



Kids Club

WASHINGTON DC 2019

• WELCOME •

Welcome to this adventure of Kids Club! Currently we have a five year cycle of curriculum which focuses on Character, New Testament stories, Old Testament stories, the Life of Jesus and Imago Dei (Made in the image of God). This year we are teaching **IMAGO** Dei, a series of lessons in skit, object lesson, or interactive formats. When we plan our summer Kids Club curriculum, we take very seriously the privilege we have in sharing in the discipleship and spiritual nurture of the local children. Experience Mission has the unique opportunity of sending teams to our Partner Communities year after year.

This document contains information that you will find helpful in planning for Kids Club. There are several components to the curriculum. Each team will be responsible to plan and lead 6 of the components. Detailed instructions for each component can be found on the following pages. Additionally, there is a Sports Day which will be mixed into Kids Club in some communities.

Most lessons have lessons for simplified instruction, crafts and games. Haiti, Jamaica and Cuba are unique communities when it comes to Kids Club. They are better served with simplified lessons focusing on a simple biblical truth and a craft.

Lessons will be pre-assigned and emailed to the teams prior to the trip. They can also be found on www.experiencemission.org/kidsclub





LOCATION DETAILS

• WASHINGTON D.C. •

Teams in Washington DC will help lead a summer camp with the Salvation Army. There will be time in the morning program for KC. -

SUMMER KIDS CLUB: PG APARTMENTS

- **Location:** TBD
- **Time:** TBD
- **Approximate # of children:** TBD
- **Ages:** Approximately 6-14
- **Special instructions:** It will probably only be necessary to have 10 or so team members at this site, allowing the rest to be involved in work projects or other outreach activities.
- **Curriculum:** EM Curriculum – To keep everyone’s attention, it usually works best to take the elements of the curriculum and break the kids up into stations—i.e. lesson, craft, game. Divide kids into groups by age and gender.
- **Sports Day:** One day of the week will be a Sports Day. Please read “Sports Day & Chats”.
- **Setting:** Most days will be inside but at times, it may be possible to use a park/outdoor shelter, or tent as part of the Kids Club. Be prepared to be flexible with crafts, games, etc.





SHARING THE GOSPEL

At EM we know that the Gospel message centers on the story of Jesus' life – what He's done for us and wants to do in and through us. Our lostness and brokenness find resolution only through the loving act of Jesus' death, burial and resurrection on our behalf. Jesus came to redeem people back into a relationship with Him and we have the opportunity and responsibility to share this message in a way that draws people into a lasting relationship with Him. Every Kids Club curriculum cycle includes a clear gospel presentation, and while your team may not be assigned that particular lesson, you can be assured that the kids will hear the gospel message every summer.

We believe that this message is best shared through **STORY**, in the context of **RELATIONSHIPS** and **PARTNERSHIP**.

STORY

Jesus has done a unique work in each of our lives – some were challenged to respond to an invitation to accept Christ, while God may have led others through a faith journey of discovering truth. Some may have had a dramatic, spirit-filled encounter that brought dramatic change, while others came to a simple but profound belief in the claims of Christ. EM respects all of these stories and the diverse and amazing ways that Christ brings people to Himself. We choose to trust God to work in each life as He chooses.

RELATIONSHIPS

We desire to live out the Gospel through our active love for people. We build relationships with others because He compels us to reach out and love in a way that “bears all things, hopes in all things, and endures all things.” This kind of love is demeaned by simply trying to “sell Jesus” to people. We are not afraid to speak the Gospel message because we know that it is the true starting point to life.

PARTNERSHIP

We believe that one plants and one waters. It is the work of God that draws people to Himself. On a short-term mission trip we will be open to opportunities to share our individual stories of faith telling others what God has done for us. However, we recognize that we may be part of a process and are quite possibly not the only ones involved in the work God is doing in someone's life. We acknowledge that we cannot always see the final result. Therefore, within each partner community we strive to work alongside others in the family of God. We will be satisfied with the reality that our evangelism may include planting and watering. We will cheerfully celebrate the work God chooses to do through us and relish the opportunities we get to reap the benefits of harvesting. We honor our local community partners and realize that they are in the best position to be involved in completing the work. Our best role is to support, love, and serve people as Christ loves us.





GROUP MANAGEMENT

Here are a few things to keep in mind when working with a diverse group of children. Many of these children may not attend church on a regular basis, so they are learning and hearing new things. Many of these kids may come from rough backgrounds where they do not have a lot of structure or rules. Your best option is to lead by example and spread your team out. Stand and sit with the children and encourage them (verbally or with motions) to do what you are doing.

STRATEGIES FOR A GROUP OF CHILDREN

- Raise Two Fingers - Teach the children that when they see a leader raise two fingers high in the air, this is a sign that they must stop what they are doing, raise their own fingers in the air, and give the leader their full attention (praise the children who notice your fingers in the air first, this will cause it to catch on quickly)
 - “If you can hear my voice...” – in a calm somewhat loud voice say, “if you can hear my voice, touch your nose”; then in a slightly quieter voice say, “if you can hear my voice, touch your ears”; and progressively say it quieter until all the kids are listening (praise the children who notice first, this will cause it to catch on quickly)
 - Clapping Pattern – Teach the kids a simple clapping pattern that they can easily copy. When you want their attention clap the pattern and the children should stop what they are doing and clap back.
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STRATEGIES FOR INDIVIDUAL CHILDREN

- Catch them being good and praise the children who are demonstrating good behavior
- Address a specific behavior quietly so as not to embarrass the child
- Divert the child’s attention
- Move closer to the child
- Use a calm voice with firm, yet gentle authority
- Give the child a little job to help out





DAILY SCHEDULE

- PREP TIME [EM Leads] - 30-60 Minutes
 - PRE-CLUB GAME TIME [Team Leads] - 15-30 Minutes
 - SONG STATION [Team Leads] - 10-15 Minutes
 - BIBLE LESSON [Team Leads] - 15-25 Minutes
 - CRAFT [Team Leads] - 20-30 Minutes
 - GAMES [Team Leads] - 30-60 Minutes
 - SNACK [Team Leads] - optional
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• PREP TIME [EM] - 30-60 MIN. •

On your first day of service, about an hour of preparation time is scheduled for your team. The following days your prep time will usually be about a half hour (this fluctuates based on the needs of the community). This time of preparation will be spent familiarizing yourself with the Kids Club location, discussing details with the Outreach Coordinator, and rehearsing. This prep time is not meant to replace your pre-trip preparation. Please take adequate time prior to the trip to go over the materials and plan the sections that you are responsible to lead.

• PRE-CLUB GAME TIME [TEAM] - 15-30 MIN. •

Games are a great way to draw kids in and for everyone to have a good time! Game time will be held informally for the first 15-30 minutes as the kids gather for Kids Club.

• SONG STATION [TEAM] - 10-15 MIN. •

Songs help to transition from lively games to a quieter Bible lesson. They are also a wonderful tool for hiding God's word in the hearts of children.

Feel free to bring a guitar or sing a cappella. The more animated your team is about singing, the more the kids will want to participate and sing along. They love actions songs. You may want to print the words to songs on poster board or add simple hand motions. Be creative. Have fun!

Listed below are websites with lyrics, guitar tab and audio of children's songs. You may also bring songs from your own church or teach new songs.

- Jesus Lives In My House - www.youtube.com/watch?v=TmYD7CmR2kA
- Butterfly of Many Colors - www.youtube.com/watch?v=6IYYmNOaf5E
- The Alphabet - www.youtube.com/watch?v=mTBaskvtYSY
- John the Duck - www.youtube.com/watch?v=E3oAZVlzzRk
- Oh, Be Careful Little Eyes - www.youtube.com/watch?v=Ze_6U_3IWuk
- The Toad - www.youtube.com/watch?v=XKu1ofhl1tc



DAILY SCHEDULE (cont.)

• BIBLE LESSON [TEAM] - 15-25 MIN. •

At this time, your team will present the Bible object lesson, skit, interactive lesson or mime to the children. We recommend that you become familiar with each lesson prior to the trip so that you can determine roles, gather props, and discuss strategies for managing the children.

Each Bible lesson contains a recommended memory verse. There are many ways to practice the verses such as creating hand motions, using posters, setting it to music, etc. Use your creativity and have fun!

For those teams going to our international locations where English is not spoken, you will have translators available to aid in sharing the lesson.

• CRAFT [TEAM] - 20-30 MIN. •

Craft time provides a great opportunity to interact with the children one on one. It is not only a time of creativity and fun, but also a time to build relationships.

Each lesson plan includes a unique craft and coloring page that tie into the lesson. You will find complete instructions, coloring sheet template and a list of supplies. Your team is responsible to bring the craft supplies and copies of the coloring sheets. We recommend that you purchase/prepare them prior to the trip. Experience Mission tries to be budget conscious when planning the crafts. If your team would like to switch craft idea or materials to make a more affordable option, please feel free to do so. Should you choose to bring a different craft, keep these guidelines in mind:

- Age - A wide range of children will be present in each community varying in age and ability.
- Facilities - In some communities, tables may not be available and crafts will take place outdoors on a tarp.
- Water - Messy or sticky crafts are not a good option as some communities do not have running water.
- Food – In many of our communities, poverty is a very real issue and food can be in short supply. For this reason we ask that you do not use any food items (rice, beans, pasta, etc.) in the crafts.



DAILY SCHEDULE (cont.)

• GAME [TEAM] - 30-60 MIN. •

Games are fun, engaging and help burn off extra energy. They provide a light hearted way to interact and build relationships in communities where kids have a “rougher” background. These relationships serve as a bridge to sharing the Gospel with the kids.

Each lesson plan gives suggestions for games that tie into the lesson. Your team should be prepared to lead a total of 30-60 minutes of organized games. Feel free to incorporate your own group games keeping the following guidelines in mind:

- Include everyone
- Be welcoming
- Keep it simple, easy to explain and with minimal equipment
- Avoid overly competitive, rough games (such as Dodge Ball)
- Be safety minded
- Foster trust rather than competition
- Split the kids into smaller size groups as needed
- Have fun, don't take yourself too seriously
- Be flexible

GAME SUGGESTIONS

- Tag variations – elbow tag, freeze tag, reverse tag, amoeba tag, etc.
- Hot Potato
- Duck, Duck, Goose
- Relay variations – egg and spoon, balloon pass, dress up, penny drop, three-legged race, etc.
- Ball games – whiffle ball, soccer, soft ball, four square, etc.
- Simon Says
- Follow the Leader
- Frisbee
- Jump ropes
- Bubbles

WEBSITES

- www.eldrbarry.net/vbs/games.htm
- www.greatgroupgames.com
- www.jubed.com
- <http://www.ultimatecampresource.com/site/camp-activities/camp-games.html>
- <http://www.youthgroupgames.org/>
- http://www.campingdude.com/game_search.asp

• SNACKS [TEAM] - OPTIONAL •

Kids love snacks. Feel free to bring small snacks for the kids to enjoy at the end of each day. Please bring enough for every child (this is imperative). Crackers, cookies and granola bars are great snacks. Try to steer away from candy.



SPORTS DAY & CHATS

• SPORTS PLAY [TEAM] - 45-60 MIN. •

Sports Day will take place during one day of Kids Club in place of the regular program. The idea here is to draw in older kids from the neighborhood who may have aged out of Kids Club. Sports Day will include at least one well known sport such as basketball, whiffle ball, touch football, soccer, or ultimate frisbee. Mission team members should be equally mixed in with the local kids when choosing teams.

Younger kids who are not participating in the sport can instead enjoy jump rope and coloring sheets (available at www.experiencemission.org/kidsclub) for younger children to enjoy if they are not participating in the sport.

- Include everyone
- Be welcoming
- Be safety minded
- Foster trust rather than competition
- Split the kids into smaller size groups as needed
- Have fun, don't take yourself too seriously
- Be flexible

• CHAT & SNACK [TEAM] - 30 MIN. •

After an hour or so of game play transition the kids to snack and chat time. Divide the mission team and local kids into mixed groups of 5-8. EM has designed packs of chat cards designed to create fun and sometimes deep conversations. Distribute several cards from the plastic box to each group along with snacks.

Within the groups one person should draw a card and choose which question that the group must answer. Go around the circle answering the question. Alternatively, pass the card around and each person can choose which question they personally want to answer. Have fun with the silly questions and allow longer time for the deeper questions. Adult leaders in the group may want to model an honest vulnerability or ask a few gentle follow up questions.

Gather the cards to be used for the next Sports Day.