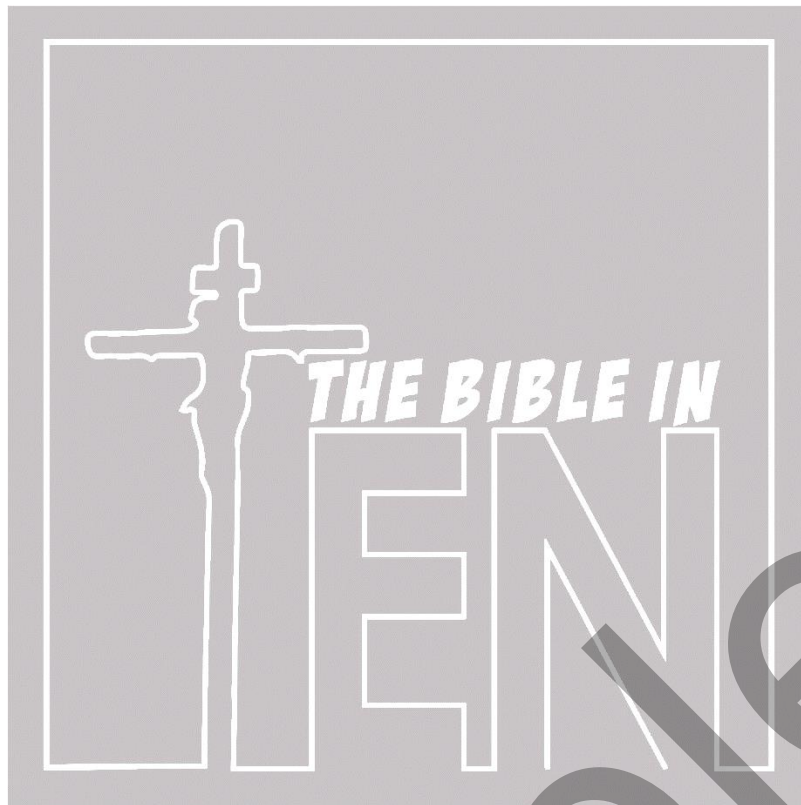




Sample

THE BIBLE IN
OPEN

THE TRUE STORY OF GOD, THE WORLD AND US



HOW TO USE CREEK ROAD KIDS CURRICULUM

Welcome to another term of kids church material. I will say up front that the curriculum is basically a tool box of things you can use each week. There is by no means an expectation that every element of the curriculum will be used each week. Take it and adapt to your church and your kids. You know your kids best and what will work to have a fun and engaging time of exploring the good news of Jesus and applying it to kid's lives.

- **Big idea.** This is a kid's version of the adult big idea. This is the central concept we want our kids to get this week. A kids church leader should use this to guide where they head each week.
- **Application.** We want our kids to move beyond just head knowledge to applying it to their heart & hands. The application helps a kids church leader know where to land with their kids each week.
- **Memory verse.** We deliberately pick one memory verse for the whole series. The repetition and reinforcement helps kids really remember it by the end of term. You can do this in your big group time or in growth groups. Note: we use the NIV for all our kids ministry.

BIG GROUP TIME

All our kids start in church with their families and then at a break in the service they come out to kids church. We start with big group time where all the kids are together as one community to sing and start to explore the big idea for the week.

- **Songs.** These are just a couple of suggested songs that fit in with the big idea of the week. Feel free to substitute in songs your kids know and love.
- **Discovery Time.** This is designed to do with the big group. It is an interactive and engaging way of telling the story or concept for each week. It is designed so one of your kids church team can own this for a specific week and put a good effort into making it engaging and fun for the kids and they start to explore the big idea.
- **Bible Passage Overview.** This is not designed to be taught, but is really just in there to help kids church leaders. It is basically a breakdown of the Bible passage/s for the day to explain what it says. Kids church leaders use this for their own benefit as the lead their kids and answer any questions that might come up.

- **Linking Question.** This is a quick question to leave hanging with the kids as they head off to growth groups. You can just leave it hanging or get a few quick answers. Don't spend too much time on this question as it is something that will be explored in growth groups.

GROWTH GROUP TIME

Our curriculum is built around growth group time. These are the small groups where the real discipleship takes place. They are set groups (e.g. grade 3/4 boys) with a set leader who journeys with them each and every week. As relationships form and grow in these groups kids church can move beyond something that is just teaching head knowledge to real engagement in the hearts of our kids and challenging them to live out the gospel in their daily lives.

As each group will have different kids at different ages and stages of their development both cognitively and in their faith, each kids church leader needs to take this material and adapt it to their kids. As the discipleship relationship grows they will know more and more what will work best with their kids. We give our kids church leaders lots of freedom to work out how to use this time effectively in an engaging way.

- **Activity.** An engaging activity that helps the growth groups continue to explore the big idea.
- **Discussion time.** This is where we open the Bible with kids and continue to explore the big idea. Ideally the questions will move from head to heart and hands. Feel free to cull/simplify/add your own questions. For the Bible in 10 you will notice that we are finishing the discussion each week with a couple of things:
 - **What did God do for his people in this story? How does Jesus do the same but better for us in Jesus?** These questions are there to make the link from the Old Testament narratives to how they are fulfilled in Jesus and apply to us today.
 - **Why is Jesus better than anything else?** We want the hearts of our kids to be captured by the awe and wonder of Jesus. We are encouraging kids church growth groups to build an ever expanding list of why Jesus is so good, and better than anything else. This way we don't just learn about Jesus but are increasingly captivated by him.
- **Digging deeper.** Some extra questions a kids church leader may use to go deeper into the topic. It is often used by older grades.
- **Activity sheets.** These are produced as an extra option for your growth group. They can be something you do in your growth group time, and if you do it is a handy time to chat to individual kids about what they have been learning and growing in that week. But they can also just be something you send home with the kids to do at home. They are a handy reinforcement of what they have been exploring and helpful for parents to keep exploring it together as a family.
- **Craft & games.** These are in the appendix and are optional engaging activities based around the big idea that a kids church growth group leader may choose to use.
- **Prayer.** Some simple prayers that you might use at the end of your growth group time. We would also encourage kids church leaders to just use these as a starting point and get creative with how they engage their kids with prayer.

So hopefully that is a helpful little primer on how to use the curriculum. Our prayer is that is a resource that equips your leaders and helps them get on with their main task of discipling the kids you have entrusted them with. And in time we also pray that it helps all our kids church leaders grow in their own ability to creatively engage kids with the life-changing message of Jesus.

BIBLE IN 10

Big Idea

Application

Activities

1. God's People In God's Place

Genesis 1:1-31 (28)
Matthew 3:13-17

Know This:
God made the world good and rules as the loving King.

Live This:
Live your life with God as your loving King; delight in the goodness of your loving God & King.

DISCOVERY TIME ACTIVITY:

- gospel project video on creation?
- allocate a day of creation to each GG to act out/freeze frame and discuss/share why it is good.

SONGS:

- JESUS IS THE KING – *Artist*; GOD'S LOVE IS BIG – *Artist*

LINKING QUESTION:

- What is your favourite good thing God has given you?

GROWTH GROUP ACTIVITY:

- draw your favourite created things while listening to 'Indescribable'
- walk around church and draw/rub/print 'art' the good things God created

2. The Fall

Genesis 3:1-19 (17)
Matthew 4:1-4

Sin breaks God's good world and the perfect relationship with God and us.

Adam and Eve put their hopes in Satan's promises and were disappointed. What things other than God are you putting your hope in?
Live your life with God as your loving King.

DISCOVERY TIME ACTIVITY:

- visual of things/sin separating us from God
- blindfolded obstacle course whose voice will you listen to?

SONGS:

- SUPER SAVIOR – *Colin Buchanan*; - GREATEST TREASURE – *Colin Buchanan*

LINKING QUESTION:

- What things can't you live without?

GROWTH GROUP ACTIVITY:

- Comparison Chart how did Adam and eve gave in to sin and Jesus didn't (see verses) → kids make notes while leader reads passage.

3. Abraham & the Promise

Genesis 12:1-9
(Matthew 8:5-13)

God's three promises to Abraham show he will crush sin and make everything good again.

We know God had a plan to crush sin, and God's plans never fail. How can you trust God more?

DISCOVERY TIME ACTIVITY:

- charades/Pictionary god's promises to Abraham

SONGS:

- GOD'S LOVE IS BIG – *Vineyard Music*; - BE STRONG AND COURAGEOUS – *Colin Buchanan*

LINKING QUESTION:

- When have you had to trust someone?

GROWTH GROUP ACTIVITY:

- Trust Fall

4. David, God's King

2 Samuel 7:1-17
Matthew 22:41-46

God's promise to David shows he has a really big plan to bless the whole world through his son.

Listen to God's perfect King Jesus.

(eg. Bible, Church/Growth group, family growth, pray.)

DISCOVERY TIME ACTIVITY:- have GG's try to Draw out key promises to david in v 12-17) → discuss WHO might fulfill these promises

SONGS:- GOD IS GREAT – *Quiz Worx*; - GOD'S LOVE IS BIG – *Vineyard Music*

LINKING QUESTION:- What promise has someone made to you?

GROWTH GROUP ACTIVITY:- compare each promise you came up with in the discovery to JESUS and make note that Jesus ticks all the promises → Jesus is God's perfect King



1. God's People In God's Place

EVERY CLASS WILL BE DIFFERENT BUT IT IS IMPORTANT WE ALL COMMUNICATE THE SAME BIG IDEA.

BIG IDEA:

By the end of kids church kids should KNOW THIS:

God made the world good and rules as the loving King.

APPLICATION:

By the end of kids church kids should be able to go and DO THIS:

Live your life with God as your loving King; delight in the goodness of your loving God & King.

MEMORY VERSE:

"This is the written story of the family line of Jesus the Messiah.

He is the son of David. He is also the son of Abraham."

- Matthew 1:1

BIG GROUP TIME

SONGS

GOD'S LOVE IS BIG – Vineyard Music

JESUS IS THE KING – Colin Buchanan

DISCOVERY TIME

Allocate 6 groups of children (growth groups perhaps) a day of creation to act out.

Read aloud the creation account from Genesis 1, allowing each group to act out their allocated day of creation as it is read.

Have everyone give thumbs up, and say 'it was good!' at the appropriate time of each day of creation.

Finish by having everyone lie down and have a 'rest' for day 7.

Briefly discuss how God made the world good and rules as the loving King.

When God created people let us be his representatives in charge, BUT wants us to remember God Made it, so God owns it, so God is in charge of the world.

BIBLE PASSAGE OVERVIEW

Genesis 1:1-31 (28)

- God made day and night, and it was good.
- God made the sky and the sea, and it was good.
- God made the land and the plants, and it was good.
- God made the sun, moon & stars, and it was good.
- God made the birds and the fish and it was good.
- God made the animals and it was good.
- God made people in his image and put them in charge as HIS representatives, and it was VERY GOOD.

Matthew 3:13-17

- Jesus asked John the Baptist to baptize him.
- John knew he really needed to be baptized (forgiven) by Jesus.
- Jesus said it was important that He be baptized because he was about to fulfill God's plan.
- John baptized Jesus
- God spoke as Jesus came out of the water, and said : "This is my Son, and I love him. I am very pleased with him."

LINKING QUESTION

This question is intended to be a rhetorical question, to get kids thinking practically about the big idea as they move in to their growth group time.

What is your favorite good thing God has given you?

GROWTH GROUP TIME

ACTIVITY

Briefly discuss how great God's creation is. If kids are willing have them share their answers to the linking question: What is your favorite good thing God has given you?

Have kids listen to Chris Tomlin's song 'Indescribable' and draw their favorite created thing. Encourage kids to take some time to marvel in the goodness of God's creation.

Alternatively you might like to wander around the church grounds marveling in God's good creation together. As you walk around the grounds, why not collect things you might be able to use to create crayon rubbings with.

DISCUSSION TIME

READ or Review Genesis 1:

1. What do you like about this story? Why?
2. What do you think some people might not like about this story? Why?
3. What does this story tell us about what God is like?
Everything God created was good, so God must be a good king and ruler.
4. What did God do for his people in this story?
God created people in his image. He created a good world, with good things, for them to live in. God put people in charge of the world as His representatives.
5. How does God do the same but better for us in Jesus?
Jesus came to live the good life we were meant to live, and died to make us right with God. Jesus also promises to come back, and make all things new again.
6. Why is Jesus better than anything else?
7. Do you love God as your loving king? Why/why not?
8. What can we do this week to remind ourselves that God is our good and loving king?

DIGGING DEEPER

READ: Matthew 3:13-17

9. What Why didn't John want to baptize Jesus? Why did Jesus say he should?
10. What does this show us about what Jesus came to do?
11. What things happened right after Jesus was baptized?
12. What does this show us about who Jesus is?
13. Why is Jesus better than anything else?
14. How does it make you feel to know God sent his good son into the world with a special job (to rescue us from sin)?

ACTIVITY SHEETS

Remember, activity sheets are a tool for further discussing the big idea, not just a time filler. Think about how you can use the activities this week to prompt discussion.

MIX-IT-UP

Do something creative or active to help reinforce the big idea and/or the application. Here are some ideas:

- **CRAFT** – Sorry We Weren't Able To Compile Craft Ideas This Term
- **GAME** – Creation Twister –Appendix 2.1

PRAYER TIME

Teach kids the T.S.P. prayer outline (Thankyou; Sorry; Please)

- **T** – Thank God for the good things he has made.
- **S** – Apologize for the times we try to live without God as our good and loving king.
- **P** – Ask God to help us appreciate His goodness to us, and live with Him as our loving king.

Games Appendix 2.1

Week 1

Creation Twister (www.rotation.org/topic/games-workshop-lesson-andamp-ideas-for-creation-story)

Equipment:

Twister Game board/mat, Twister spinner or TwistHelper App

Preparation:

Creation pictures to use as or on the colour circles on the mat (Yellow = sun – Day 4, Green = Tree – Day 3, Blue = Fish – Day 5, Red = lion Day 6). Ideally 4 columns of 8 pictures/dots.

How to play:

Instruct participants to circle the mat. Let them know you will be picking a colour/picture and calling a set of instructions. The kids are to do what you read off of the card. For example, you spin a right hand green and they all need to put their right hand on a green tree dot. It doesn't matter which tree - it only matters that they put their right hand on any tree. The only catch is they cannot sit or fall down. If they do, they are out until the next round. But if they get out they can help you spin or help others on the mat by pointing out shapes.

Spin again and give instructions but let kids know they only move what is being called. Keep going as long as works for your group, and if you have time play it again.

Game LINK:

God made all these things we see in the twister game. He made all of creation. He even made us, and with bodies that can twist and play games like we are here. He made it all good, and he made it all to be ruled by him as our loving king.

Games Appendix 2.2

Week 2

Snakes in the Grass (Theme Games 2, p. 73-74)

Equipment:

2 or more Sleeping bags or quilt covers, masking tape

Preparation:

Use the masking tape to create a finish line

How to play:

Depending on how many sleeping bags/quilt covers you have available, play this with 2 or more children at a time. Choose 2 or 3 volunteers and give each a sleeping bag. Explain they are going to pretend to be snakes, and race each other across the room. The players get into their bags, and lie down, holding the bags closed at shoulder level, with their arms inside the bags. Line them up, and on the word 'go', they must wriggle and roll themselves to the other end of the placing space, completely crossing over the finishing line to win. The rest of the group can cheer them on, and everyone can have a turn.

For a team relay, as soon as the snakes clear the finish line, they can stand up and jump their way back to the beginning, get out of their bag, and hand it on to the next team player.

Game LINK:

Where in the Bible do we first hear about a snake? Right at the beginning when Sin entered the world. How was the snake able to tempt Eve to eat the fruit? But telling lies. Adam and Eve put their hope in Satan's promises and were disappointed. Most people retract from snakes. We should also retract from Satan's false hopes. We need to put our hope and live our lives with God as our loving King.