

A script from



## **“The Advocates”**

by  
Rachel Benjamin

### **Synopsis**

Does your VBS program need an extra volt of adventure and excitement? Then plug into this new VBS skit pack, THE ADVOCATES. Designed to portray the electrifying power of the Holy Spirit as he works in our lives, these avenger-themed scripts will encourage students to plug in and power up!

Our story begins as Deputy Darla is immediately summoned for an urgent mission. Her boss, the Counselor, hands her a folder containing the following identities:

Arachne: a paranoid phobic

Alloy Boy: a notorious thief

Bulk: a loner with anger-management issues

Captain: a ruthless bully

She reluctantly listens as he explains that these are her newly assigned recruits for a special team of advocates. Certain that these prospects will prove defective and poisonous to the cause, Darla is anything but enthused. The Counselor assures her that these are the needed agents and that their unique talents will prove valuable and effective once they are plugged in and powered by the one true source of strength.

Accompany the Deputy and the Counselor as they daily approach each new recruit with a cryptic yet compelling offer to join their team. As the end of the week approaches, mysteries are solved, problems are answered, and the lives of these once-misfits are forever changed as the Counselor transforms them into the advocates they were created to be.

## How To- Keep It Simple!

### Theme

Power Up!! / Students will spend the week learning about the Counselor, his power and how he desires to work in our daily lives.

### Word / Verse of the Day

Sunday (aka Session 1): Power / Acts 1:8

Monday (aka Session 2): Promise / John 16:7 & John 14:27

Tuesday (aka Session 3): Receive / Acts 2:1 - 41

Wednesday (aka Session 4): Fruit of the Spirit / Gal 5:22-23

Thursday (aka Session 5): Community / Acts 2: 42 - 47

Friday (aka Session 6): Peace / Ephesians 2:17 & Matthew 28:19 & Acts 1:8

### Main Character Descriptions:

<b>Counselor</b>	Holy Spirit
<b>Deputy</b>	Girl. Advocate for Counselor
<b>Arachne</b>	Should closely resemble Marvel's Avengers: Black Widow
<b>Alloy Boy</b>	Should closely resemble Marvel's Avengers: Iron Man
<b>Bulk</b>	Should closely resemble Marvel's Avengers: The Incredible Hulk
<b>Captain</b>	Should closely resemble Marvel's Avengers: Captain America

### Arachne's Snare Trap

There should be a rope on stage that Arachne can use to make a simple snare knot. Once the trap needs to be activated, there should be someone off stage controlling the other end of the rope. Stage crew should gently 'activate' the trap by pulling the rope.

### Bulk's Rampage

I've listed items that I think will be helpful, however, most anything that is light weight and easily breakable will work. Styrofoam is preferable because it's easily breakable but also very loud.

### Counselor's Lines

This character has the vast majority of lines. Memorization of these lines would be ideal, however, it would be completely in character if he was holding a clipboard or folder. If needed, the actor could 'hide' the script in one of these props.

### **Various Characters**

I have created numerous characters, hoping to give everyone an opportunity to be on stage. However, if you do not have enough people to play all of the mentioned characters, it is possible to double cast. For example, as long as ARACHNE is not in her ARACHNE costume, she could also be double cast as Cruella. Also, VARIOUS STUDENTS, can be played by one student...etc

### **Daily overview of Characters**

#### **Sunday**

Deputy  
Counselor  
Arachne  
Alloy Boy  
Girl  
Barista  
Bulk  
Captain  
Various Students

#### **Monday**

Deputy  
Counselor  
Arachne

#### **Tuesday**

Deputy  
Counselor  
Alloy Boy

#### **Wednesday**

Deputy  
Counselor  
Bulk  
Group Leader  
Luella  
Lady Villain  
Various other villains if wanted

#### **Thursday**

Deputy  
Counselor  
Captain

#### **Friday**

Deputy  
Counselor  
Arachne  
Alloy Boy  
Bulk  
Captain

These scripts were originally written for a **6 day VBS program**. One script was used per day. However, there are multiple ways to utilize these scripts. Below are just a few ideas:

### **5 Day VBS Program**

Day 1 – Skit 1- The Advocates

Day 2 – Skit 2- The Advocates: Arachne

Day 3 – Skit 3- The Advocates: Alloy Boy

Day 4 – Skit 4- The Advocates: Bulk

Day 5 – Skit 5- The Advocates: Captain

Parent Gathering – Skit 6- The Advocates: The Gathering

OR

\*You can use Skit 1 & 2 in the same day.

\*If you start each day with a skit, then Skit 6 can come at the *end* of Day 5

### **1 Day VBS Program**

One way to incorporate the weekly scripts into one day, would be to have the audience travel from room to room with the Deputy and the Counselor, recruiting each Advocate. This would take one group approximately 25 minutes. During the course of a VBS day, this could take place with 3 to 4 groups. At the day's end, I would suggest having all groups come together for the final skit.

Example:

Groups travel from room to room w/ Deputy and Counselor:

Room 1 – Skit 1 (Sunday – Power Up)

Room 2 – Skit 2 (Monday – Promise)

Room 3 – Skit 3 (Tuesday – Receive)

Room 4 – Skit 4 (Wednesday – Fruit of the Spirit)

Room 5 – Skit 5 (Thursday – Community)

Have 3 to 4 different groups take the 25(ish) minute journey through these 5 different rooms. Then to close out the day, have all groups meet in one large room for the final skit.

Room 6 – Skit 6 (Friday – Peace)

A script from



## **“The Advocates”**

Week/Day 1

by

Rachel Benjamin

- What** Advocates, gather! The Counselor convinces His Deputy that the team he has chosen can be more than miscreants and delinquents. Once they “plug in”, they’ll realize their full potential and use their powers for good!  
**Themes:** Power, Potential, Purpose, VBS, Kids Ministry, Kids Camp
- Who** Deputy  
Counselor  
Arachne  
Alloy Boy  
Bulk  
Captain  
Extras- students
- When** Present
- Wear** Cell phone  
(Props) Cup of coffee  
Manilla folder  
Rope
- Why** Acts 1:8
- How** The Deputy and Counselor are onstage. Each character (Arachne, Bulk, Alloy Boy and Captain) are positioned around the room in different areas.
- Time** Approximately 6 minutes

Lights up on an empty office. The **Deputy** enters.

**Deputy:** Hello? Sir?

When she doesn't see anyone, she rolls her eyes, gets a phone out of her jacket pocket and re-reads a text message.

**Deputy:** "Of upmost importance. Be at the office as soon as possible."

There is a beeping sound. **Deputy's** phone dies.

**Deputy:** Perfect! My phone's dead, and I left my charger at home.

She sits in the office chair and leans her head back trying to get a few more minutes of sleep. She mumbles to herself as she sits.

**Deputy:** What could possibly be that important that I had to drag myself out of bed at this hour?

**Counselor** enters. **Deputy** stands up spilling her coffee.

**Deputy:** Sir!

**Counselor:** Tired?

**Deputy:** No. Sir. I was just umm...

**Counselor:** Sleeping.

**Deputy:** Kind of.

**Counselor:** It's time to assemble our team.

**Deputy:** Now?

**Counselor:** I found them.

**Deputy:** Where? How? What...

He tosses a manila file on the table.

**Counselor:** This is our team. It's time to invite them to join us.

**Deputy** opens file. As **Deputy** reads the file, lights come up on **Arachne**, who stealthily moves from the back of the audience to the front. Then, careful that she's not being watched, she grabs the rope and creates a snare knot. She leaves it on the ground for her next victim then stealthily crouches out of the way. Lights go down as she freezes.

**Deputy:** Cynical. Skeptic. Wary. Not willing to believe or trust others.

*Deputy looks at the front of the folder*

**Deputy:** Did you hand me the right folder?

*Deputy keeps reading*

**Deputy:** Vacillating. Paranoid. Suspicious of all other human beings.

*Deputy looks up at **Counselor**.*

**Deputy:** Sir?

**Counselor:** Just keep reading.

**Deputy:** Ok.

***Deputy** flips the page. Lights go up Upstage Left. Throughout the description we see the following scenario unravel. A girl mimes ordering from a barista. **Alloy Boy** pulls an empty cup from the garbage. He also grabs a lid and a used straw from the garbage and puts it on the empty cup. The girl receives a drink. As the girl looks into her purse to pay for her drink. **Alloy Boy** swaps his empty cup for her full one. He then smiles at the girl and walks away. The girl pays for her drink, grabs the empty cup, and sips it. She looks confused. **Alloy Boy**, girl, and barista freeze. Lights down.*

**Deputy:** Alan Boyle.

**Counselor:** He goes by Alloy Boy.

**Deputy:** Huh. To each his own.

*She reads...*

**Deputy:** Notorious thief. (Pause) This is definitely the wrong folder.

**Counselor:** Keep reading.

**Deputy:** Charming but manipulative. Hijacker. Pickpocket. Pirate. Poacher. Culprit. Delinquent.

*Pause.*

**Deputy:** (Sarcastically) Great. Moving on.

***Deputy** flips page. Lights go up on **Bulk**. **Bulk** should be towards the back of the audience where he has lots of room to move.*

**Deputy:** Ryan Manner. Strong. Powerful. Hulk-like.

***Deputy** does a double take to make sure she has read that correctly. Then she looks to **Counselor**.*

**Deputy:** Hulk-like?

**Counselor:** I didn't write the report.

***Deputy** keeps reading. As she reads the description, **Bulk** starts to get angry. He begins to throw and crush things around him. Styrofoam objects will work best. He ends by hitting both of his hands on the ground in a SMASH pose.*

**Deputy:** Responds to the nickname: Bulk. Often Irritable. Irate. Indignant. Has been in and out of anger management for the past few years. (To **Counselor**) I thought we were looking for more: love, joy, peace kind of stuff.

*Lights down on **Bulk** as he freezes. **Counselor** grabs the folder from **Deputy** and pulls out the final sheet.*

**Counselor:** You missed one. This last one, he'll be the team's leader.

**Deputy:** (Dreading what's to come) Oh no.

***Counselor** begins reading the report. Lights go up Upstage Right. **Captain** approaches a table of students eating lunch. As he approaches he motions for the others to move. They all immediately squish onto one chair as **Captain** puts up his legs and relaxes on the other three.*

**Counselor:** Connor Caperson. Goes by Captain. Bully. Tyrant. Hooligan. Brawler. Assailant. Antagonist.

**Deputy:** Well, that's a winning team.

**Counselor:** Sure is!

*Lights go down on **Captain** and **Students** as they freeze.*

**Deputy:** Sir, may I just say... I think this is a mistake.

**Counselor:** What is?

**Deputy:** These candidates. (Grabbing folder) I mean a tyrant, a pickpocket, hulk-like. You're kidding me right?



**Counselor:** Do you remember where you were before you came to work for me?

**Deputy:** *(Timidly)* Yes.

**Counselor:** People can change. *(Thoughtfully)* Can I use your phone for a second?

**Deputy:** Umm...yeah sure. *(Grabs for her phone on the desk)* Actually, Sir, it just died.

**Counselor:** *(Gently takes phone)* So I can't use it unless I plug it in?

**Deputy:** Right. But I left my charger at home.

**Counselor:** It's of no use to me without a battery?

**Deputy:** Umm no. Sorry.

*He grabs the folder of candidates.*

**Counselor:** These candidates, they're unplugged.

**Deputy:** What do you mean?

**Counselor:** Your phone is useless dead, right?

**Deputy:** Right.

**Counselor:** These candidates, *(referring to the file)* without my counsel and guidance in their lives, are ineffective.

**Deputy:** So, you're saying...right now they're like dead phones?

**Counselor:** Exactly.

**Deputy:** Ok. So, how do we...power them up?

**Counselor:** Come on, I'll show you.

*Deputy follows Counselor off stage.*

A script from



## **“The Advocates: Arachne”**

Week/Day 2

by

Rachel Benjamin

- What** Advocates Team, gather! Deputy and The Counselor recruit their first Advocate, Arachne, known for her acute awareness and sensitivity. She sets her trap, but will she see that her skills can be used for good?  
**Themes:** Promise, Trust, Fear, Peace, Kids Ministry, VBS, Kids Camp
- Who** Deputy  
Counselor  
Arachne
- When** Present
- Wear** (Props) Saran Wrap  
Cell Phone  
Rope  
File  
Arachne is dressed in all black
- Why** John 16:7, John 14:27
- How** \*See The Advocates “how to”.
- Time** Approximately 5 minutes

Scene opens with **Arachne** stealthily approaching the stage and reassembling her snare trap. She ties the snare knot and checks the rope. The rope should be 'seemingly' connected to something offstage. A stage hand should be holding on to it, ready to set the trap in action. Saran wrap is attached to an item on Stage Right. **Arachne** hears a sound and grabs the other end of the Saran wrap, guides it across the stage and hides Stage Left. This leaves an almost invisible band of Saran wrap, chest high, across the stage.

**Deputy** enters from the back of the audience.

**Deputy:** Ok. This file says that she is secretive and inconspicuous. How are we supposed to find her? She doesn't sound like the type that is just going to answer the door. *(Realizing she's talking her herself)* Sir? Sir? Great.

**Deputy** walks into the Saran wrap trap. The more the **Deputy** tries to free herself the more stuck she becomes. **Arachne** quickly wraps her torso in Saran wrap. **Deputy** remains wrapped, unable to move her torso, including her arms, for the remainder of the scene.

**Deputy:** Ahhhhh. What? Wait. Help!

**Arachne:** Who are you?

**Deputy:** Umm, I'm I'm...

**Arachne:** Who do you work for?

Encircles **Deputy** warily.

**Arachne:** What do you want from me?

**Deputy:** We really just wanted to talk with you.

**Arachne:** We? Who else is with you?

**Counselor** enters.

**Counselor:** Arachne, she's with me.

**Deputy:** *(To Counselor)* Look, I found her!

**Arachne** cautiously approaches **Counselor**.

**Arachne:** And you are?

**Counselor:** You can call me, Counselor.

**Arachne:** What do you want? Why are you here?

**Counselor:** I'm forming a team of advocates.

**Arachne:** So? What does that have to do with me?

**Counselor:** I want someone with your unique talents to serve on it.

**Arachne:** What talents?

**Deputy:** You call this talent?! Cause, I call it illegal.

***Arachne** sharply turns and looks at **Deputy**. **Deputy** quiets down.*

**Arachne:** I wasn't the one trespassing.

**Counselor:** You have a sensitive spirit, Arachne. Your awareness of others can be used for good. Let me show you how to use what you've been given.

***Arachne** encircles **Counselor**.*

**Arachne:** So, if I join your team, what do I get out of it?

**Counselor:** The promise of something better.

**Arachne:** Like what?

**Counselor:** There's more to life than living in fear.

**Arachne:** I don't live in fear.

**Counselor:** You set traps all around you, because you're convinced someone is out to harm you...(pause) Let me show you what it's like to trust someone.

**Arachne:** (Hesitantly; the **Counselor** hit a chord) I don't see any problem with the way I live.

**Deputy:** Your hospitality could use a little tweaking.

**Counselor:** Come with me and I'll promise you peace.

**Arachne:** (Thinking) I've heard empty promises before.

**Counselor:** My promises aren't empty.

**Arachne:** No thanks.

**Counselor** hands her a cell phone.

**Arachne:** What's this?

**Counselor:** Your standing orders.

**Arachne:** The phone's dead.

**Deputy:** That's the point! It's ineffective without a charger. Just like you're ineffective without the Counselor.

**Arachne** looks back at the **Deputy** wrapped tightly.

**Arachne:** I think I'm pretty effective.

**Deputy:** No, I just mean you're unplugged. You're too wrapped up in your fears.

**Arachne:** I'm not the one wrapped up.

**Deputy:** I mean, you...you...

As the **Deputy** says this next line, she steps into the snare trap. The trap immediately activates. The snare trap grabs the **Deputy's** leg, pulling it backwards. She steadies herself, but is left standing on one foot still wrapped in Saran wrap.

**Deputy:** You just need to power up!

**Counselor** and **Arachne** stand for a moment and look at **Deputy**.

**Counselor:** (Hands **Arachne** a business card) Meet me here on Friday at 10am, join my team, and I promise to empower you with a peace that you won't find anywhere else.

**Arachne** looks at **Counselor**, takes his card and leaves.

**Counselor:** That went well.

**Deputy:** (Still stuck) I guess.

**Counselor:** One down. Three to go. Times running out. Let's move.

**Counselor** exits. **Deputy** is left in the trap.

**Deputy:** Sir? Sir? I could use a little help here. Sir?

Light down.

A script from



## **“The Advocates: Alloy Boy”**

Week/Day 3

by

Rachel Benjamin

- What** Advocates Team, gather! The Deputy and Counselor recruit Alloy Boy, a pickpocket.  
**Themes:** Receiving, Gifts, Talents, Purpose, Kids Ministry, VBS, Kids Camp
- Who** Deputy  
Alloy Boy  
Counselor
- When** Present
- Wear** 3 Cell Phones  
(Props) Business Card
- Why** Acts 2:1 - 41
- How** Rather than try to steal phones, simply have each character have a separate phone. Counselor should get close enough to Alloy Boy for the audience to believe that he could have pick-pocketed the phone, but in reality he should simply have a phone that looks exactly like the one Alloy Boy pulls out of his pocket in the beginning of the scene. For more on the “how” see The Advocates “how to”.
- Time** Approximately 4 minutes

**Deputy** enters glancing at some index cards as she talks to herself. She is clearly practicing a speech.

**Deputy:** Hi. We want you to join our team of advocates. We would like someone with your unique skill set to serve with us. *(She starts again)* After reading your file...we want to invite you- *(She starts again)* Hi. I'm Deputy Darla. *(Mimes shaking hands)* Nice to meet you. After reading your file, we would like you to join our set of advocates.

**Alloy Boy** has entered during her speech.

**Alloy Boy:** Don't do the hand shake thing.

**Deputy:** *(Startled)* Hi. What?

**Alloy Boy:** It's awkward and just looks ridiculous.

**Deputy:** *(Reciting what she's rehearsed)* Hi, my name is Deputy Darla. And after reading your file...

**Alloy Boy:** Darla. Now's there a name.

**Deputy:** Umm. Thank you? I was saying after reading your file...

**Alloy Boy:** After reading my file, you want to send me to jail.

**Deputy:** Um... *(checking her cards)* No, that's not what I was going to say.

**Alloy Boy:** *(Taking her index cards)* You wrote this down? I'm that intimidating, huh?

**Deputy:** No. I just wanted to make sure I had it right.

**Alloy Boy:** Had what right?

**Deputy:** My invitation.

**Alloy Boy:** To join your team of advocates.

**Deputy:** Yeah. How long have you been following me?

**Alloy Boy:** A couple blocks. I think I heard your speech almost 10 times. I was getting kinda sick of it, so I thought I'd interrupt you and save you the trouble of repeating it one more time.

*Pause.*

**Alloy Boy:** So, isn't this the part where you give me the phone?

**Deputy:** Oh yeah. *(She searches her pocket)* It's gone. I must have dropped it.

**Alloy Boy:** You mean this. *(He pulls a cell phone out of his pocket.)*

**Deputy:** How did you get that?

**Alloy Boy:** I'm a pick pocket, remember? It's one of my finer traits.

**Deputy:** Right.

*Pause*

**Alloy Boy:** So, I'm supposed to meet you on Friday.

**Deputy:** 10am.

**Alloy Boy:** It's gotta be good to get me out of bed by 10am. Exactly what do you want to give me Friday morning?

**Counselor:** Something you can't take.

**Alloy Boy:** Who are you?

**Counselor:** You can call me, Counselor.

**Deputy:** *(Referring to Alloy Boy)* He stole the phone.

**Alloy Boy:** Tattletale.

**Counselor:** You have a gift.

**Alloy Boy:** Thank you. I've always thought so.

**Deputy:** Stealing isn't exactly what I'd call a gift.

**Alloy Boy:** You were going to give it to me anyways, right?

*He reaches into his pocket to get the phone and realizes it's no longer there.*

**Alloy Boy:** I just had it.

*Counselor reaches into his own pocket and grabs the phone.*



**Alloy Boy:** How did you do that?

**Counselor** hands phone to **Alloy Boy**.

**Counselor:** It's time to change jobs.

**Alloy Boy:** I like my profession.

**Counselor:** The law doesn't, and I certainly don't.

**Alloy Boy:** *(Feigning hurt)* Ouch.

**Counselor:** I'm here to give you a choice.

**Alloy Boy:** *(Playing along)* Ok. Behind door number one?

**Counselor:** You can go to prison.

**Alloy Boy:** *(Sarcastically)* Tempting, but I hear prison isn't the best place to vacation.

**Counselor:** Or you can come work for me.

**Alloy Boy:** No door number three?

**Counselor:** Join our team and leave this life behind you. It's time you stopped taking and learned how to receive.

**Alloy Boy:** Exactly, how do you suggest I learn to do that?

**Counselor:** Without me, you can't.

*Pause. Counselor hands Alloy Boy the business card. Alloy Boy takes the card quietly, obviously considering it.*

**Counselor:** Meet me here *(referring to address on card)* on Friday at 10am. I have power to give you what you can't steal, you can only receive. *(To Deputy)* Let's go.

**Counselor** and **Deputy** exit Stage Left. **Alloy Boy** looks at card and phone and exits the Stage Right.

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## **“The Advocates: Bulk”**

Week/Day 4

by

Rachel Benjamin

- What** Advocates, gather! The Counselor and his Deputy observe an anger management support group and find their next Advocate Team member, Bulk. But can Bulk get his anger under control to do the good that the Counselor believes he can? **Themes:** Anger, Power, Change, Kids Ministry, Kids Camp, VBS
- Who** Lady Villain                      Group Leader  
Luella                                  Deputy  
Bulk                                      Counselor
- When** Present
- Wear** Small coffee table  
(Props) Clock made out of Styrofoam or something easily broken  
Phone cord that can easily be snapped in two  
Parking ticket  
Cell phone  
Luella needs to be dressed like the Disney character, Cruella Devil. Lady Villain needs to be dressed like a commonly known female villain. Some suggestions are: Maleficent from Sleeping Beauty, The Evil Queen from Snow White, Ursula from The Little Mermaid etc.
- Why** 1 John 5:4
- How** Make sure that the circle of chairs is open and no one has their back to the audience. The group members should be over-the-top characters. Have fun with this!
- Time** Approximately 5 minutes

Scene opens with four chairs in a semi-circle center stage. **Luella**, **Group Leader**, **Lady Villain**, and **Bulk** are seated. There is a small coffee table with a clock and a corded phone. The clock should be easily crushed (perhaps made out of Styrofoam) and the phone's cord should be easily snapped in two.

**Lady Villain:** Anger is my downfall. I just get angry so fast and so suddenly. These feelings of rage come over me all at once. Anything can trigger it really, someone being smarter than me or prettier than me. And when I'm really angry I...I...become a hideous dragon or sometimes a scaly lizard. On occasion I even breath fire. You can't imagine the kind of morning breath I wake up with after one of these episodes. I'm so ashamed.

**Group Leader:** Thank you for sharing. Luella, would you like to speak?

**Luella:** Hi. My name is Luella and I deal with anger management issues.

**Group:** Hi, Luella.

**Luella:** My sister Cruella, suggested I attend this group. She said it really helped her.

**Group Leader:** Would you like to discuss your most recent incident?

**Luella:** It was the kittens. I could have controlled my temper with just 100. It was that one more that put me over the edge. Thinking about it makes me want to laugh really loud and mean. (*Villainous laugh*) I...I... just can't stop.

**Counselor and Deputy** enter the meeting quietly in the back.

**Group Leader:** Thank you for sharing, Luella. Bulk, do you have anything to add?

**Bulk:** I don't mean to get so angry. I don't want to, really.

**Group Leader:** What makes you get angry, Bulk?

*This should be a slow but progressively violent speech. As **Bulk** gets more and more angry he begins to destroy everything around him.*

**Bulk:** I don't know?

*He reaches into his pocket and pulls out a sheet of paper. It should resemble a parking ticket.*

**Bulk:** Parking tickets.

*He slowly rips that paper to shreds. As he does he notices his nails*

**Bulk:** Hang nails. Loud annoying alarm clocks.

*He reaches for the clock crushes it.*

**Bulk:** Telemarketers who call in the middle of dinner

*He grabs the corded phone and begins to stretch the cord until it breaks.*

**Bulk:** And automated recordings when I just need to talk to a real live human being!

*He ends by bringing both of his fists to the ground in a Hulk-like SMASH pose. There should be a loud thud as the rest of the characters react like an earth quake has hit.*

**Bulk:** Ahhhhhhhhhh!!!!

**Deputy:** I'm out of here!

**Counselor:** Wait. Trust me.

**Bulk:** *(Realizing that he's lost control)* I...I...I'm no good. See what I mean? I just get angry so fast. I'm sorry.

**Group Leader:** *(Picking herself off the ground)* That's all right, Bulk. At least we're talking about it. Let's reconvene tomorrow. Same time, same place. Good work everyone.

*Luella, Lady Villain, and Group Leader exit. Bulk sits with his head in his hands.*

**Counselor:** Bulk?

*Bulk looks up quickly, Deputy ducks behind Counselor.*

**Bulk:** Who are you?

**Counselor:** You can call me, Counselor. I'd like to talk with you about joining our team of advocates.

**Bulk:** Me? Why would you want me on any team?

**Counselor:** You have a gift.

**Deputy:** *(Aside)* Or a problem.

**Counselor:** *(Jabs Deputy)* A gift that can be used for good.

**Bulk:** Good. Ha! I know only two kinds of good. No good and good for nothing.

**Counselor:** You're passionate. Just about the wrong things.

**Bulk:** Listen I'm a bad seed.

**Counselor:** Well, I'm in the business of planting good seeds.

*Counselor hands him a phone.*

**Bulk:** What's this?

**Counselor:** The first step to becoming a good seed and changing your fruit. If you choose to join us, you'll find your standing orders on that phone.

**Bulk:** This phone is dead! Where's the charger? You gave me a dead phone!

*He slowly starts to get angry once again. He should end this speech by grabbing a chair and holding it in the air as if he's going to throw it.*

I can't read the orders if I can't power up the phone!!! And I can't stop getting angry if I can't read the orders!!! Who gives someone a dead phone?!!

**Deputy:** (To **Counselor**) Give him a new phone!

*Deputy throws herself on the ground and curls herself in a ball.*

**Counselor:** (To **Bulk**) You can't stop being angry by yourself.

*Bulk is still holding chair above his head.*

**Bulk:** I'm really trying!! It's just not working.

**Counselor:** The only way to change your actions, to change your fruit, is with my help. You don't have the power to do it on your own.

*Counselor slowly takes the chair from Bulk.*

**Counselor:** I can show you how to use what you've been given for good. But you have to join my team.

**Bulk:** You're wasting your time.

**Counselor:** No. You've been wasting yours. Stop. Repent. Start changing your fruit.

**Bulk:** How?

**Counselor:** Meet me here (*hands him card*) on Friday morning at 10am. You won't regret it.

To **Deputy** who is still cowering on the ground in a cradled position.

**Counselor:** Time to go.

**Deputy** and **Counselor** exit stage right. **Bulk** exits stage Left.

A script from



## **“The Advocates: Captain”**

Week/Day 5

by

Rachel Benjamin

<b>What</b>	Advocates, gather! The Counselor and his Deputy find their next Advocate-team leader Connor Caperson, otherwise known as “Captain”. But can Captain overcome his tough exterior to be the leader that the Counselor knows he can be? <b>Themes:</b> God’s power, Leadership, Kids Ministry, Kids Camp, VBS
<b>Who</b>	Captain Deputy Counselor
<b>When</b>	Present
<b>Wear</b> (Props)	Table and chairs Soda can Cell phone
<b>Why</b>	Philippians 4:13, Acts 2: 42-47
<b>How</b>	These characters are a little more over-the-top than your normal skit. Have some fun! The kids will enjoy it if you’re enjoying it.
<b>Time</b>	Approximately 4 minutes

*Scene opens with a table and four chairs surrounding it, downstage left. **Deputy** is sitting at the table reading thru the file while drinking a soda. **Captain** enters with a bag lunch.*

**Captain:** You can't sit there.

***Deputy** doesn't look up.*

**Deputy:** It's a free country. I can sit anywhere I want.

***Captain** puts his lunch bag on the table.*

**Captain:** You're in my chair.

**Deputy:** There's like 3 others. Pick one.

***Captain** picks up her soda can and crushes it with his hand. He tosses it across the stage and then forms a fist.*

**Deputy:** *(Clearly startled)* Which chair do you want? This one? Sure. Sure. You know, what? You can have the whole table.

***Deputy** starts to leave stage right.*

***Counselor** enters stage right. **Captain** sits at the table, pulls out his lunch and begins to eat.*

**Counselor:** Wait a second. This is our next candidate.

**Deputy:** This guy? This is *(looks at file)* Captain? Sir, let's skip this one.

**Counselor:** But he's our team's leader.

**Deputy:** He's a leader alright.

**Counselor:** Connor Caperson?

***Captain** looks at the **Counselor**.*

**Counselor:** I mean, Captain?

**Captain:** *(With a full mouth)* Who's asking?

**Counselor:** You can call me Counselor. Nice to meet you.

**Captain:** Whatever.

**Counselor:** You have a unique way of leading people.



**Counselor** sits down and puts a cell phone on the table.

**Captain:** I didn't say you could sit there.

**Counselor:** Being able to persuade a crowd is a gift.

**Captain:** Yeah. I'm pretty persuasive. (**Captain** pushes the phone off 'his' table)  
Now get out of here.

**Deputy:** We were just leaving. Isn't that right, Sir?

**Counselor:** (Ignoring **Deputy** and speaking directly to **Captain**) Let me show you how to really use the gift of leadership.

**Captain:** (Raising his voice and threateningly standing) I am using it.

**Counselor:** But not for good. Not to its full potential.

**Captain:** (Cracking his knuckles, on his last nerve) You want to see my full potential.

**Counselor:** (Standing) I do. I want to see you create community rather than destroy it. A real leader has followers. (Looking around) At the moment you seem pretty alone.

**Captain:** Maybe I like it that way.

**Counselor:** (Gently) I know you don't. (Pause) You were designed to be part of a community. (Picks the cell phone off the ground and places it back on the table) These are your standing orders.

**Captain:** The phone's dead.

**Counselor:** Do you have a power chord?

**Captain:** No.

**Counselor:** Meet me here on Friday (hands **Captain** a business card) 10am.

**Captain:** Why would I do that?

**Counselor:** I've got a power chord that'll charge more than your dead phone. (To **Deputy**) Let's go.

**Counselor** and **Deputy** leave. **Captain** glances at phone. Lights go down.

A script from



## **“The Advocates: The Gathering”**

Week/Day 6

by

Rachel Benjamin

- What** Advocates, gather! Now that the Counselor has recruited His team, it’s time to see who will answer the call to join the Advocates.  
**Themes:** The Great Commission, Purpose, Calling, Kids Camp, Kids Ministry, VBS
- Who** Counselor Captain  
Deputy Arachne  
Bulk Alloy Boy
- When** Present
- Wear** Office scene- table, office supplies, paper, files  
(Props) Power cord with multiple outlets  
Multiple phone chargers  
Filing cabinet  
Old swivel chair  
Sound effect- phones beeping/charging
- Why** Matthew 28:16-20, Acts 1:8, Ephesians 2:17
- How** The filing cabinet should be lightweight so Bulk can throw it around.
- Time** Approximately 6 minutes

*Scene opens on an office.*

*There is a table center stage strewn with papers, various office supplies, and a power chord with multiple outlets and multiple cell phone chargers. There is a filing cabinet Upstage Right, and an old swivel chair Downstage Left.*

**Counselor** sits calmly in the chair. **Deputy** paces continually glancing at her watch.

**Deputy:** Well, here we are. (Pause) No one's coming.

**Counselor:** Just be patient.

**Bulk** enters first, followed by **Alloy Boy**, followed by **Captain**. **Counselor** stands and goes to Center Stage, greeting the team.

**Counselor:** Welcome.

**Deputy:** We're just waiting on one more.

**Counselor:** No. We're all here. Arachne, you can come out now.

**Arachne** emerges from behind the filing cabinet.

**Counselor:** Now, take out your phones.

**Bulk** starts looking for his phone. **Alloy Boy** pulls out two phones from his pocket.

**Alloy Boy:** (Tauntingly to **Bulk**) Looking for this? Just wanted to make sure you didn't get a better phone than I did. Turns out they're all last year's model. (To **Counselor**) Do you have an upgrade plan?

*NOTE: The following happens quickly and simultaneously. The lines are meant to be said on top of each other.*

*Slowly and progressively **Bulk** starts to get angry. He begins to throw things that are on the desk (pencil holder, coffee cup, etc.) then he pushes all of the papers on the floor.*

**Bulk:** That's not funny! Give me my phone!!

**Deputy:** Look out!

**Arachne** ducks and rolls on the ground.

**Alloy Boy**, finding this humorous, sits down in the office chair.

**Bulk** goes for the filing cabinet, shakes it down, and then lifts it so that he is holding it above his head.

**Bulk:** Argggggggg!!

**Arachne:** (To **Alloy Boy**) All you do is cause trouble!

Meanwhile, **Arachne** approaches the office chair from the back. She spins it once while **Alloy Boy** is still in it. She then stops it and **Alloy Boy** is now tied to the chair with his hands behind his back. (Note: this can simply be mimed by the actor)

**Alloy Boy:** How did you...? Help!

**Bulk:** Argggggggg

**Captain** moves Center Stage and puts his hands out to motion a 'cease fire.'

**Captain:** Quiet! Stop! Listen up! I thought we came here to leave our old lives behind. I know that's why I came.

Pause. Characters think about what **Captain** has said.

Slowly, **Bulk** puts the filing cabinet down on its side. Other actors should act as if this shakes the ground a bit.

**Bulk:** So did I.

**Arachne** cautiously moves away from the chair.

**Arachne:** Me too.

**Alloy Boy** remains seated and tied up.

**Alloy Boy:** Me three.

**Counselor** moves Center Stage near **Captain**.

**Captain:** (To **Counselor**) Now do you have something to say? Or was this a waste of time?

**Deputy:** (Aside) Maybe he's going to be a better leader than I thought.

**Counselor** moves Center Stage near **Captain**.

**Counselor:** You've all been asked to come here for the same reason. You have been chosen to be part of our team. Each of you has been given a unique gift. However, this gift wrongly used will only cause harm. In order to reach your full potential, you must agree to obey and follow

my instructions. Apart from me, your gifts will remain uncharged and powerless.

**Counselor** approaches **Arachne**.

Arachne, you've been given the gift of a sensitive spirit. Wrongly used, your life can be controlled by fear. But when you follow my guidance this gift will allow you to relate to others and assure them of God's loving promises.

**Counselor** approaches **Alloy Boy**, who is still tied to the office chair.

Alloy Boy, your gift can be one of generosity. If you follow me, you can learn how to enjoy giving and teach others how to receive.

**Counselor** approaches **Bulk**.

Bulk, you're passionate. Misguided, you can feel strongly about the wrong things. But your passion can be used for good. Following my guidance will bring about good fruit in your life.

**Counselor** approaches **Captain**.

Captain. The Creator designed us to live in community. You have the choice to foster and help that community grow or to destroy it. You're a born leader. It's up to you to decide how you will lead.

Addressing all of the Advocates, **Counselor** reaches into his pocket and pulls out a cell phone.

Like these phones, without me you're dead. But when you follow my guidance and decide to obey my promptings,

**Counselor** plugs the phone into a charger located on the desk.

you'll receive the power to use your gifts in the way they were meant to be used. The choice is yours. Keep living as dead phones or decide today to follow my guidance and power up!

This should be slow put progressive. Each character should appear to be pondering the **Counselor's** speech. **Captain** goes first.

**Captain:** I'm in. I want to power up.

**Captain** shakes **Counselor's** hand and plugs in his phone.

**Arachne** follows suit as does **Bulk**.

**Arachne:** Yeah me too.

**Bulk:** I'm in.

**Arachne** and **Bulk** shake **Counselor's** hand and plug in their phones.

**Alloy Boy:** I'd love to participate here, but I'm a little tied up.

**Deputy** unties **Alloy Boy**. **Alloy Boy** approaches **Counselor**, shakes his hand and plugs in his phone.

**Captain:** (To **Counselor**) You said something about a team?

**Deputy:** A team of Advocates.

**Captain:** What does that mean exactly?

**Counselor:** It means that there are others out there that need to know God's love and peace. I've chosen you to be my advocates. To go into all the world and spread the message of peace.

**Captain:** Into *all* the world?

*SOUND CUE: Phone charger beeps.*

*The phones are now charged. The Advocates unplug their phones and look at their standing orders.*

**Captain:** My orders say, (name of local town)

**Bulk:** (Name of local town's state)?

**Counselor:** Yup.

**Deputy:** Sometimes the hardest place to be a witness is at home.

**Arachne:** Well, maybe that's where we should start, then.

**Alloy Boy:** (Name of local town) it is!

**Captain:** Come on team. Let's go!

*Advocates exit.*

**Deputy:** Wow. That went so much better than I was expecting. *(Pause)* I mean, there was always the potential that we'd end up like...like the filing cabinet.

*The filing cabinet, though all in one piece, is now laying in a horizontal position.*

**Counselor:** I knew we picked a good team.

*Gathers some files from the floor.*

**Counselor:** Alright. Let's go.

**Deputy:** Where? We're finished. We just sent the team off.

**Counselor:** We gave them their orders. The team is on a mission.

**Deputy:** So, what do we have to do now?

**Counselor:** I need to empower them. Powering up isn't just a *onetime thing*.

**Deputy:** What do you mean?

**Counselor:** My Advocates are going to need to rely on my power daily, in every circumstance.

**Counselor** starts to exit as he finishes talking. **Deputy** follows.

**Counselor:** They're going to have questions. They're going to make mistakes.

**Deputy:** Mistakes?

**Counselor:** Being an Advocate of my peace is a full-time job. I've promised to be there every step of the way to help them.

**Deputy:** That sounds exhausting.

**Counselor:** Wrong. It sounds exciting. They're going to change the world. Let's go!

*Light out.*