



Director's Guide

Make A Memory

Kidz Blitz Ministries is about making memories. Everything we do, from conducting live events to publishing curriculum, is about making memories that influence children to put their faith in God. Classroom lessons are not enough to help children withstand life's challenges. Drawing pictures and making crafts are not enough. Playing games are not enough. Hearing a handful of Bible stories is not enough. You have to capture their imagination and inspire them. We want to help you penetrate their world and make a memory of God's word.

Kidz Blitz Curriculum Segments

Give yourself time to become familiar with these teaching segments. You will make mistakes. Don't worry. That is part of the process. Jump in there and within a few weeks you will be an expert.

What is the Curious Thing?

The Curious Thing is a simple object that makes you stop and think about what the lesson might possibly be about. It is a simple object that prompts a little curiosity about the lesson.

why use the Curious Thing?

The Curious Thing method starts with what is familiar and helps you to move into what is unfamiliar. It helps to draw kids into the story or lesson. It creates curiosity and interest. If a child is not interested in what you are teaching, he/she will not focus on what you are communicating. Likewise, if a child cannot relate to what you are teaching, he/she will not focus on your lesson.

easy to use

By nature, since a Curious Thing is a familiar object, it should be easy to find. An unusual or hard-to-find object normally doesn't make a good Prop Stop because you have to take time to explain what it is. Unless the object is really cool, like perhaps a chrome-plated laser bazooka (I just made that up), use something that is already familiar to the kids. We make Curious Thing suggestions in the lessons, but you might enjoy coming up with a few of your own.

what do you do?

Simply hold it up and ask a couple of questions. Make it quick. Kids don't want to look at it all day. Get a couple of responses and move on. That's all there is to it. You have just connected the kids to your lesson, which will help them focus on what you are teaching.

What is the Memory Verse Game?

The Memory Verse Game is a game or activity designed to teach a memory verse.

The memory verse game will be the same throughout the 13 lessons with a new verse (and sometimes slight variations to the game) added each lesson.

What is Shout It Out?

Shout It Out is a word game that runs throughout the entire program. It teaches the main idea of the lesson. It is similar to Wheel of Fortune in that kids guess letters that are uncovered one at a time to reveal the phrase. Each lesson contains a Shout It Out phrase.

set-up

Prepare for the game by hanging letters back side out on the wall. The set-up is work, but it will pay off.

how to play

Allow the kids to guess letters at various times such as: after someone wins a Game Time, answers a review question, etc. Turn over only ONE letter at a time. If a child guesses an "E" then decide which "E" you want to reveal. Even younger kids who can't read can guess a letter.

conclusion

Don't allow anyone to guess the entire phrase. When enough letters are exposed and you know most of the kids know the phrase (you can tell by their reaction), then explain that they can shout the phrase on "3." Count to three and cover your ears. You may want to give a point to the side that shouts the loudest.

go out with a shout!

A great way to end the service is by prompting the kids to shout out the Shout It Out phrase in unison.

What is the Bible Story?

Use these notes to tell the kids what today's Bible story is about. NEVER read the story. NEVER. Just tell it like you would a story you just read in the newspaper. Later you will act out the Bible story (or a story that relates to the Bible story) with the kids. Keep this segment quick.

What is the Knot of the Week? (1 minute)

The Knot of the Week is a phrase using the word “NOT”. It is a phrase associated with the lesson. The word “not” in the phrase makes it easy to remember the visual “knot” and make a connection.

example

If the lesson is about fear, the “Knot of the Week” might be “Because the Lord cares about me, I will NOT be afraid.”

how to use it

Hold up a brightly colored knotted rope and announce “This is the Knot of the Week!” Encourage a few kids to try to guess the phrase. After three or four failed attempts you should tell them the phrase for this week. Place the rope somewhere within easy reach of the Director and go on with the next part of the lesson.

Later you will quickly pick up the rope and ask who can remember the “Knot of the Week!” You might want to give away rewards to children who remember the phrase. Never reward a child who shouts out the phrase without raising his/her hand and being called on.

You can have a lot of fun by quickly grabbing the rope and holding it up. The kids quickly learn that anytime you hold up the rope, they will have an opportunity to recall the phrase. For example, you might want to act like you are going to make a serious announcement. Stop in the middle of your “announcement” and grab the knotted rope. Watch the hands fly up. Make it fun and unexpected.

What is Game Time? (15-20 minute segment)

God doesn't seem to mind the fact that kids like to play (Zechariah 8:5). Even Heaven will have kids playing in the streets. Kids learn a lot about relationships through playing games. In addition, they learn how to win and to lose.

what are speed games?

Speed Games are indoor games that challenge a few selected kids to do something in a short amount of time. The acid test for a good Speed Game is whether or not it is fun to watch, even if you didn't get selected to play. It is a high-energy game that is timed, usually between 1 and 2 minutes.

why do we use speed games?

Speed Games allow a kid to be a kid. Our culture puts enormous pressure on kids to grow up. This pressure is what causes many children to suffer from depression before they even grow up. Often kids feel like they are too old to go to “children's” church. They try to act big because they think it is expected. A fun game allows a kid to be comfortable being a kid.

What is Make a Scene? (5-15 minute segment)

Make A Scene is acting out a Bible story with kids. There is no rehearsal or lines to memorize. It is ad-lib, but closely parallels the scriptural text of the story.

how does it work?

The teacher begins by telling a Bible story. Prompt the kids to repeat the lines of the story as you say them. NEVER read the story. NEVER. Just tell it like you would a story you just read in the newspaper. Let's use the parable of the Good Samaritan for an example. Here's how it might look and sound:

TEACHER: *There was a man walking down the road.* (Point to one side of the room prompting the kids to repeat the phrase.)

TEACHER: *He was going to Jericho city.* (Point to the other side of the room prompting the other team of kids to repeat the phrase.)

TEACHER: *Then all of a sudden...wait. I almost forgot. I need a volunteer!* (Recruit a child to be the traveler. Take him by your side as you both pretend to walk down a road. When there are lines for the traveler to say, you say them first then have the actor repeat.)

TEACHER: *As he traveled down the road, he was jumped by some...wait. I need some more volunteers!* (Recruit two or three children to be the thieves. Place them in a group and then walk by the group with the traveler. Prompt them to do the actions that you read aloud. The actions will be in **bold text**.)

TEACHER: *Then the thieves **jumped out** from behind some bushes,* (point to team of kids to act this out) **beat up,** and robbed the traveler.

(Help the thieves pretend to beat up the boy and then instruct the boy to lie down.)

TEACHER: *Then all of a sudden a priest comes down the... I need a volunteer!*

(Choose a kid to be the priest and walk with him/her past the traveler who just got robbed and beat up. Instruct the "priest" to put his nose in the air and act snobbish as he passes by the wounded traveler. Then continue telling the story.)

TEACHER: *Then the priest walked by the traveler and passed by on the other side. Then another man came down the road. A Levite... Wait, I need another volunteer.* (Select a kid to play the Levite.)

Continue this process until you complete the story. I think you have the idea now. Use short phrases and instruct kids to help you act out the story. The skit will seem very rough around the edges, but there is no expectation of a slick production since you are simply piecing the story together at the moment. However, when the play is all completed, most of the kids will remember the major points from the story.

What is Ted the Technician/Marty the Maintenance Man Skit? (3-5 minutes)

This segment will require 1 regular volunteer to play the role of Ted or Marty. The skit is run towards the end of the lesson so it is possible for a volunteer to come in the last few minutes of each lesson. That way the actor can still attend their regular adult service/class.

Ted is one of the church's quirky tech guys. Marty is a church handyman. Each character misunderstands or misapplies the lesson. This allows the director to clarify the lesson by correcting Ted's false impression.

What is Play Back? (10-20 minute segment)

A Play Back is the review time designed to help remind kids about the Bible story and the main points from the lesson. It is difficult to overuse an effective review game. Kids learn from repetition. You can play a review game as kids are coming in for the service. You can play them at the end of the service. Don't neglect to remind kids of truths they already know. Whenever you have extra time, review.

Review questions are supplied in the lesson. Simply add a game to use them.

Praise & Worship Time (10-15 minutes)

This segment typically occurs early in the lesson time. Lead kids in a short time of praise and worship. Use songs that exalt God and His attributes. This time can be enjoyable, but it does not need to be silly. It is a time to lead the children into focusing on the Lord. You can use music from the CD provided or your choice of other praise/worship music, but don't feel pressured to structure "professional" music. Kids are just as happy to sing along with a CD. Simply enjoy singing a few songs to the Lord to express your love and thankfulness.

Summarize (2-3 minutes)

Before the review time, take a moment and summarize what you have been teaching. Speak from your heart. Use simple language and explain in your own words what you have been trying to say. Keep the message brief. This is not a sermon time. Tell them how the truth from the lesson helps you. Keep it short. Make it personal and practical.

Invitation / Prayer Time (5-10 minutes)

Allow time to pray for the kids. Don't ask for prayer requests. Instead, ask kids to raise their hand if they want prayer for school, fear, family, etc.

Ask if any of them want to invite Jesus to come into their heart. Make the invitation simple and free from any pressure. Pray with children that respond. Pray in faith. Remember that God will complete any good thing that He starts in them.

SUGGESTED SEQUENCE

This is a SUGGESTED sequence of events. Don't be afraid to mix up the order, or even leave something out, when needed. Don't be too predictable.

SEGMENT	OBJECTIVE	ESTIMATED TIME
Curious Thing	To stimulate a desire to know what you are going to teach on.	1-3 Minutes
Shout It Out Hidden Word Phrase	To interactively reinforce an idea from the lesson. Allow kids to guess a letter until 3 letters are uncovered. Then allow someone to guess a letter every couple of minutes throughout the entire lesson.	1 Minute (or less) Repeat throughout most of the lesson. Insert between any segment.
Memory Verse Game	To teach the memory verse as the kids later discover how it fits with the lesson.	10-15 Minutes
Praise and Worship	To focus on the Lord and thank Him for what He has done for us.	10-15 Minutes
Bible Story	To reveal the direction you are headed by briefly stating what the Bible story is about.	5 Minutes
Knot of the Week	To interactively reinforce an idea from the lesson.	1 Minute Repeat several times throughout the lesson
Game Time	To play a cool, unique game that will help the kids connect with you.	15-20 Minutes
Make a Scene	To allow kids to see, hear and do some aspect of the Bible story.	5-15 Minutes
Quick Summary	To briefly state what the lesson means to the kids today.	2-3 Minutes
Invitation Time	To allow kids an opportunity to pray with someone.	5-10 Minutes
Skit Marty the Maintenance Man or Ted the Technician	To clarify the lesson by correcting a false impression. Marty/Ted always misunderstands or misapplies the lesson and the director corrects him.	3-5 Minutes
Play Back Review Game	To have fun reinforcing the main ideas from the lesson by using a game to review them. Review questions are supplied in the lesson. Simply add a game to use them.	10-20 Minutes

Times can vary depending on various factors such as: numbers of kids, length of allotted service time, etc.

