

VERY USEFUL WEBSITES

Session Plans and Ideas (free)

www.dltk-bible.com

www.crayola.com

www.first-school.ws

www.origami-club.com

www.kidzone.ws

www.childrensministry.com

www.kidssundayschool.com

www.ministry-to-children.com

Training Resources For You To Purchase

www.shop.childrensministry.co.uk

www.willowcreek.org.uk

www.scriptureunion.org.uk

If You would like To Buy....

www.puppetsbypost.com—Puppets

www.onewayuk.com—Puppets

www.wesleyowen.com or www.standrewsbookshop.co.uk—CD's

www.bakerross.co.uk—All things craftfantastic & non-expensive

www.elc.com—Parachute and crafts

Don't Forget

If you are in a church which has a children's ministry you can always see if there are a few things you can borrow.

Find out where they purchase their craft materials from!

Things You Should Try and Pack In Your Suitcase! (apart from pants)

Colouring pens/pencils/crayons/chalk

A Puppet (homemade if need be)

A Children's Bible or a couple of Story Books

Small sponge ball

Anything craft based that is not too heavy!!!! (eg. Friendship bracelets)

Music CDs—For worship, puppets and games (electricity not always guaranteed!!!)




WORKING WITH CHILDREN & YOUNG PEOPLE

Qualities

- C...child-friendly, obvious but easily forgotten!**
- H...humorous-you will need a good sense of humour!**
- I ...inclusive, there will always be those on the edge.**
- L...loving, young people genuinely know if you like them!**
- D...disciplined, always be prepared, young people won't wait .**
- R...relevant-what has that got to do with me?**
- E...energetic, if you lack energy use someone else's!**
- N...nutty, be prepared to be silly, crazy and have lots of fun.**

Characteristics

- C...committed to caring/compassionate. Go the extra mile.**
 - H..honest to God and ourselves. I can't do this on my own!**
 - A...available-don't always be busy doing. Set time aside.**
 - R...righteous reactions, be a good role model, set an example**
 - A..accepting of others-God doesn't have favourites.**
 - C...consistent, practice what you preach!**
 - T...teachable. you will be surprised at how much you'll learn.**
 - E...encouraging, don't put others down and criticise (easily done)**
 - R...reliable-young people will hold you to your word. Don't make promises you can't keep to God (or anyone).**
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Telling Stories—Top Tips!

Taken from RaW—Top 10 Tips for Storytelling

- Colourful books will hold the attention of children of most ages.
- Empathy is important when storytelling. Look at the world as though you are experiencing it from another angle. Stand in the shoes of the child and imagine you listening to the story.
- Think about the words you use and change accordingly.
- Before you start your story, take time to think about an intriguing way to begin. Capture your audience from the start.
- Eye contact is very important. Change your facial expressions to illuminate the story. Sound positive and be confident!
- Give your characters different voices. It works wonders!
- Consider how long children can sit still for. Keep your story short and funny/fun. Include hand signals or prompts so they can join in with the mood of the story.
- Participation is key. Children need to feel part of the story.
- Repetition has value...think of those pantomimes!!!!
- It doesn't matter who you are...everyone has a story to tell and everyone can tell a story...be imaginative and use your personality.

Why not buy a young persons Bible or some small story books?
There are lots of different styles for different ages, and you can practice before you go.

Parachute Games

Cat & Mouse One volunteer on top and one underneath, with the top one catching the other. Make sure the volunteer on the top of the parachute takes their shoes off or it will rip.

Treasure Hunt You can use shoes or something smaller like coloured hair bands or socks..whatever you can find! Number around the circle. Place items under the parachute in the centre. Take one out. Call out different numbers...eventually there will be one person who was not quick enough.

Bouncing Balls The parachute is held at chest height with 2 or 3 plastic balls on the surface. 1 or 2 children have to knock them off from underneath while everyone else has to keep them on.

Fruit Salad Name all children around the parachute, apple orange, banana, etc. Each time you call out a particular fruit all those fruits have to change places with each other (by running underneath). When you call out fruit salad then everyone has to change places with anyone! Watch out for bumps!

This game can be done with hair colour, first letter of names eye colour, sock colour or just colour of clothing.

Why not invest in a small parachute. The Early Learning sell them for £12. They are not too big and would fit in your suitcase easily.



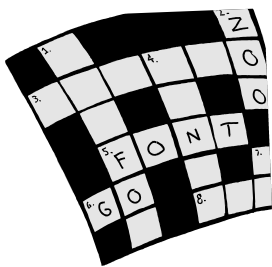
Just For Fun!

HIDDEN BOOKS OF THE BIBLE

I once made a remark about the hidden books of the Bible. It was a lulu. Kept people looking so hard for facts and for others it was a revelation. Some were in a jam, especially since the names of the books were not capitalized, but the truth finally struck home to numbers of readers. To others it was a real job. We want it to be a most fascinating few moments for you. Yes there will be some really easy ones for you to spot. Others may require judges to help them. I will quickly admit it usually takes a minister to find one of them and there will be loud lamentations when it is found. A little lady says she brews a cup of tea, so she can concentrate better. See how well you can compete. Relax now, for there really are sixteen names of books in the Bible in this story.

Underline the 16 hidden books of the Bible!

Don't Forget.....



Puzzles

Quizzes

Colouring pictures

Worksheets

Treasure hunts

Sports...skipping, relays, assault courses

Small Prizes

Memory verses

Sharing time

Free time

SAMPLE SESSI ON ... SAMP LE SESSI ON ... SAMP LE SESSI ON

DATE

18th JANUARY 2004

THEME

Lif e's Giant s/ Don't be scared/ Anyt hing is possible

All these titles can be explored using **DAVID&GOLIATH.** (to prepare yourself read 1 Sam 17). Try and read some of the story from the Bible (to the young people).

Key Points: What things scare you?/How should we face our giants?

What to do when you are scared?/Fear - good or bad
(we need to fear God but not man?)

Who do you trust?/What happens when you trust in God?

Faith is a really good subject to bring up whatever angle you decide to take.

POSSIBLE GAMES

Stuck in the mud - Have giants as the catchers and angels as releasers.

Tray Warriors are You ready to Fight - Don't f orget Tray, Newspaper .

RESOURCES

VeggieTales Video - Where's God When I 'm Scared? (see Sam)

Worksheet/Colouring sheet

Lining paper/colours/props ie. armour

ACTIVITIES

Make a Giant wall or cardboard Goliath cut-out. Throw various SOFT objects at it to try and knock it down.

For older group, instead of throwing things use post it notes and write out what challenges they might have to face. Stick them on the wall/giant and pray for them.

Tip—As long as you include different elements from the chart your sessions will always be varied. You don't always have to have the standard routine . Adjust the order according to the needs of the young people.

Games, Games, Games



Hot Potato/Time Bomb

You need 5 players or more and then get a tennis ball/sponge ball or another small unbreakable SOFT object (whatever you can find!).

Altogether form a circle. Then pick someone to hold the ball.

After that's done, the person with the ball, throws it to someone (but not themselves) and when they do that everyone starts counting going 1,2,3,4,5 ETC until they get to 10.

The person who gets the ball, throws it to someone else.

They keep doing that until you reach the number 10 and whoever has the ball is then out because the bomb has exploded.

If it's in mid air the person who threw it is out. The ball has to be aimed for the chest. you have to catch the ball. The game keeps going on until there is one person left who hasn't been blown up.

Crocodile, Crocodile

Four or five can play this game. One person is 'on' and the others say "Crocodile, Crocodile may we cross the golden bridge" and whoever's on says "Only if you have the colour green" etc. etc. If you're wearing that colour you take a step. When you reach the person who's 'on', you're 'on'.

What's the time Mr Wolf?

Any number can play. Whoever's 'on' is the wolf. We stand about five metres away and say "What time is it Mr Wolf?" The wolf says either "Tea-time, dinner-time, or breakfast". If the wolf says 'dinner-time' he chases after us trying to catch us. If he catches someone they're 'on'.

Where's The Bone?

We played this game when it was raining. It is an inside game. A student played the part of the dog. He or she sat in a chair with their back to the class. An eraser or another object was put under the chair. That was the bone. While the dog was turned around with his or her eyes closed someone would sneak up and steal the bone and hide it somewhere on his person. Then everyone would sing: Doggy, Doggy, where's your bone? Somebody's stole it from your home. Guess who it might be you. Then the dog has three chances to guess who took it. Sometimes it was left under his or her chair. If the dog guessed right then he got to do it again. If he guessed wrong then the person who had the bone got a turn as the dog.

Amoeba Tag

Two people are it. They hold hands and chase people, the person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2 they must split even numbers and can link together at will. This game is played till nobody is left.

Games Cont

1234 Game

Find a partner. On the count of 1, hold out your right hand palm up. On the count of 2, hold up your left hand with your fist finger pointing up. On the count of 3, place your left pointing hand in the centre of your partner's right hand (they are to do the same). On the count of 4, try and keep hold of your partner's finger whilst quickly removing yours. Best of 3 wins. Rule - if both fingers are removed or held at the same time then that means that match is a tie.

Duck, Duck, Goose

In this game, kids sit down in a circle facing each other. One person is "it" and walks around the circle. As they walk around, they tap people's heads and say whether they are a "duck" or a "goose". Once someone is the "goose" they get up and try to chase "it" around the circle. The goal is to tap that person before they are able sit down in the "goose's" spot. If the goose is not able to do this, they become "it" for the next round and play continues. If they do tap the "it" person, the person tagged has to sit in the centre of the circle. Then the goose becomes it for the next round. The person in the middle can't leave until another person is tagged and they are replaced.

Hop Scotch

Hopscotch is a wonderful hopping game that can be played on a bare patch of ground or on a floor indoors. There are hundreds of variations of the diagram that can be drawn. Use your favourite version to have children play.

Use chalk to draw a hopscotch pattern on the ground or use masking tape on a floor. Create a diagram with 8 sections and number them. Each player has a marker such as a stone, beanbag, bottle cap, shell, button, etc.

The first player stands behind the starting line to toss her or his marker in square 1. Hop over square 1 to square 2 and then continue hopping to square 8, turn around, and hop back again. Pause in square 2 to pick up the marker, hop in square 1, and out. Then continue by tossing the stone in square 2. All hopping is done on one foot unless the hopscotch design is such that two squares are side-by-side. Then two feet can be placed down with one in each square. A player must always hop over any square where a marker has been placed.

A player is out if the marker fails to land in the proper square, the hopper steps on a line, the hopper loses balance when bending over to pick up the marker and puts a second hand or foot down, the hopper goes into a square where a marker is, or if a player puts two feet down in a single box. The player puts the marker in the square where he or she will resume playing on the next turn, and the next player begins.