassed.

BAIT: *(screams)* AAAAAHHHHHH!

(Turns music off.)

FISH: *(laughing)* Glad you have your suit on! It’s time to dive!

BAIT: Whoo hooo! Diving time!

FISH has a video-game controller (or other remote-control device). They both position themselves in front of the computer and get ready to toss S.A.M. overboard.

BAIT: Great! *(to audience)* Kids, after we launch S.A.M., count to ten with us to help S.A.M.’s autopilot dive to the coordinates Doctor Waverly gave us.

They toss the robot over the side (somewhere kids can’t see it), and then go to their positions in front of the computer.

FISH, BAIT, and KIDS: One, two, three, four, five, six, seven, eight, nine, ten!

FISH: Great job, kids. Now the motion control is active. S.A.M.’s arms will now match BAIT’s movements!

Play a beeping noise that gets faster and faster, or any kind of alarm sound.

FISH: Uh-oh! S.A.M. is going too fast! BAIT, spread your arms out to help S.A.M. slow down!

BAIT: *(to audience)* Come on, kids! Spread your arms out like me to help our robot slow down under the water!

BAIT spreads his arms wide. Beeping noise or alarm stops.

FISH: Good job, BAIT! And you too, kids! *(pointing to computer screen)* There’s the object! Reach out and grab it with the robot hands.

BAIT: *(to audience)* Kids, let's use S.A.M.'s hands to grab the object. I'll be able to see it on the screen, but you'll have to follow me and use your imaginations, OK? *(reaches out)* A little to the left! *(moves hands to the left.)* A little higher! *(moves hands higher.)* Got it! *(moves hands as if grabbing object)*

FISH: OK, put it in the bag and bring it up!

BAIT: *(to audience)* Kids, let's put our arms over our heads and then down behind our backs to put the object in S.A.M.'s backpack! *(He mimes putting the object behind his back)*

FISH: Turning motion capture control off . . . now. High five, BAIT! We did it! *(They high-five and encourage kids to do the same)* Let's get ready to bring S.A.M. back up!

BAIT: *(to audience)* Kids, count DOWN from ten to help S.A.M.'s autopilot bring him back up!

FISH, BAIT, and KIDS: Ten, nine, eight, seven, six, five, four, three, two, one!

When they are finished, they lean over the side and pull up the robot. Inside the backpack is a magnifying glass, and attached to that is a tag that says: Genesis 6–9.

BAIT: It's a magnifying glass, FISH! But there's something attached to it! It's a tag.

FISH: And that's not all. On the tag is a strange word with some numbers. It says "Genesis 6–9." What's that? We need to call Doctor Wave about this. BAIT, have the kids help you find a signal for me.

Gets out a satellite phone (or walkie-talkie) and starts to dial. BAIT picks up two old TV rabbit ear antenna (or wire clothes hangers) and points the rods in a V.

BAIT: OK, kids, hold your arms like me to help FISH's satellite phone get a good signal to call Doctor Waverly!

BAIT waves arms around while FISH has a short conversation with Doctor Waverly on the phone. FISH can improv a few lines explaining what was found. In between each line, the sound tech can play a mumbly noise or a noise like Charlie Brown's teacher. If that won't work, BAIT can make the noises, as long as he doesn't move his mouth.

FISH: Thanks, Wave! *(catching himself)* I mean, Doctor Waverly! *(hangs up, speaks to BAIT)* Doctor Waverly says Genesis 6–9 is a set of coordinates, but not coordinates on a map. It's coordinates in something called the Bible.

BAIT: The Bible? I've heard of that.

FISH: Yep. And guess who is studying and learning about Genesis 6–9 in the Bible today?

BAIT: Who?

FISH: The kids are! Wave says we can hang out and learn with them! *(to audience)* Is that OK with you, kids? *(kids respond)*

BAIT: Sounds great! Let's go!

They exit.

CLOSING SKIT 1



FISH and BAIT enter. BAIT is back in normal work clothes. BAIT has something from the day's lesson. It could be the craft that the kids made or a special snack that the kids had—so long as it is something that the kids will recognize from their day.

FISH: Wow, I'm so glad we got hang out with the kids.

BAIT: I know. If we'd just stayed on the ship, I wouldn't have gotten this cool _____. (*BAIT improves a couple lines about the item from the lesson.*)

FISH: That's true, but I'm even more glad that we got to learn about how God KNOWS us.

BAIT: Yes. God knows everything about us, even our sins and mistakes, but He still loves us!

FISH: That's pretty amazing!

BAIT: And that is very good news.

FISH: You know what else is good news?

BAIT: What?

FISH: I've got new coordinates from Doctor Waverly. If we leave now, we can get to the next spot by . . . (*does some calculations*) tomorrow at _____ (*says the time of tomorrow's opening session*).

BAIT: Whoo hoo! Let's get this boat moving! See you tomorrow, kids!