



“Teaching kids WHY we believe what we believe”

**Leader Info Packet
2011-2012**

Overall Details

- Kids participate in interactive skits, Bible lessons, and physical games.
- Every Wednesday night from 6:45-8:15, except for special holidays & events.
- Begins in the Children's Ministry Center (CMC) and ends in the classrooms.
- Involves a 9-month commitment for leaders.

The Ages Involved (grouped together for game time and curriculum)

- Kindergarten-1st grade
- 2nd-3rd grades
- 4th-5th grades

Leader Expectations

- Pray for the kids with whom you interact and your fellow leaders.
- If you teach, take time to adequately prepare for the weekly lessons.
- Be in the CMC by 6:20 every Wednesday for prayer.
- Lead by example
- Spread out among the kids during the large-group time and in the classroom.
- Make every effort to get to know the kids.
- Occasionally write postcards to kids in your class. We can address them and affix the postage.
- Assist the game director during your game time.

TruthQuest Curriculum: Biblical Topical Studies

- New topic every five weeks
- "Book Smarts" and "Street Smarts" lessons are taught every week.
- Teachers can take turns teaching "Book Smarts" and "Street Smarts."
- Teachers are encouraged to not just read the curriculum, but teach the lesson in a way that engages the students and allows for interaction.

Fall Curriculum Schedule:

- Sept. 7, 14, 21, 28, Oct. 5: Series 2: "Darwin vs. God"
- Oct. 12, 19, 26, Nov. 2, 9: Series 13: "What is Worship"
- Nov. 16, 30, Dec. 7, 14, Jan. 4: Series 5: "Living Thanksgiving"

Clipboards:

- All the needed weekly paperwork will be on your clipboard each Wednesday.
- They are located on the wall rack at the CMC entrance.
- You will receive the new 5-week curriculum the week before it begins.

Website:

Printed curriculum will be distributed every five weeks to teachers. Leaders may also access it online anytime at truthquest.net. The username is "cornerstone" and password is "family". Then, you will be able to access any lesson you wish. **Remember to choose "ESV" for all lessons, as**

Wednesday Night Schedule:

- 6:20** •Leader prayer in CMC
- 6:30-6:45** •Leaders greet kids in the CMC game room.
 - Kids check in / new kids register
 - Supervised games in CMC game room until 6:40
 - Leaders walk around to kids in their grades listening to memory verses (and recording it).
 - Kids sit down in designated areas in CMC (not running around)
- 6:45-7:00** •Welcome, announcements, & singing
- 7:05-7:20** •Kindergarten-3rd stay in CMC/4th-5th go to gym
 - Interactive puppet skit in CMC (sit with your class)
 - Puppets and characters will ask questions for points during the skit.
 - Leaders sit with kids and refocus attention.
- 7:25-7:40** •Kindergarten-3rd leave CMC and 4th-5th enter CMC.
 - 4th-5th in CMC for interactive skit.
 - Again, characters will ask questions for points.
 - Leaders sit with kids and refocus attention.
- (7:00-8:10)** •Class time & game time rotation (explained below)
- 8:15**
 - K-4th classes wait for parents to pick up the kids.
 - 5th graders only may be dismissed to meet parents.
- 8:15-8:30** •Please hand children the take-home papers when dismissed
 - A leader should collect the nametags upon exit and affix them to the name tag board.
 - Take the score sheets to a registration leader.

	K-1 st Graders	2nd-3rd Graders	4 th -5 th Graders
6:45-7:05	CMC	CMC	CMC
7:05	CMC	CMC	Gym
7:25	Gym	Classrooms	CMC
7:45	Classrooms	Gym	Classrooms
8:05		Classrooms	

Class Time:

- The kids divide up into classrooms for two different lessons.
- Each class will be learning about the same Bible story and topic.
 - Book Smarts—a narrative Bible story. (about 15 minutes)
 - **Please do not read directly from the sheet, but use your Bible and other creative ideas to teach.
 - Street Smarts—An application lesson with weekly object lessons and questions to get the kids thinking on a deeper level. (15 min.)
- The 15-minute times are flexible, but a goal is to teach both lessons within the 30-minute timeframe.

- Although the lessons are scripted, try not to read the lessons word-for-word but teach it in a way your kids will understand and remain attentive. This will make it much more personal.
- Each Wednesday night, choose 1-2 kids who receive the "Superstar" award. These are for exceptional character while at Truthopolis. Use a sticker to stick it on the front of their shirts. Announce the winners to the class. Give these kids a bonus point on the score sheet.

Game Time

- Kids go into the gym for a physical activity. Teachers are to assist the games director at this time.

The Handouts

- Each week, the kids will receive a take-home worksheet. To get points the following week, the child must complete it, get it signed by a parent, and bring it back the next Wednesday.
- Each week, the kids will receive a take-home family study sheet. This is a review of what was studied on Wednesday that can be incorporated into a family devotional time. Remind the parents about this when you see them!

The points

- The kids receive points for different things. At check-in time, points are recorded for attendance, Bible verse recitation, bringing a new visitor, bringing a Bible, and/or the completed, parent-signed worksheet.
- Points may also be deducted for continuous misbehavior during Truthopolis.
- Every five weeks, Truth-Mart will open, where the kids can spend their accumulated points for fun toys and candy.
- You will be supplied with score sheets every week (examples attached). At the end of your class time, please turn in your marked sheets to the registration leaders.

Keeping Score

During the Book Smarts and Street Smarts lessons, there are questions and Bible Drills for which the kids can score points. Bible Drills are generally only for 4th and 5th graders. Designate a scorekeeper for your class time and game time. You will have a scoreboard sheet each week on your clipboard. Whoever answers a question correctly, wins the Bible drill, or scores a point in the game time activity, a point goes to the boys' or girls' team. (Previously we had the "Alpha" and "Omega" team names, but this year, we are switching to a boys' or girls' team.

At the end of your class time and game time, remember to turn in the sheets to a scorekeeper table so points can be tallied.

Theme Nights

Once a month, we will have theme nights at Truthopolis. Here are the designated theme nights:

- Sept. 21: Crazy Hair Night**
- Oct. 19: Farm Night**
- Nov. 16: Clash Night**
- Dec. 14: Twin Night**
- Jan. 18: Career Night**
- Feb. 15: Backwards Night**
- Mar. 14: Favorite Cartoon Night**
- Apr. 11: Camouflage Night**
- May 16: Holiday Night (pick a holiday)**
- Jun. 13: Cornerstone Apparel Night**

Nights Off

There will be no Wednesday ministries on the following Wednesdays:

- Nov. 23: Thanksgiving Eve Service**
- Dec. 21: Christmas Break**
- Dec. 28: Christmas Break**

Questions? If you have any questions, need assistance, or can't make it on a Wednesday, give Brien a call at church 586-445-8910, home 586-741-6353, or cell 586-838-7200 anytime. Brien's email is brien@cbcroseville.org.

TRUTHOPOLIS™ KEY SHEET SERIES 2

SCOREKEEPING DIRECTIONS

For each child who checks in with you at Truthopolis, you should fill out a SCORECARD on the Score Sheets. Write the KidCode (from the child's name tag) on the Scorecard, and then fill in circles as appropriate to award points. There are four main criteria for awarding points:

1. Attendance:

- If a child is present for a Truthopolis episode, fill in the circle for that episode on the Scorecard.

2. Memory Verse:

- If a child can recite one of the Bible verses on the Scorecard, fill in the circle for that Bible verse.
- The text of the Memory Verses for each age group are found below on this Key Sheet.
- Smaller children may be given up to two hints to help them.
- If a child recites a Bible verse NOT shown on the Scorecard or Key Sheet, fill in the circle for "Previous Series."

3. Signed Worksheets:

- For each parent-signed Truthopolis worksheet a child brings to you, fill in the circle for that worksheet on the Scorecard.
- If a child returns a signed worksheet NOT listed on the Scorecard, fill in the circle for "Previous Series."

4. New Friends:

- For each FIRST-TIME visitor a child brings, fill in a circle under "New Friends Brought."

An Example Scorecard

KIDCODE (from the child's name tag)		OR		NAME (if the child has lost his/her name tag)	
Attendance: Fill in a circle for the episode this child is currently attending	Memory Verse: Fill in a circle if the child recites one of these verses in the episode (if more verses are used, mark Previous Series)	Signed Worksheets: Fill in a circle for each worksheet from one of the episodes (if more worksheets are used, mark Previous Series)	New Friends: Fill in a circle for every new visitor the child brings	Bonus Pts: Fill in a circle for each bonus point earned	Deductions: Fill in a circle for each discipline point deducted
<input type="radio"/> Episode 1A <input type="radio"/> Episode 1B <input type="radio"/> Episode 1C <input type="radio"/> Episode 1D <input type="radio"/> Episode 1E	<input type="radio"/> Previous Series <input type="radio"/> John 14:6 <input type="radio"/> 1 Thess. 5:21 <input type="radio"/> Acts 17:31 <input type="radio"/> Ecclesiastes 10:1	<input type="radio"/> Previous Series <input type="radio"/> Episode 1A <input type="radio"/> Episode 1B <input type="radio"/> Episode 1C <input type="radio"/> Episode 1D	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Bonus Points and Deductions:

○ Superstar Award

- Given for excellent participation, obedience, and Christ-likeness.
- Superstar children are given one BONUS POINT on the Score Sheets by writing the child's KidCode and filling in a BONUS POINT circle on any blank Scorecard.
- Superstar ribbons can be printed from the "Helpful Tools" section of the Truthopolis CD-ROM to fill out and give to Superstar children.

✘ Discipline Deductions

- Given to children who are not obeying your church's rules of child conduct. We suggest first warning children before doing this.
- Give children discipline deductions on the Score Sheets by writing the child's KidCode and filling in an ✘ on any blank Scorecard.
- Give deductions for each infraction.





At Dismissal, You Should:

1. Collect all name tags from children

- This ensures that name tags will be waiting for children the next time they return.

2. Be Sure that All Children Have Worksheets and Family Studies to Take Home

ESV MEMORY VERSE TEXTS

	Episode 2A	Episode 2B	Episode 2C	Episode 2D	Episode 2E
	Hebrews 11:1	Psalms 14:1	Exodus 20:11A	Colossians 2:8	Job 33:4
	Now faith is the assurance of things hoped for.	The fool says in his heart, "There is no God."	For in six days the LORD made heaven and earth.	Make sure that no one fools you with hollow and untrue ideas.	The Spirit of God has made me.
	Now faith is the assurance of things hoped for.	The fool says in his heart, "There is no God."	For in six days the LORD made heaven and earth.	Make sure that no one fools you with hollow and untrue ideas.	The Spirit of God has made me.
	Now faith is the assurance of things hoped for, the conviction of things not seen.	The fool says in his heart, "There is no God."	For in six days the LORD made heaven and earth, the sea, and all that is in them, and rested the seventh day.	See to it that no one takes you captive by philosophy and empty deceit.	The Spirit of God has made me, and the breath of the Almighty gives me life.
	Now faith is the assurance of things hoped for, the conviction of things not seen.	The fool says in his heart, "There is no God." They are corrupt, they do abominable deeds, there is none who does good.	For in six days the LORD made heaven and earth, the sea, and all that is in them, and rested the seventh day.	See to it that no one takes you captive by philosophy and empty deceit, according to human tradition... and not according to Christ.	The Spirit of God has made me, and the breath of the Almighty gives me life.

TRUTHOPOLIS™ SCORE SHEET SERIES 2

How to record points or deductions for a child:

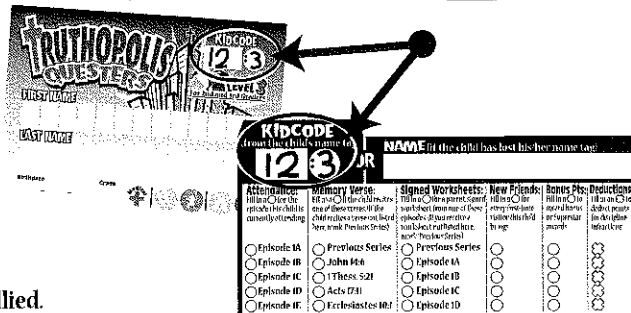
1. Write the child's KidCode (or name, if no KidCode is available) on the first blank Scorecard as shown.

NOTE: If you need to add more points or deductions to a child who has already been scored, you can simply record the new information on a NEW blank Scorecard. You do not have to find existing Scorecards to mark additional information.

2. Fill in circles to award points and fill in X's for deductions as directed.

NOTE: Memory Verse texts and further scoring directions are found on the Series 2 Key Sheet.

3. Turn in your Score Sheets to your Truthopolis Director at the end of the day to be tallied.



KIDCODE (from the child's name tag)		NAME (if the child has lost his/her name tag)			
<input type="text"/>	OR	<input type="text"/>	<input type="text"/>		
Attendance: Fill in a <input type="radio"/> for the episode this child is currently attending.	Memory Verse: Fill in a <input type="radio"/> if the child recites one of these verses. (If the child recites a verse not listed here, mark 'Previous Series')	Signed Worksheets: Fill in a <input type="radio"/> for a parent-signed worksheet from one of these episodes. (If you receive a worksheet not listed here, mark 'Previous Series')	New Friends: Fill in a <input type="radio"/> for every first-time visitor this child brings.	Bonus Pts: Fill in a <input type="radio"/> to award bonus or Superstar awards.	Deductions: Fill in an <input type="checkbox"/> to deduct points for discipline infractions.
<input type="radio"/> Episode 2A <input type="radio"/> Episode 2B <input type="radio"/> Episode 2C <input type="radio"/> Episode 2D <input type="radio"/> Episode 2E	<input type="radio"/> Previous Series <input type="radio"/> Hebrews 11:1 <input type="radio"/> Psalm 14:1 <input type="radio"/> Exodus 20:11A <input type="radio"/> Colossians 2:8	<input type="radio"/> Previous Series <input type="radio"/> Episode 2A <input type="radio"/> Episode 2B <input type="radio"/> Episode 2C <input type="radio"/> Episode 2D	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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SCOREBOARD



Your class is divided into two teams who will compete for points. (Each child's team affiliation is symbolized on the bottom right corner of their name tags.)

Points can be won for the following things in Lesson Time and Game Time:

QUESTIONS, **BIBLE DRILLS** and **GAME POINTS**

See the Scoreboard Directions below for details on how points are awarded for each of these things.

To Award a POINT, fill in a circle for the appropriate team like this: ● (please work from left to right, top to bottom)

BOYS

VS.

GIRLS

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	51	52	53	54	55	56	57	58	59	60

IMPORTANT! Turn this Scoreboard in to your Truthopolis Director as soon as you're finished with it so that he/she can tally the points and announce the winning team! Every attending member of the winning team will receive **ONE BONUS POINT!**

SCOREBOARD-DIRECTIONS

QUESTION Directions:

When you come to a QUESTION, alert the class that a QUESTION is coming, and then ask the QUESTION...

Once you've asked the QUESTION, any children who think they know the answer should quickly **STAND UP**.

As Soon as a Child Stands Up...

1. STOP asking your question, even if you haven't finished.
2. Have the child COME TO THE FRONT with you.
3. Have the child answer the QUESTION.
4. You may NOT repeat the QUESTION.
5. After the child answers, whether right or wrong, thank him/her and keep him/her up front with you. He/she is disqualified from answering any more questions (unless you run out of children)

If A Child Gives a CORRECT Answer...

Mark a POINT on this Scoreboard for that child's team.

If A Child Gives an INCORRECT Answer...

1. Randomly select a member of the OPPOSING TEAM to answer the QUESTION.
2. If they answer CORRECTLY, mark a point on the Scoreboard for that child's team.
3. If they answer INCORRECTLY, NEITHER TEAM WILL GET THE POINT. Read the correct answer to the kids, and move on.

BIBLE DRILL Directions:

When you come to a BIBLE DRILL, alert the class that a BIBLE DRILL is coming...

1. Have all the kids hold their closed Bibles up over their heads.
2. Announce the Bible Drill verse
3. All of the children should race to find the verse in their Bibles
4. The first child to find the verse should stand up to be acknowledged by the Teacher.
5. Once acknowledged by the Teacher, the winning student should read the verse out loud to the class.
6. Mark a POINT on this Scoreboard for that child's team.

GAME POINT Directions:

When a POINT is scored in any of the "Scripture Sports" Games...

Mark a POINT on this Scoreboard. Please note that points are never awarded from games unless the team who scored the point can recite the appropriate memory verse.