



## A Fun-Filled Bible Skills Curriculum for Grades 4–6 Sample Meeting

For More Information about Bible Skills, Drills, & Thrills  
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# Contents *(Page numbers refer to the Guide, not this sample.)*

## Administrative Pages **7**

- Elements description **8**
- Schedules **10**
- Resources list **11**
- Song Tracks, Computer Games **12**
- CD-ROM List **13**
- Pack Item List **15**
- Leaders Needed **17**
- Retreat plans **18**
- Promotion ideas **18**
- Logos **19**
- Levels of Bible Skills **20**
- Skill Check List **22**
- Beginning Children's Bible Drill **23**
- Levels of Participation **24**
- Drill Commands **25**
- Judging a Drill **26**
- Music **28**

## Introductory Meeting **37**

### Meeting 2 **46**

- Books of Law
- Genesis 1:1

### Meeting 3 **55**

- Books of Old Testament History
- Exodus 20:12
- The Ten Commandments: Exodus 20:3-17

### Meeting 4 **64**

- Books of Poetry
- Psalms 118:24
- A Psalm of Praise: Psalm 100

### Meeting 5 **73**

- Books of Law, Old Testament History, and Poetry
- Psalms 119:105

### Meeting 6 **82**

- Books of Law, Old Testament History, and Poetry
- Proverbs 3:5-6

### Meeting 7 **91**

- Books of Law, Old Testament History, and Poetry
- Proverbs 15:1

### Meeting 8 **100**

- Books of Major Prophets
- Isaiah 9:6

### Meeting 9 **109**

- Books of Major Prophets
- Isaiah 40:8
- The Greatness of God: Isaiah 40

### Meeting 10 **118**

- Books of Minor Prophets
- Nahum 1:7

### Meeting 11 **127**

- Books of the Gospels
- Matthew 4:10
- The Temptation of Jesus: Matthew 4:1-11

### Meeting 12 **136**

- Review
- Balloon Celebration

### Meeting 13 **145**

- Books of the Gospels
- Matthew 5:16
- The Sermon on the Mount: Matthew 5-7

### Meeting 14 **154**

- Books of the Gospels, and New Testament History
- Luke 6:37

### Meeting 15 **163**

- Books of the Gospels and New Testament History
- Luke 11:9

### Meeting 16 **172**

- Books of the Gospels
- John 3:16
- Jesus and Nicodemus: John 3:1-21

Meeting 17 **181**  
Books of the Gospels  
John 15:12  
The First Lord's Supper: Luke 22:15-20

Meeting 18 **190**  
Books of the Gospels  
Acts 16:31  
The Parable of the Sower: Mark 4:1-20

Meeting 19 **199**  
Books of Paul's Letters  
Romans 8:28

Meeting 20 **208**  
Books of the Gospels, New Testament  
History, and Paul's Letters  
Romans 12:1

Meeting 21 **217**  
Books of the Gospels  
1 Corinthians 4:2  
The Faith Chapter: Hebrews 11

Meeting 22 **226**  
Books of General Letters  
Ephesians 4:32

Meeting 23 **235**  
Books of the Gospels, New Testament  
History, Paul's Letters, and General Letters  
Colossians 3:23

Meeting 24 **244**  
Review  
Western Celebration

Meeting 25 **253**  
Books of the Bible  
2 Timothy 1:7

Meeting 26 **262**  
Books of the Bible  
2 Timothy 3:16

Meeting 27 **271**  
Books of the Gospels, New Testament  
History, Paul's Letters, and General Letters  
1 John 1:9  
The Crucifixion: John 19

Meeting 28 **280**  
Books of the Bible  
Revelation 4:11

Meeting 29 **289**  
Books of the Bible  
Romans 5:8  
Plan of Salvation Part 1 References:  
Psalm 139:13-16, Romans 5:8,  
John 3:16, John 14:6

Meeting 30 **298**  
Books of the Bible  
Romans 10:9  
Plan of Salvation Part 2 References:  
Romans 3:23, Romans 10:9,13,  
2 Corinthians 5:17

Meeting 31 **307**  
Books of the Bible  
2 Timothy 3:16.

Meeting 32 **316**  
Books of the Bible  
Exodus 20:12

Meeting 33 **325**  
Books of the Bible  
2 Samuel 22:4

Meeting 34 **334**  
Books of the Bible  
Romans 8:28

Meeting 35 **343**  
Books of the Bible  
Jonah 3:10

Meeting 36 **352**  
Review  
Awards Celebration

# Administrative Pages

## WHAT IF?

Have you ever played the “What If?” game? Think about possibilities! Here are some “What ifs” to get you started!

- What if every parent and child in your church could quickly find any reference in the Bible?
- What if he could make personal application of the verse or passage?
- What if parents and children worked together learning verses and their meanings?
- What if children and parents felt the Bible was more than a book used at church?
- What if parents and children used the Bible together every day?
- What if the Bible was seen as easy to use?
- What if you could help children love the Bible?
- What if you could help families love the Bible?

What if you could make these “what ifs” come true for children and families? Bible Skills, Drills, & Thrills is a 36-meeting plan that helps churches be intentional about developing Bible skills in the lives of children and families. It also helps prepare for Children’s Bible Drills and have fun—thrills, at the same time! It provides fun, keep-kids-moving, hands-on ideas for guiding children to locate, learn, and apply Scripture to daily living.

The meetings include a variety of experiences that are sure to appeal to each child’s preferred way of learning. Every child will have opportunity to learn Bible books, verses, Key Passages, and divisions; Bible book content; Bible history; Bible people; and life application. The teaching plans can be used with any Bible translation, so you choose the Bible translation to use with your children. Children will use the Bible throughout every part of the meeting. The hope is to help children have real experiences that lead to a strong personal connection with the Bible.

The Green Cycle is the first of three cycles. The grades 4–6 Green Cycle meetings cover the 25 Bible verses for Children’s Bible Drill plus some bonus verses, 10 Key Passages, and the books of the Bible. The grades 1–3 Green Cycle meetings lay the foundation for the grades 4–6 Green Cycle. First through third graders will learn 8 verses and 10 Key Passages that match 8 of the 25 verses and all the Key Passages being learned by 4–6 graders. The Bible stories for grades 1–3 and 4–6 meetings are similar but do address different levels of biblical learning.

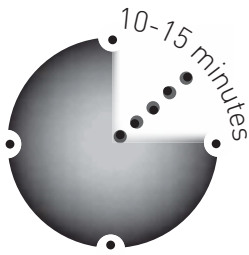
At the end of three cycles children in grades 1–3 will have had the opportunity to learn and apply 24 verses and 30 Key Passages. After participating for three years, older children will have had the opportunity to learn and apply at least 75 verses and 30 Key Passages. Both age groupings will also learn the books of the Bible and the divisions. Each cycle also helps leaders prepare children in grades 4–6 for Children’s Bible Drill. The Green Cycle will help leaders prepare children for Children’s Bible Drill 2008. The Red Cycle will help prepare children for Children’s Bible Drill 2009, and the Blue Cycle will help prepare children for Children’s Bible Drill 2010. The Green Cycle will be used again to prepare children for Children’s Bible Drill 2011.

## How does it work?

A variety of elements are provided to give churches from one hour to two hours of Bible skill development content. The following descriptions tell how to use each part. You may choose to customize the elements of the curriculum in order to meet the needs of your church.

## What are the elements?

### Skill Centers (10-15 minutes)



Each meeting begins with Bible Skill Centers for skill review and development. The children may choose from a minimum of three activities to begin working on the meeting's skill focus or reviewing skills already learned. A child may choose to participate in one activity and then move to another until it is time for Group Skills.

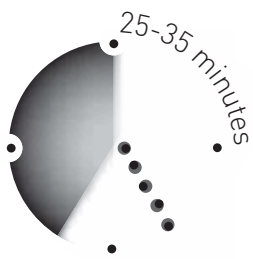
Doing the Skill Check or playing one of the computer games on the CD are always possible Skill Center choices. All the children in Children's Bible Drill should begin with the Skill Check List.

The Skill Check List can be found on page 15 of this sample or may be printed from the CD (CD2 Item 1). Print out one for each child and keep them in a folder or binder. The children are encouraged to see their progress as they learn the verses, Key Passages, and books of the Bible. You may wish to ask a parent to hear the Skill Check each week while you help with other Skill Center activities. You can find CD2 with its leader helps and the music and games CD1 in the sleeve in the front of this Leader Guide.

Skill Center activities may include an active game, a quiet game, puzzles, skill check, a computer game, a music activity, a simple craft, or a writing activity. Some activities are planned to be completed independently by the children. Other activities are designed for a leader or parent to give guidance.

The music and games CD provides six of the Bible verses set to music, a plan of salvation song, a books of the Bible song, and four computer games. The games can be played individually or some can be played by pairs.

### Group Skills (25-35 minutes)

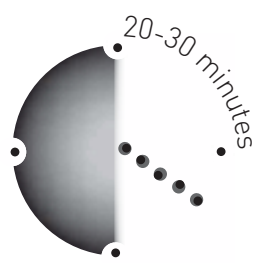


A gathering game will begin the Group Skills time. This game will focus the children's attention on what they will be learning in the meeting. The remainder of Group Skills may include a Bible story, prayer, verse memorization, practice using the Bible, Bible book information, practice locating Key Passages, Bible people, Bible history knowledge and understanding, and life application of the story or verses. A variety of methods is used to present the Bible story and to review the main points. Many different games and activities are provided to help the children

learn the Bible books, Key Passages, and memory verses.

The Activity Book has perforated pages to tear out and give to the children. These fun and colorful pages will help the children understand the verses, learn the Key Passages and books of the Bible, and apply the truths they learned from the meeting. The children will use their Bibles throughout each meeting. The Activity Book can be used with any translation of the Bible.

## Skill Options (20-30 minutes)



This hands-on application time will offer the children choices. Plans provide four choices in each of the 36 meetings. A church may decide to offer from one to four options at each meeting. Options are designed for 6-8 children. One page for each Skill Option for each meeting is in this Leader Guide.

Skill Options are all about choices. Not only is the child given a choice, but you also have a choice. Keep in mind that if an option activity for a meeting does not meet your needs, look at activities from other meetings. One of them may be what you need. Or your children may have really enjoyed and learned from a game one week in Recreation and want to play it again. If you have a large group, you may also wish to have more than one group doing the same option.

Each option is planned to take 20-30 minutes so each child will complete only one option at each meeting. The exception to this is if you have a two-hour schedule. If so, you will have enough time to allow each child to choose two options. Snacks are not specifically suggested but if you have children for two hours, you may wish to consider a simple snack. Remember when serving snacks to check first for allergies.

Skill Options include Bible Skills, Recreation, Crafts, and Service.

### Bible Skills

The Bible Skills Option for fourth through sixth graders includes focused Bible skill development games, activities, instruction, and practice in Children's Bible Drill. All of the children in Children's Bible Drill should select this option.

### Recreation

The Recreation option provides active games that help children continue to learn and apply the Bible skills and biblical learning from the meeting. Remember to keep competition at a low level and help the children concentrate on what they are learning.

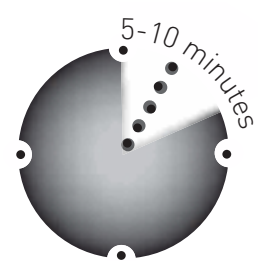
### Crafts

The Crafts Option includes crafts that children can use to learn or demonstrate the application of Bible skills or biblical learning from the meeting. Each craft is designed to be completed in one meeting. You will need to gather some supplies to do many of the crafts.

### Service

The Service Option includes learning, planning, and participating in individual, family, church, and community service projects that help children apply memorized Scripture and biblical learning. Children may make something to give away, discover things they can do to help someone, or learn a skill which they can use to serve others.

## Family Bible Skills to Go (5-10 minutes)



After completing the Skill Options part of the meeting, the children meet their family members at the Group Skills area for the Family Bible Skills to Go portion of the meeting. Contents for Family Bible Skills to Go may be found at the end of each Group Skills section.

Family Bible Skills to Go suggestions provide a time to communicate learning and information with the parents. It can help the parents know how to help their

child continue learning and applying Scripture. The children and family members may participate in a skill activity together. Sometimes the children will present a drama, song, drill demonstration, or information about a family project.

### **How does a meeting flow?**

When a child enters the room, he chooses a Skill Center activity and begins. He may move to as many Skill Centers as he chooses until time for Group Skills to begin. The children in Children's Bible Drill always begin with the Skill Check. Other children may also wish to begin with the Skill Check.

Group Skills begins with a game to bring all the children from the Skill Centers to the Group Skills area. The Group Skills leader engages the children in learning and practicing skills together through games, Bible story, prayer, use of the activity book, application, music, and a variety of other activities.

At the end of Group Skills, the leader describes the Skill Option choices. Each child chooses a Skill Option. The leader may need to encourage the children to select a different option if one is becoming too crowded. At Skill Options the child further develops a Bible skill and applies the skill or learning to his life. Finally, everyone returns to the Group Skills area for Family Bible Skills to Go activities.

### **Possible Schedules:**

1½ hours (Recommended)

Skill Centers—15 minutes

Group Skills—35 minutes

Skill Options—30 minutes

Family Bible Skills to Go—10 minutes

1 hour

Skill Centers—10 minutes

Group Skills—25 minutes

Skill Options—20 minutes

Family Bible Skills to Go—5 minutes

2 hours

Skill Centers—15 minutes

Group Skills—35 minutes

Skill Options—60 minutes: Each child chooses two options, 30 minutes at each.

Family Bible Skills to Go—10 minutes

### **Skill Option Recommendations:**

If your group has 10 or less children, offer one or two options during each meeting. If you only offer one each meeting, change the option provided at least every two weeks. This is recommended so that each child has a variety of choices that allow her to choose to learn in the way she prefers.

If your group has 12 or more children, offer at least two options each meeting.

If your group has 18 or more children, offer at least three options each meeting.

If your group has 24 or more children, offer four options each meeting.

If you have more than 30 children, provide another group. If you cannot offer all four options every meeting, knowing your children will help you make choices about which options to offer. Offer options your children will most likely enjoy. If you can only choose two options for each meeting, vary the options offered each month. For example, if you offer Recreation and Bible Skills one week, offer Service and Crafts the next week. It may also be that you know that some of your group will always want to do Recreation. In that case, offer Recreation each meeting and only change the other choice or choices offered. If you have children in Children's Bible Drill, you will always need to offer the Bible Skills Option for them.

If you have a large group of children in each individual grade, you may wish to provide Skill Centers and Group Skills by individual grades and the Skill Options and Family Bible Skills with grades 4–6 together.

### **What kind of space do I need?**

You will need at least one room large enough for the children you expect (25 sq. ft. per person) in which you have a space for Group Skills and the Skill Options being offered. It may be that you have the possibility of one large room plus a room for each option you are offering. The Recreation Option will need space for active large muscle games. Some of the games may best be played outside or in a gym.

If you are including Children's Bible Drill, provide a separate room for their Bible Skills Option so that they will not be distracted by the other options.

### **What resources do I need?**

One Leader Guide and Leader Pack per group.

One Activity Book for each child.

One CD-ROM (music and games) five-pack for every five families.

Every child will need a Bible. The Bible is used throughout every meeting.

*Bible Skills, Drills, & Thrills Leader Guide Grades 4-6 Green Cycle* Item #001244797

*Bible Skills, Drills, & Thrills Leader Pack Grades 4-6 Green Cycle* Item #001244799

*Bible Skills, Drills, & Thrills Activity Book Grades 4-6 Green Cycle* Item #001244795

*Bible Skills, Drills, & Thrills CD-ROM Grades 4-6 Green Cycle (Pkg 5)* Item #001244801

*Bible Skills, Drills, & Thrills Leader Grades 4–6 Guide Green Cycle*—a three-ring binder with administrative helps and 36 one-hour expandable to two-hour meeting plans. Plans can be used with any translation of the Bible. Included is a music and games CD which has six Scripture songs in three translations (HCSB®, KJV, NIV) and instrumental tracks for those verses, a plan of salvation song, and a books of the Bible song, plus four computer games. The Leader Guide also provides a CD-ROM with leader helps and a video of a Children's Bible Drill demonstration.

*Bible Skills, Drills, & Thrills Leader Pack Grades 4–6 Green Cycle*—visuals and games for use during the meetings.

*Bible Skills, Drills, & Thrills Activity Book Grades 4–6 Green Cycle*—translation-neutral activities that help the child explore the meaning of the verse, Key Passage, or story, and application to his or her life. One or both activities will be completed during the meeting time.

*Bible Skills, Drills, & Thrills CD-ROM Grades 4–6 Green Cycle*—A music and games CD five-pack that includes six Scripture songs, plan of salvation song, books of the Bible song, and four computer games to help children and families develop Bible skills at home or during the meeting.



## Verse Cards

*Bible Skills, Drills, & Thrills Verse Cards HCSB® Green Cycle (Pkg 10)* Item #001243880

*Bible Skills, Drills, & Thrills Verse Cards KJV Green Cycle (Pkg 10)* Item #001243881

*Bible Skills, Drills, & Thrills Verse Cards NIV Green Cycle (Pkg 10)* Item #001243882

## Other helpful resources

*Giant Game Floor Mat* Item #001114564

This reusable 43-inch-by-75-inch vinyl mat has 20 clear pockets and can be used with several games suggested in this Leader Guide. The mat also comes with a numbered cube, a spinner, and a bean-bag.

Children’s Bible Drill Bibles—These hardback Bibles are designed for use in Children’s Bible Drill.

*Holman Christian Standard Bible®* Item #001296623

*King James Version* Item #001010771

## Music and Games CD (CD1)

You can find the melody line with words on pages 28-36 of this Leader Guide. These are for your use only and may not be copied for other leaders or the children.

### Bible Verse Song Tracks

	HCSB®	KJV	NIV	INSTRUMENTAL ONLY
Psalm 119:105	1	7	13	19
Isaiah 9:6	2	8	14	20
Matthew 5:16	3	9	15	21
Luke 11:9	4	10	16	22
Ephesians 4:32	5	11	17	23
Revelation 4:11	6	12	18	24

Books of the Old Testament—25

Books of the New Testament—26

Books of the Old Testament Instrumental—27

Books of the New Testament Instrumental—28

Plan of Salvation—29

Plan of Salvation Instrumental—30

## Computer Games (CD1)

Games can be played individually or in pairs. Encourage children to improve their own success. In addition to the copy from this Leader Guide, either provide one for each child or encourage parents to purchase one for use at home. Although some meetings call for using a particular computer game, the children can choose to play any of the games.

### Books of the Bible Game

Level 1—Book appears, the children tell whether it is in the Old or New Testament.

Level 2—Book appears, the children determine which division it is in.

Level 3—Book appears, the children place it in the order in which it is found in the Bible.

### Bible Verse Match

The children click on the translation they are using.

Level 1—Verses 1–8—The screen comes up and the children match the underlined portion of the verse to the rest of the verse and to the reference.

Level 2—Verses 1–16—The screen comes up and the children match the underlined portion of the verse to the rest of the verse and to the reference.

Level 3—Verses 1–25—The screen comes up and the children match the underlined portion of the verse to the rest of the verse and to the reference.

### Key Passage Match-up

Level 1—The children match the Key Passage title with the reference in a matching game. It is a timed activity.

Level 2—The children click on a title. They say the reference. Then they click on the answer key to check their answers.

### Before and After

Level 1—A child will select a division. The books appear in random order in blocks. Division books are around the outside in random order. The child clicks on a book in a block and then must click on the book before, the book, and the book after in order. (In New Testament, Gospels and History and General Letters and Prophecy are combined.)

Level 2—Eight boxes appear with books from each division of both Old and New Testament. Sixteen books appear in random order around the outside. The child clicks on a book in the box then the book before, the book, and the book after.

## CD ROM Leader Helps (CD2)

Print cards, sheets, posters, and other helps from CD2 to make teaching easier. The items are in color but can be printed in black and white. You may wish to print them and cover them with clear adhesive plastic to use each time you teach this cycle. Some of the items such as the books of the Bible and the Key Passages will be used repeatedly throughout the cycle. Here are the items on CD2 and the meetings each is used:

CD2 Item A—Parent Sign-up Sheet

Introductory Meeting

CD2 Item B—Parent Letter

Before Introductory Meeting

CD2 Item C—Stationery

Before Introductory Meeting

CD2 Item D—Newsletter Article	Before Introductory Meeting
CD2 Item E—Logos	Throughout cycle
CD2 Item F—Four Calls	Before Introductory Meeting
CD2 item G—Writing a Drill	Before church drill
CD2 Item H—Score Sheet	Before church drill
CD2 Item I—Enrollment Form	Introductory Meeting
CD2 Item 1—Skill Check List	Throughout cycle
CD2 Item 2—Bible Book Divisions Cards	Meetings Introductory, 4, 5, 21,25, 32, 36
CD2 Item 3—Books of the Bible Cards	Meetings Introductory, 4, 5, 6, 7, 10, 11, 13, 14, 16, 18, 22, 24, 25, 30, 32, 34, 36
CD2 Item 4—How Fast Can You . . . ?	Meeting 2
CD2 Item 5—Creation Match	Meeting 2
CD2 Item 6—The Walk Signs	Meeting 3
CD2 Item 7—The Ten Commandments	Meeting 3
CD2 Item 8—Peace and Fighting Signs	Meeting 7
CD2 Item 9—Story Actions	Meeting 7
CD2 Item 10—Field Signs	Meeting 7
CD2 Item 11—God Promised Verses	Meeting 8
CD2 Item 12—Major Prophets Phrases	Meeting 8
CD2 Item 13a—Bible Verses (KJV)	Meetings 8, 9, 10, 12, 13, 26,
CD2 Item 13b—Bible Verses (HCSB®)	Meetings 8, 9, 10, 12, 13, 26,
CD2 Item 13c—Bible Verses (NIV)	Meetings 8, 9, 10, 12, 13, 26,
CD2 Item 14—Ornament Designs	Meeting 8
CD2 Item 15—Bible Drill Techniques	Meeting 9
CD2 Item 16—Butterfly Pattern	Meeting 9
CD2 Item 17—Minor Prophet Pronunciation Cards	Meetings 10, 12,
CD2 Item 18—Key Passage Title Cards	Meeting 10
CD2 Item 19—God Comes Through Again	
Review Questions	Meeting 10
CD2 Item 20—Lasso a Memory Verse Cards	Meeting 11
CD2 Item 21—Small Cube	Meetings 11, 13
CD2 Item 22—Gospel Fact Cards	Meeting 11
CD2 Item 23—Temptation Bars	Meeting 11
CD2 Item 24—Hot Potato Messages	Meeting 11
CD 2 Item 25—Feet Cutout	Meeting 11
CD 2 Item 26—Walk the Walk and Talk the Talk Cards	Meeting 15
CD2 Item 27—Quotation Lane	Meeting 15
CD2 Item 28a—Completion Lane (KJV)	Meeting 15
CD2 Item 28b—Completion Lane (HCSB®)	Meeting 15
CD2 Item 28c—Completion Lane (NIV)	Meeting 15
CD2 Item 29—Book Lane	Meeting 15
CD2 Item 30—Key Passage Lane	Meeting 15
CD2 Item 31—We Prayed for You Cards	Meeting 15
CD2 Item 32—Questions	Meeting 17

CD2 Item 33—Cross Pattern	Meeting 17
CD2 Item 34—Parable Picture Words	Meeting 18
CD2 Item 35—Bible Skills Olympics Verses	Meeting 18
CD2 Item 36a—Romans 8:28 (KJV)	Meeting 19
CD2 Item 36b—Romans 8:28 (HCSB®)	Meeting 19
CD2 Item 36c—Romans 8:28 (NIV)	Meeting 19
CD2 Item 37—Key Passage Game Cards	Meetings 19
CD2 Item 38—Handprint Pattern	Meeting 19
CD2 Item 39—Voice Type or Style Cards	Meeting 20
CD2 Item 40—Bible Reference Cards	Meeting 20
CD2 Item 41—Role Play Cards	Meeting 20
CD2 Item 42—People of Faith	Meeting 21
CD2 Item 43—Faithful Friend E-mail Messages	Meeting 21
CD2 Item 44—Interview with Joseph	Meetings 22, 24
CD2 Item 45—Memory Verse Concentration Cards	Meeting 23
CD2 Item 46—Bible Story Review	Meeting 23
CD2 Item 47—Cowboy Hat Pattern	Meeting 23
CD2 Item 48—What’s Wrong with That?	Meeting 25
CD2 Item 49—Scripts	Meeting 26
CD2 Item 50—Sequencing Strips	Meeting 30
CD2 Item 51—Define and Concentrate	Meeting 3, 31
CD2 Item 52—Key Passage References	Meeting 31
CD2 Item 53—Wipe Out!	Meeting 32
CD2 Item 54—Make a Sandwich	Meeting 33
CD2 Item 55—Timeline of David’s Life	Meeting 33
CD2 Item 56—Letter Grid	Meeting 33
CD2 Item 57—Children’s Bible Drill Video Demonstration	Throughout cycle

### Pack Items

These items provide additional teaching helps. Many of the items are in vivid color and on heavyweight paper. Some items are printed on both sides. Laminating or covering them with clear adhesive paper will enable you to use them each time you teach the Green Cycle. The list also shows which meetings each pack item is used.

Pack Item 1. Parent Night Poster	Meeting 1
Pack Item 2. Bible Skills, Drills, & Thrills Promotion Poster	When needed for publicity
Pack Item 3. Football Gameboard	Meetings 1, 2, 7, 11, 17, 18, 19, 31, 36
Pack Item 4. Books of the Bible Poster	Meetings 1, 3, 4, 6, 12, 13, 17, 19, 21, 24, 32, 34
Pack Item 5. Who Does What? Sheet/Booklet Strip	Meetings 3, 6
Pack Item 6. Comparison Cards	Meeting 4
Pack Item 7. Bible Drill Commands Poster	All meetings
Pack Item 8. Bible Instructions Cards	Meeting 5
Pack Item 9. Thrill Ride Gameboard	Meetings 5, 13, 17, 20, 21, 36
Pack Item 10. Brain Busters Cards	Meetings 5, 21, 30
Pack Item 11. Spinner Pieces	Meetings 5, 13, 14, 17, 21, 31, 34, 36

Pack Item 12. Phylactery Picture	Meeting 11
Pack Item 13. Key Passage Flash Cards	Meetings 12, 14, 36
Pack Item 14. Learning Ladders	Meetings 14, 20
Pack Item 15. Learning Ladders Cards	Meetings 14, 20
Pack Item 16. Teaching Picture: Sermon on the Mount	Meeting 13
Pack Item 17. Key Words Match-Up Cards	Meetings 16
Pack Item 18. Symbol Cards	Meeting 17
Pack Item 19. Emoticons Poster	Meeting 17
Pack Item 20. Parable of the Sower Concentration Cards	Meeting 18
Pack Item 21. Bible Skills Olympics Instruction Cards	Meeting 18
Pack Item 22. Paul's Missionary Journeys Map	Meeting 19
Pack Item 23. Romans 12:1 Definition Cards	Meeting 20
Pack Item 24. People of Faith Name Cards	Meeting 21
Pack Item 25. Teaching Picture: Joseph and His Brothers	Meeting 19, 22
Pack Item 26. Family Role Play Cards	Meeting 22
Pack Item 27. Family Scripture Frame Pattern	Meeting 22
Pack Item 28. Family Celebration Poster	Meeting 35
Pack Item 29. Fancy-fold Pattern	Meeting 27
Pack Item 30. Flash Facts Cards	Meeting 29
Pack Item 31. Bible Picture Cards	Meeting 31
Pack Item 32. Bible Letter Cards	Meeting 31, 36

### **What is OK to copy?**

Each group may copy Bible Skill Center and Skills Option pages from this Leader Guide as needed for Skill Center or Skill Option leaders and pages on CD2. Music pages **cannot** be copied.

### **Do I need to have a computer in the meeting room?**

No. Suggestions are given so that you may do every activity without a computer. Those who do have a computer accessible will find convenient helps on the CD-ROM and will be able to use the computer games during the Skill Center time.

### **Can I give awards?**

Yes. If you would like to award children for learning the verses, Key Passages, and books of the Bible, you can easily make awards part of the program. Use the Skill Check List to keep track of each child's progress. You can use points to earn prizes or pins.

### **How do I decide which translation to use?**

If your church participates in Children's Bible Drill, it is important to use the same translation as are used in the drills by the children in Grades 4–6. The choices are Holman Christian Standard Bible® (HCSB®), King James Version (KJV), or New International Version (NIV). Children's Bible Drill leaders should contact their association or state convention offices to determine which translations they will be using in the drills. (See [sbc.net](http://sbc.net) for links to your state convention.)

### **How many leaders do we need?**

Recommended ratio for every group is one leader for every six children with a minimum of two leaders for each group.

Skill Centers can be set up and led by Skill Center leaders or by parents who have signed up or been enlisted to lead the Skill Center time. A parent sign-up sheet is on CD2 (CD Item A).

The Group Skill leader coordinates the meeting for his group. He will usually lead Group Skills although parts of Group Skills could be assigned to another leader.

Skill Option leaders may be part of your core group of leaders or enlisted specifically to lead only Recreation, Crafts, Service, or Bible Skills for the meetings for which a certain option is offered. Enlist a minimum of one leader for each Skill Option offered. Add one leader for each option if options are offered in separate rooms. These might be the same leaders for the 36 meetings, might rotate months, serve one week each month, or alternate weeks or months, or another option.

### **When do I use each cycle?**

Each cycle supports Children's Bible Drill preparation so will be available as follows:

Green—2007-2008

Red—2008-2009

Blue—2009-2010

Green—2010-2011

Red—2011-2012

Blue—2012-2013

Cycles will continue to repeat.

### **Naming your group**

You may choose to use Bible Skills, Drills, & Thrills or you may choose any name that you think will appeal to children or families in your community. A few other ideas are: TBYTE—The Bible You Take Everywhere, Bible Skills & Drills, The WORD Company, Bible Club, or another group name. The Children's Bible Drill Option will continue to be called Children's Bible Drill.

### **T-Shirts Add to the Fun**

Order special t-shirts for your children by contacting Specialty Imprints at 1.800.443.8032 or order online at [www.lifewaystores.com/specialtyimprints](http://www.lifewaystores.com/specialtyimprints). You can design your own shirt or order one with the Bible Skills, Drills, & Thrills logo.



# Skill Check List, Grades 4-6

## **Knows Books of the Bible**

- Old Testament
  - Books of Law
  - Books of History
  - Books of Poetry
  - Books of Major Prophets
  - Books of Minor Prophets
- New Testament
  - Books of Gospels
  - Book of History
  - Books of Paul's Letters
  - Books of General Letters
  - Book of Prophecy

## **Knows Bible Verses**

- 1. Genesis 1:1
- 2. Exodus 20:12
- 3. Psalm 118:24
- 4. Psalm 119:105
- 5. Proverbs 3:5-6
- 6. Proverbs 15:1
- 7. Isaiah 9:6
- 8. Isaiah 40:8
- 9. Nahum 1:7
- 10. Matthew 4:10
- 11. Matthew 5:16
- 12. Luke 6:37
- 13. Luke 11:9
- 14. John 3:16
- 15. John 15:12
- 16. Acts 16:31
- 17. Romans 8:28
- 18. Romans 12:1
- 19. 1 Corinthians 4:2
- 20. Ephesians 4:32
- 21. Colossians 3:23
- 22. 2 Timothy 1:7

23. 2 Timothy 3:16

24. 1 John 1:19

25. Revelation 4:11

## **Knows Bonus Verses**

Romans 5:8

Romans 10:9

2 Samuel 22:4

Jonah 3:10

## **Knows Plan of Salvation References**

Psalm 139:13-16, Romans 5:8,  
John 3:16, John 14:6,

Romans 3:23; Romans 10:9,13;  
2 Corinthians 5:17

## **Knows Key Passages**

The Ten Commandments:  
Exodus 20:3-17

A Psalm of Praise:  
Psalm 100

The Greatness of God:  
Isaiah 40

The Temptation of Jesus:  
Matthew 4:1-11

The Sermon on the Mount:  
Matthew 5-7

Jesus and Nicodemus:  
John 3:1-21

The First Lord's Supper:  
Luke 22:15-20

The Parable of the Sower:  
Mark 4:1-20

The Faith Chapter:  
Hebrews 11

The Crucifixion: John 19

Name: \_\_\_\_\_



## Beginning Children's Bible Drill in your church

Although every child needs to develop Bible skills, not every child wishes to participate in Children's Bible Drill. For those children who do, Children's Bible Drill is an excellent program for giving children even more practice in using their Bibles. Here are the steps in starting a Children's Bible Drill program in your church:

1. Contact your state discipleship office for instructions on how to conduct Children's Bible Drill in your state. Also, ask for the dates of the state and associational drills and the cycle for that year. (See [sbc.net](http://sbc.net) for links to the state convention websites.) Be sure you learn what translations will be accepted at the state drill.
2. Set the date for your church drill. Usually the church drill occurs approximately two weeks before the associational drill.
3. Determine a schedule for your meetings. Some churches begin six months before their church drill. Others begin three months before the drill. Others begin with the new church year in September. The churches which allow more time are able to use more of the games and fun activities in Bible Skills, Drills, & Thrills to help children learn.
4. Decide when and where you will meet. Reserve these times and places on the church calendar. Possible times to meet include the hour before children's discipleship, during children's discipleship, after school, Saturday morning, or Wednesday night. Choose a time that will allow the most children to participate. Include any special meetings such as a kick-off, parent orientation, or parties. The best place to hold Children's Bible Drill is in a children's room although an adult room will work. You will need a cabinet to store Bibles, workbooks, games, masking tape, and other supplies.
5. Advertise when Children's Bible Drill will begin. Along with articles in your church newsletter, letters to the parents of fourth, fifth, and sixth graders, and announcements in the children's Sunday School classes, you might lead some children from last year's drill in an exhibition drill during worship. Logos are on CD2 Item E.
6. Obtain resources listed on page 8. Other supplies that you will need include masking tape, markers, and pencils.
7. Hold an orientation meeting for drillers and their parents. Here are some suggestions for that meeting:
  - a. Explain the purpose of Children's Bible Drill.
  - b. Explain the four drills. (See CD2 Item F—Four Calls and CD2 Item 57—Children's Bible Drill Video Demonstration Drill.)
  - c. Give children the *Verse Card* for the cycle and translation you will be using.
  - d. Discuss how important the role is that parents play. Children will need parents to help them learn the Bible verses, Key Passages, and the books of the Bible.
  - e. Some churches may ask parents to contribute to the purchase of Bibles, activity books, music and game CD, and special T-shirts. Discuss these costs at this meeting. If overnight travel is involved in attending the state drill, talk about these plans.
8. (Optional) Hold a special kick-off. The kick-off could be as simple as an all-day party at the church or as elaborate as a lock-in. Use this time to help boys and girls get a jump-start on learning the Bible verses and the books of the Bible. Make the time fun with refreshments and games to help them learn.



9. Meet weekly for at least an hour to help children learn the material and to practice drilling. The *Bible Skills, Drills, & Thrills Leader Guide* provides instructions and activities for each meeting. Use the Skill Check List on page 15 or CD Item 1 to keep track of their progress.
10. (Optional) Plan a midway party. The party should include some time practicing the material along with other fun activities such as playing miniature golf, going to the park, playing games in the gym, or eating pizza.
11. Hold the church drill. Send the names of qualified children to your association.
12. Attend the associational drill.
13. Attend the state drill.
14. Recognize children in your church newsletter.

### **What Are the Levels of Participation?**

Children's Bible Drillers pass through at least three levels of participation\*:

#### ***Church Drill***

Schedule a church drill one or two weeks before the associational drill. A church drill should be conducted at the church before an audience of interested persons.

Children who participate in a church drill and give 12 or more correct responses are eligible to participate in an associational drill.

The person in charge of the church drill should notify the associational office of the names of the children who qualify for the associational drill.

Every child who participates in a church drill should receive some kind of recognition such as a certificate from the church.

#### ***Associational Drill***

The associational drill is held at a time and place designated by the associational discipleship training council. The leader of this drill may be the associational discipleship training children's leader. Children who give 16 or more correct responses in an associational drill may advance to the state drill.

The associational discipleship training director should send to the state discipleship training department the names and addresses of all participants and the name of each sponsoring church.

Every child in an associational drill should receive some kind of recognition such as a certificate.

#### ***State Drill***

The state drill is held at a time and place designated by the state Discipleship Training Department.

Each child who participates in the state drill will receive some kind of recognition.

\*Some states also sponsor a regional drill. Contact your state office for the requirements of your state. See [sbc.net](http://sbc.net) for links to your state's website.

## What Are the Drill Commands?

### 1 **Attention.**



Stand straight; one foot not extended in front of the other; eyes focused on the caller until the command “Start” is given. Hold your Bible at your side (in either hand) with the Bible’s spine down.



### 2 **Present Bibles.**



This call is used only in the Book Calls and Key Passage Calls.

Bring your Bible to waistline parallel with the floor.

Following the “Present Bible” command, the caller announces the call.

If you search with your right hand, hold the Bible in your left hand with Genesis down and with the right hand resting flat on the back of the Bible and no fingers extending over the edges.

If you search with your left hand, hold the Bible in your right hand, Genesis up, with the left hand resting flat on the front of your Bible and no fingers extending over the edges.



### 3 **Start.**



This command is the signal for you to step forward or begin searching in your Bibles.

For the Book Call and Key Passage Call, begin searching in the Bible when the command is given. It is a mistake to begin before this command is given. In the Book Call, the index finger must be placed upon any part of that book.

In the Key Passage Call, find any part of the reference, place your index finger on any portion, and step forward.

For the Quotation or Completion Calls, step forward when you can say the verse.



### 4 **Time.**



The timekeeper calls out “Time” at the end of 10 seconds. No one may step forward after this command, and all children should stop searching in their Bibles.

The caller calls on one child by number who will give a response.

The other children will remain quiet while the one called upon responds.

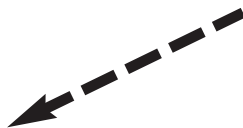
If the child called on does not give the right response, the caller calls on another child.

(See CD2 Item 57 for a video demonstration drill.)

### 5 **Attention.**



Close the Bible, return it to its original position, and take one step back.



## How Are the Drills Administered?

- The Children’s Discipleship Training director, a director or leader in a Children’s Discipleship Training department, or another worker may be asked to coordinate and lead the drill.
- The following leaders are needed for a drill: a caller, a timekeeper, and three judges. One of the three judges serves as chairperson. The chairperson checks the math and averages the scores given to each participant by the three judges.
- No more than 12 children should participate in a drill. If more children are involved, plan multiple drills.

## How Is Children’s Bible Drill Judged and Scored?

- Judging is based on the verses and Key Passages printed on the current *Verse Card* and the books of the Bible.
- Mistakes are marked on the score sheet.
- Only one mistake may be scored for a child on any single call.
- While mistakes are scored, only the number of correct responses are reported to each child.

Print out score sheets from CD2 Item H—Children’s Bible Drill Score Sheets.

Mistakes are listed below. CD2 Item 57 is a video demonstration drill that shows these mistakes as well as the correct method to use. Pack Item 7 has “What are the Drill Commands.”

Mistakes are:

1. The child fails to step out within 10 seconds.
2. The child gives the incorrect response. This includes any child who raises his or her hand, indicating an error.
3. The child fails to stand straight or keep his eyes on the drill caller until the command “Start” is given.
4. When the Bible is used, the child steps forward before the index finger is on the correct response.
5. The child fails to handle the Bible according to instructions or obviously misuses the Bible. The Bible should be parallel to the floor with one hand flat on the top and one hand flat on the bottom with no fingers extending over the edges.

## New Children’s Bible Drill Logo



## How Do You Call and Judge a Drill?

### **BEFORE THE DRILL**

- Prepare and write a drill to call. (See CD2 Item G, “Writing a Drill” for a sample.)
- Put a strip of masking tape on the floor. The children should stand behind this line.
- Judges should meet to read aloud and discuss the five mistakes that will be recorded. Give judges their score sheets.
- Judges should sit in front of the drillers, facing the drillers.
- Make a set of cards numbered 1 through 12. Pin a number on each child’s shirt or blouse. Line the children up in sequential order, facing the audience. (Judges record children’s responses on the score sheet under the corresponding number.)

### **DURING THE DRILL**

- A drill should be preceded by instructions to children and at least one practice call to acquaint the children with the voice and timing of calls by the caller.
- All judges should watch all the children.
- Judges should watch for the mistakes listed on page 19 of this sample.
- Only one mistake can be scored against a child on any one call.
- Some judges find it helpful to slide a piece of paper down the page so they do not lose their places on the score sheets. The line across the top of the score sheet represents the order (left to right) in which the drillers stand. The numbers top to bottom represent the calls to be given.
- The person calling the drill should go slowly enough for the judges to record the scores.
- Every child should be called on during the drill.
- Do not always call on the child who is first to step out.
- Wait the full 10 seconds after the “Start” command has been given before calling on a child.
- Judges should give the benefit of doubt to the drillers but should not lose credibility. The rules are the standards.

### **AFTER THE DRILL**

- In a church drill a child who gives 12 or more correct responses can advance to the associational drill. In an association drill, having 16 or more correct responses qualifies a child to participate in the state drill.
- Following a drill, the three judges go immediately to a private room. Each judge will add the mistakes made by each child.
- One of the three judges should serve as chairperson. This judge checks the math of the other judges. He or she then adds the three scores for each child and divides the sum by three to get the average number of errors. Then the chairperson subtracts the errors from 24 to get the child’s final score. (Example:  $4+4+4=12 \div 3=4$ .  $24-4=20$ . The child’s final score is 20.)
- Judges should resolve all questions and come to final decisions before they leave the room.
- Judges should not have scores announced to the audience. To let children know if they will advance to the next level judges can put a seal on their certificates. All children should receive certificates no matter what their scores.
- Judges should not discuss the scores. The decisions of the judges should be final.
- Encouragement should be given to children who qualify for the associational drill to continue their training in preparation for the drill. Following the associational drill, encourage those who qualify to continue their training for the state drill.

# Skill Centers



Grades 4-6  
Meeting 3

**Bible Passage:** Exodus 20:1-17

**Memory Verse:** Exodus 20:12

**Key Passage:** The Ten Commandments: Exodus 20:3-17

**Bible Story:** God Gave the Ten Commandments

## Levels of Biblical Learning Statements:

Grade 4: God deserves respect, obedience, and honor.

Grades 5–6: Because God deserves respect, obedience, and honor, God nurtures and disciplines Christians

## Meeting Goals:

I can know and locate The Ten Commandments: Exodus 20:3-17.

I can quote Exodus 20:12.

I can say the names of the books of Old Testament History and locate them in the Bible.

## Skill Check

### Eggs in a Row/Bible Book Order Game

Write the following instructions on a piece of paper and post them by the egg carton and eggs:

*Place the Bible books in order. Check your work with a Bible. When you have the books in the correct order, place all the eggs/balls back in the lid for the next person.*

### Tabletop Football

Two people can play this game or children can play as teams. Play begins when one person places the football in the end zone closest to him and gently flicks the football onto the field. The person looks at the field to judge which line he is closest to. According to the number on that line, he says that many books of the Bible beginning with Genesis. If he gets it right, he can thump the ball again. According to the number of the line closest to the ball, he says a number of books of the Bible starting where he left off. For example, if the ball was on line four last time then he said Genesis, Exodus, Leviticus, Numbers, this time the ball is on two so he says Deuteronomy, Joshua. On his third try, he must thump the ball into the space called end zone. If any part of the ball lands inside the end zone, the player gets two points. Once he scores, his opponent must say all the books of Law and History. Then the ball goes to the opponent and the game continues. The opponent starts over beginning with Genesis.

### Verse with Motions

Children can learn the motions for the memory verse which are illustrated on the activity page. Once they learn the motions, they can quote the verse and do the motions. Later they will have a chance to share what they learned with parents and the other children.

### Computer Game—"Books of the Bible Game," Level 2.

## Skill Check

- Provide "Skill Check List" (CD2 Item 1) and a pencil for each child.

## Eggs in a Row/Bible Book Order Game

- Provide 12 table tennis balls or plastic eggs and an egg carton. With a fine-point permanent marker, write the name of each book of History on a ball/egg.
- Place the balls/eggs in the lid of an egg carton.
- Draw an arrow over the first space in the carton so the children can get the direction.

## Tabletop Football

- Place the "Football Gameboard" (Pack Item 3) on a table.
- Make a football with paper: (See directions on page 38.)

## Verse with Motions

- Provide activity page 9 for each child.

## Computer Game

- Provide a computer and "Books of the Bible Game" (CD1 Games).

# Group Skills



## Gathering Game

- Provide CD player and a CD of instrumental music.
- Write numbers 1–10 on separate pieces of paper and hide them around the room.

## Memory Verse

- Provide 2½-by-3-inch cards
- Fine-point markers
- Activity page 9

## A Walk Through Exodus

- Print “The Walk Signs” (CD2 Item 6)
- Tape the signs around the room at eye level for the children.

**Teaching Tip:** If you have old teaching pictures which match the titles on “The Walk Signs,” tape them under the signs.

## Gathering Game

Play the instrumental music to cue the children that it is time to move. As they come from Skill Centers, tell them to find the 10 numbers which are hidden around the room and bring the numbers to group time. As the children gather, ask the ones with numbers to tape the numbers on the wall in order from left to right.

## Memory Verse

Ask the children who completed the memory verse activity to stand. Ask them to show the group the motions as they say the verse. If no children chose that activity, show the children the motions and say the verse. Lead the children to learn the motions and say the verse. Give the children the activity page so they can see the printed motions.

Say: “This verse is from a Key Passage in the Bible. Does anyone know which Key Passage? (*Ten Commandments*) A little later we are going to take a look at the Ten Commandments. But right now let’s take a look at the book where you find the Ten Commandments.”

Guide the children to copy Exodus 20:12 onto a 2½-by-3-inch card turning it vertically. Lead them to put it in their tote bag and remind them to add it to their Bible verse holder.

## A Walk Through Exodus

Ask, “Who knows in what book you can find The Ten Commandments?” (*Exodus*) Guide the children to open their Bibles to Exodus. Ask, “Does anyone know in what chapter you can find The Ten Commandments?” (*Exodus 20*) Lead the children to turn to Exodus 20. Show the children the list of the Commandments beginning in verse 3 continuing through verse 17. Say: “God gave Moses these Commandments to tell the people of Israel how to relate to God and others. But before God gave Moses these Commandments, several things had happened in the history of Israel. You are going to take a walk through Exodus to see some of the events that had taken place.”

Say, “Keep your Bibles open and follow me as we take this walk.” Stop in front of the sign that says, “**Birth of Moses.**”

- Ask the children to turn back to Exodus 2. Show the children that in that chapter Moses was born.

Continue the walk stopping in front of the sign that says, “**Moses and the Burning Bush.**”

- Guide the children to look in their Bibles at Exodus 3 to see that God

spoke to Moses through a burning bush.

Walk further until you are in front of the sign that says, “**The Plagues on Egypt.**”

- Say: “The people of Israel were slaves in Egypt. God sent Moses to Pharaoh to tell him to let the people go. When Pharaoh didn’t obey, God sent plagues on the land. Look in your Bibles at Exodus 7-11. There you will find all the plagues.”

Ask the children to follow you to the sign that says, “**The Passover Beginnings.**”

- Say: “The Lord passed over the houses of the Israelite children and they were saved. This story is in Exodus 12. Find Exodus 12 in your Bibles.”

Move to the poster which says, “**Israelites Leave Egypt.**”

- Say: “Finally Pharaoh set the people of God free. That story is found in Exodus 12 also.”

Move on to the sign that says, “**Crossing the Sea.**”

- Say: “Turn to Exodus 14. This chapter tells about God making the water of the sea fold back so that Moses and the Israelites could safely get to the other side.”

Move to the sign that says, “**Manna and Quail.**”

- Say: “God provided food for the people of Israel while they were in the desert. You can read about it in Exodus 16.”

You should be standing back in front of the focal wall where you see a sign that says, “**The Ten Commandments.**”

- Ask: “Next we see God giving Moses The Ten Commandments, but where can you find them in the Bible?” (*Exodus 20*)

“We are going to stop here on our walk through Exodus. Let’s take a look at The Ten Commandments.”

### **Bible Story**

Explain: “Now you are going to play a matching game with the Commandments and their numbers. You found numbers earlier and taped them on the wall. Now some of you will draw a card out of this bag, read it, and match it to the correct number.” Guide the children to open their Bibles to Exodus 20:3-17 to follow along. Ask a child to draw out a card and read the Commandment. Lead all children to look in their Bibles to find the Commandment and match it to the correct number. Tape the Commandment on the wall by the number. Continue this process until all the Commandments are on the wall.

Lead the children to read The Ten Commandments with you.

1. *There is to be nothing more important than God.*
2. *Don’t make or use any object to worship that takes the place of God.*
3. *Don’t misuse the name of God.*
4. *Set aside a day each week for worshiping God and resting from work.*
5. *Respect your parents.*
6. *Do not kill. Respect life.*
7. *Keep your marriage promises.*

### **Bible Story**

- Print “The Ten Commandments” (CD2 Item 7). Cut the cards apart and place them in a bag.

8. Do not take anything that belongs to someone else.
9. Do not lie. Always tell the truth.
10. Do not want anything that someone else has.

**Problem Solving Application Activity**

- Provide activity page 10 and a pencil for each child.

**Problem Solving Application Activity**

Explain: “The Bible gives practical advice for answers to many questions which come up in life. I am going to read a situation and I want you to answer with the number of the Commandment which gives the answer. Do not answer aloud, but hold up the Commandment number with your fingers. For instance, if the answer is Commandment number one, then hold up one finger.” After number answers are given, allow the children to discuss what to do.

Use the following situations and others you think of:

- My friend did something wrong and told me not to tell anyone. My mom asked me if I knew anything about it. I didn’t know what to do. (9)
- My dad made me mad. I stormed out of the room. I sat in my room thinking about what had happened. (5)
- I saw my friend with a cool pen. She dropped it outside. I knew it was hers. So I picked it up. I thought, *She’ll never know what happened to it if I just keep it at home.* (8)
- Our neighbors have a huge house. I love to go over there. We have a nice house but I sure do like their house better. I wish we lived in their house. (10)
- My basketball coach said he wanted to practice ball on Sunday mornings. That is when my family goes to church. But I am a member of the team. (4)

After you have finished the problem solving activity, give each child the activity page. Guide them to work “Attitudes and Commands” by matching the attitudes present in our world with one of the Ten Commandments. Ask a child to read the first attitude. Make sure the children understand why that attitude is a problem as you help them match it to a Commandment. Continue working through each of the attitudes. Explain to the children that having the right attitude helps them obey God’s Commandments.

Ask the children to look at the attitudes and choose the one attitude they have that they want to change. Lead the children in a prayer time asking God to help them to develop the right attitudes that lead them to obey God’s Commandments.

**Bible Skill Development**

- Provide egg carton and balls/plastic eggs from Skill Centers.
- Laundry basket

**Bible Skill Development**

Say: “You are about to go into your groups to practice some of the things you have learned in this meeting. But before you go I want you to review using your Bibles.” Ask a volunteer to show everyone how to hold the Bible properly for Children’s Bible Drill. Ask the children to stand and hold their Bibles spine down, Holy Bible to the inside. Remind the children who are not in Children’s Bible Drill that it will still be good practice for them to learn to use their Bibles and become familiar with them.

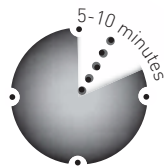


Say, “You are going to practice finding the books of History.” Place the egg carton with the books of History in it in front of the children. Explain: “I will choose a book of History, call it out, and the first one to find it gets to toss the ball/egg into the basket.” Remind the children that they need to follow your commands waiting for you to say, “Start,” find the book, and put their finger on a part of the book before they step out. Say, “Attention, present Bibles, (*a book of History*), and start. Watch for the first person and second person who steps out. Allow time for all the children to find it. Check to see if the first person did find the book. If so, give that person the ball and let him throw it into the laundry basket. If the first person did not find the right book, then move to the second person stepping out. Follow this same procedure through all of the books of History.

### **Explanation of Options**

Explain to the children that they can choose one of the following options. (*Of course, only mention the options you are offering in this meeting*):

- Bible Skills for all children in Children’s Bible Drill
- Recreation: Bible Baseball
- Craft: Poster and frame with memory verse on it
- Service: Coupons for parents



### **Family Bible Skills to Go**

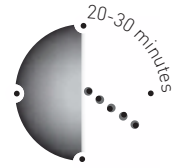
As parents arrive, play Family Commandments. Display the “Ten Commandments” cards for the group to see. Form family groups with children and parents. Remember to include children who do not have parents present into other family groups. Give paper and markers to each group. Ask each group to apply The Ten Commandments to the family and rewrite one Commandment just for the family. Give an example: “Families can worship God together.” After a few minutes ask families to share their Family Commandment.

Before dismissing everyone, give any valuable information to parents especially pertaining to Children’s Bible Drill.

### **Family Bible Skills to Go**

- Provide paper and markers for each group.
- Prepare to use “Ten Commandments” (CD2 Item 7) from the “Bible Story” time.

# Bible Skills



## Practice Drilling

- Provide twelve 3-by-5-inch cards for each child
- Fine-point markers
- Hole punch
- Key rings
- Key Ring Bible Book Reminders made last week
- "Books of the Bible Poster" (Pack Item 4)

## Practice Drilling

Children will begin to learn the drilling calls. As the children come into this area, lead them to make cards for the books of History to add to their Key Ring Bible Book Reminder. Lead the children to use the "Books of the Bible Poster" for correct spelling.

Say: "Hold your Bibles and find a partner. I will call out a book of Law or History. You will find that book in the Bible. Whoever finds the book first remains standing and your partner sits down. I will choose one person standing. The person I call on must say the name of the book and tell which category it is in—Law or History." Play the game using Genesis, Leviticus, Deuteronomy, Judges, 1 Samuel, 1 Kings, 1 Chronicles, Ezra, and Esther.

Spend the remainder of this time practicing the different calls as follows:

- **Book Calls.** Say: "Attention. You will now have the Book Calls. I will give the name of a book of Law, and you will find the book. Place a finger on any verse in the book named and step forward. When you are called upon, I will check to see if you have the right book. Remember that in Children's Bible Drill you will have another step which you will begin next week. For this meeting you are simply finding the book. Present Bibles." For this drill use Exodus, Numbers, Joshua, Ruth, 2 Samuel, 2 Kings, 2 Chronicles, and Nehemiah. Call a book and say, "Start." Continue this process through the books above.
- **Key Passage Calls.** Say: "Attention. You will now have a Key Passage Call. I will give the title of a Key Passage. You will find the passage, place a finger on any verse in the passage, and step forward. If you are called upon, I will ask you to state the Key Passage title and reference and then ask you to read a verse within that passage. Present Bibles. The Ten Commandments. (Pause) Start. (Answer: *The Ten Commandments: Exodus 20:3-17*) Thank you, (child's name). Please read verse 8."
- **Quotation Calls.** Say: "Attention. You will now have the Quotation Calls. I will give the reference of a verse. If you know the verse, step forward. When called upon, give the verse and the reference." Use last week's memory verse, Genesis 1:1, and this week's memory verse, Exodus 20:12.
- **Completion Calls.** Say: "Attention. You will now have the Completion Calls. I will give you a portion of a verse of Scripture. If you know the entire verse and where it is found, step forward." Say the underlined part of the memory verses from last week and this week.

Commend children for their hard work. Remind the children to work on areas that were hard for them. Remind the children to tell parents what they are working on and ask parents to make calls for them to practice.

# Recreation

## **Bible Baseball**

Children will play Bible Baseball to review the Bible information they have learned. Ask the children to form one line at home plate. Say: “This game is not played with two teams. The object of the game will be for the person up to bat to answer a question which will allow that person to move to first base. As people continue to answer questions the batters will continue to move around and eventually make it home. When a person gets home, play stops and everyone says the books of Law and History. The player himself starts the cheering by saying any book, and the others have to finish the books of Law and History. For instance, if you get to home plate, you may choose to say any book of Law or History such as Nehemiah. Then everyone will cheer Esther. Or you may choose to say Genesis and the others will say the books through Esther.”

Use the following statements:

- Quote Exodus 20:12.
- Where can I find The Ten Commandments? (*Exodus 20:3-17*)
- Name the first and last book of Law. (*Genesis, Deuteronomy*)
- Name the first and last book of History. (*Joshua, Esther*)
- Finish this verse: In the beginning...(use the version your group memorized)
- Finish this verse: Honor your(*thy*) father ...(use the version your group memorized)
- Find Genesis 1:1 in your Bible.
- Find Exodus 20:12 in your Bible.
- Show me what to do when the Bible drill leader says, “Attention.”
- Show me what to do when the Bible drill leader says, “Present Bibles.”
- Quote any of The Ten Commandments and tell me what it means.
- What was made on the first day of creation? (*day and night*)
- What was made on the second day of creation? (*sky*)
- What was made on the third day of creation? (*land, ocean, plants, trees*)
- What was made on the fourth day of creation? (*sun, moon, stars*)
- What was made on the fifth day of creation? (*fish, birds*)
- What was made on the sixth day of creation? (*animals, people*)
- What did God do on the seventh day? (*rested*)

If you need more questions, ask the children to find books or verses in their Bibles.

## **Bible Baseball**

- Set up a playing field with four bases. Pieces of paper will work.

**Teaching Tip:** Just for fun, allow the batter to hit a soft foam ball with his hand.

# Crafts

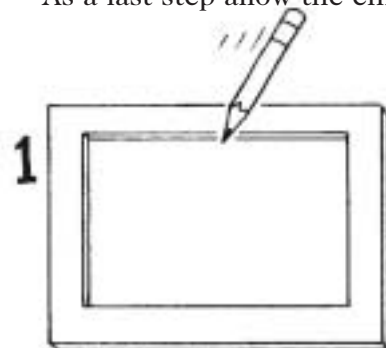
## Framed Verse

- Provide a 5-by-7-inch foam-board frame for each child.
- Provide a 4-by-6-inch piece of paper for each child
- Fine-point markers
- Pencils
- Stamps, stickers, or other decorative craft items
- Tape
- Provide a 5-by-7-inch piece of thick paper for each child.
- Craft glue
- Magnetic strips and scissors
- Any items you want the children to use to decorate the frame.

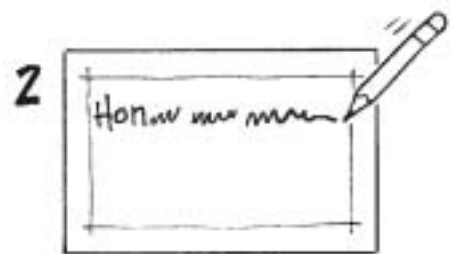
## Framed Verse

Say, “You are going to write the memory verse on a piece of paper, make a frame for it, and then put it in the frame.” Guide the children to do this project using these steps:

- Lead the children to choose a foam board frame and a piece of paper. Show them how to lay the frame on the paper and lightly trace the inside of the frame onto the paper. This step is important so all the writing will show when the children write the verse.
- Guide the children to write the verse and reference of Exodus 20:12 on the piece of paper. Explain that they can write it in fancy lettering or however they choose. Point out that they must keep all the lettering inside the boundaries they made with the frame.
- Show the children the stickers, stamps, markers and other supplies you have provided for them to decorate the paper. Guide them to begin decorating.
- Explain: “When you are finished with the decorating, you may tape your frame onto the paper.” Show the children how to place the paper carefully onto the back of the frame and tape along the edges.
- Give each child the thick piece of paper to glue onto the back of the frame. Help the children to add magnetic strips to the back of the thick paper.
- As a last step allow the children to add decorations to the frame.



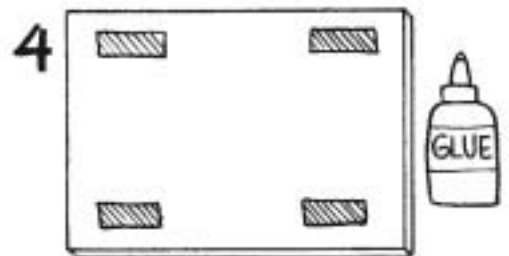
1 DRAW INSIDE OF FRAME



2 WRITE VERSE INSIDE BORDER



3 TAPE PAPER TO BACK OF FRAME



4 GLUE MAGNETIC STRIPS TO BACK

# Service

## Honor Your Parents with Coupons

During this Service Option you can help children see the many things their parents do for them and ways they can honor their parents. Give each child a copy of “Who Does What?” Guide the children to write a name in each space on the page. If they have trouble deciding who does it, lead them to write who does it most often.

Guide the children to talk about who does what in their homes. Help the children see that their parents or guardians do a great deal for them in order for them to grow into healthy people. Say: “In this Service Option you are going to honor your parents with coupons of things you will do for them that they normally do for you. You can also honor them with out-of-the-ordinary things.” Look at the bottom of the activity sheet to see ideas. Guide the children to put a checkmark by several of the ideas they will use.

Give the children note cards, markers, and other supplies. Lead them to make decorative coupons for their parents. Guide the children to make a cover for the coupon booklet.

When the children have completed the coupons and cover, instruct them to staple it together along the left side.

Explain: “The last step will be to write a letter to your parents. Let’s talk about different things you can say to your parents. According to what you wrote on “Who Does What?” what are some things for which you can thank your parents?” Give each child stationery and an envelope. Guide the children to write a nice letter of thanks to their parents.

When the children are finished writing their letter, guide them to place the coupons inside the letter and the letter inside the envelope. Give them ideas for how to give the envelope to their parents:

- Place it on their pillow tonight.
- Put it on their favorite chair.
- Place it on the night stand or the kitchen table.
- Hand it to them personally.

Remind the children to accept coupons when parents want to use them and to do the job with a good attitude.

## Honor Your Parents with Coupons

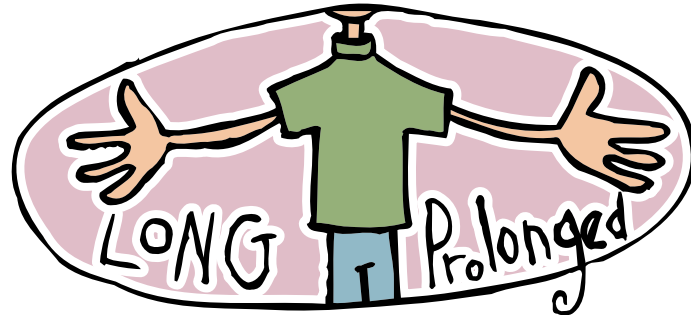
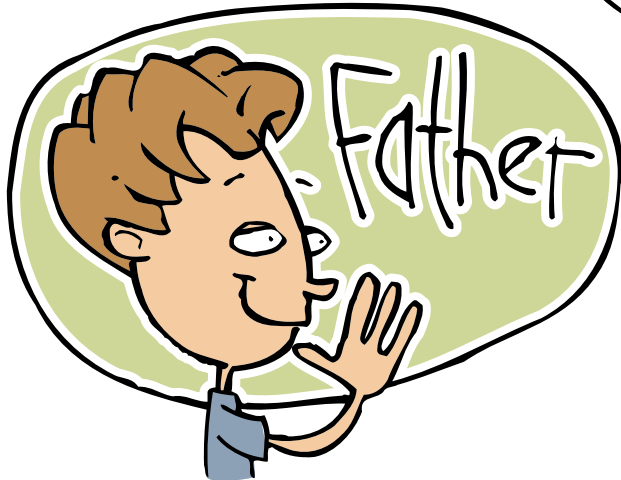
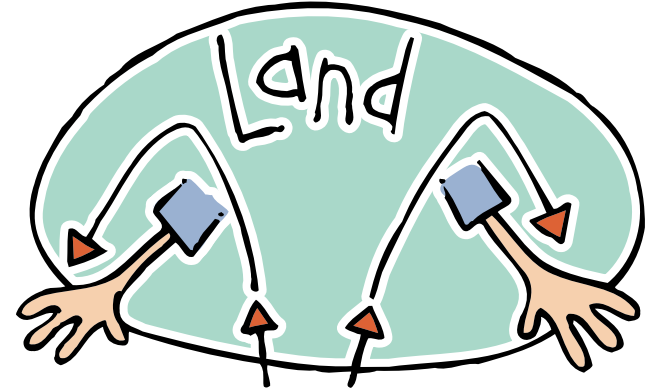
- Provide copies of “Who Does What? Sheet/Booklet Strip” (Pack Item 5).
- Pencils
- Note cards
- Markers
- Stamps, stickers, (optional)
- Stapler and staples
- Stationery and envelopes
- Pens

**Teaching Tip:** Allow each child to make two coupon books and write two letters—one for each parent.

# Meeting 3

## Motions to Help You Learn

Find Exodus 20:12 in your Bible. Here are motions to match the memory verse. Learn the motion and write that portion of the verse under the motion box.



# Attitudes and Commands

Match the wrong attitudes to one of the Ten Commandments.

WORK EVERY DAY-24/7-IT'S THE ONLY WAY TO GET EVERYTHING DONE.

It's OK to hurt someone to get what I want if that's the only way to get it.

My parents don't always know what makes me happy, so I do what I want.

Divorce if you are not happily married.

I am number one.

It's OK to want what someone else has.

I play video games, watch TV, or play sports all I want, even if I take part of my devotional time.

I can use God's name when I am angry or surprised. It makes a strong emphasis.

Wrong Attitudes

Finders keepers!

Little lies don't hurt anyone. It's the big ones that get me in trouble.

## Ten Commandments

1. There is to be nothing more important than God.
2. Don't make or use any object to worship that takes the place of God.
3. Don't misuse the name of God.
4. Set aside a day each week for worshipping God and resting from work.
5. Respect your parents.
6. Do not kill. Respect life.
7. Keep your marriage promises.
8. Do not take anything that belongs to someone else.
9. Do not lie. Always tell the truth.
10. Do not want anything that belongs to someone else.