



Leader Meeting Aug. 2009

"In the Light" Mission Statement

"Partnering with parents in leading kids to walk in the light."

Curriculum

TruthQuest: Biblical Topical Studies

**God-Centered

**New topic every five weeks

**Teachers can rotate teaching or each teach "Book Smarts" & "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.

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 "NIV" for all lessons.**

TRUTHQuest Details

- Five-week series covering a main topic
- Every Wednesday night from 6:45-8:15, except for special holidays
- Involves a 9-month commitment for leaders.
- Begins in the Children's Ministry Center (CMC)

The Ages Involved

- Searchers: Kindergarten-1st grade
- Questers: 2nd-3rd grades
- Blazers: 4th-5th grades

Leader Expectations

- Pray for the kids with whom you interact.
- Pray for your fellow Truthopolis leaders.
- Be in the CMC by 6:20 every Wednesday for prayer.
- Make every effort to get to know the kids.
- Assist the game director during your game time.

Wednesday Night Schedule:

- 6:20** •Leader prayer in *CMC*
- 6:30-6:45** •Leaders greet kids
 - Kids check in / new kids register
 - Supervised games in *CMC* game room until 6:40
 - Kids sit down in designated areas in *CMC*
 - Teachers & Assistants walk around to kids in their grades listening to memory verse (and recording it).
- 6:45-7:00** •Welcome, announcements, & singing
- 7:00-7:20** •4th-5th go to gym / Kindergarten-3rd stay in *CMC*
 - 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** •Dismiss from classrooms.
- 8:15-8:30** •Teacher hands child take-home papers when dismissed
 - Registration leader collects nametags upon exit and takes score sheets to registration leader.

	K-1 st Graders	2nd-3rd Graders	4 th -5 th Graders
6:45-7:05	<i>CMC</i>	<i>CMC</i>	<i>CMC</i>
7:05	<i>CMC</i>	<i>CMC</i>	Gym
7:25	Gym	Classrooms	<i>CMC</i>
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—an interactive narrative Bible story—many of which may be unfamiliar to the kids. (10 min. or so)
 - Street Smarts—An application lesson with weekly object lessons and questions to get the kids thinking on a deeper level. (20 min. or so)

- The 10-minute and 20-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.
- Each Wednesday night, choose 2-3 kids that 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.

Scripture Sports Memory Games

- Kids go into the gym for a physical activity. Every time a goal is scored, the team must recite the day's memory verse to get the point for their team. Teachers assist game 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.

The points

- The kids receive points for different things. At check-in time, points are recorded for attendance, if the child recites last week's Bible verse, brings a new visitor, a Bible, and/or the completed, parent-signed worksheet (K-5th).
- 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 (example below). 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 they 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. At registration, each child will be permanently put on either the **ALPHA** or **OMEGA** team (for a year). Whoever answers a question correctly, wins the Bible drill, or scores a point in the game time activity, a point goes to his/her 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.**

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.

