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Sample Only

Service Opportunity Signs, Job Cards, Rotation Posters &
Citizen of the Earth Sample Certificate can be found on the enclosed CD.

You will need Adobe Reader in order to print the files.
It is available as a free download at www.adobe.com

A copy of Microsoft WORD is also needed.

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Program Overview

The Purpose/Vision

This is a four week curriculum based on exploring how we can find God within everything, everybody and within every experience. This curriculum uses a vacation Bible school format which has the children rotating through a variety of experiences for the hour.

The teachers also have a chance to experience something new. Instead of staying with one class for the entire hour and experiencing all of the activities, the teachers are invited to choose one rotation activity, for example - "Storyteller" - and share that experience with each of the class groups.

This program is easily adapted for large or small programs. The children are divided into "Safari" crews of not more than 10. The program comes with materials for 4 groups of 10 but other groups could easily be added for larger attendance. If you have a small attendance you would just use one or two of the Safari Crews.

What Will Be Explored & Experience

The curriculum provides the opportunity for children to look at every person and every situation in a new way. We are searching for the God Spirit that is present within all things. The activities and adventures are age appropriate and invite the participants into experiences that are fun and interactive.

Key learning objectives

- Finding God in me tells me that I am a unique child of God and that I have special talents to share.
- Finding God in our families and friends helps us recognize the gifts that others bring to us and to the world.
- Finding God in nature reminds us that we are all responsible for our planet.
- Finding God in the world helps us to understand that no matter what our differences are, God's light shines from each one of us. We are here to see our common ground and to serve God.

Ages

The lessons are designed for children 5 to 10 years old.

If your teens that would like to participate in the program invite them to fill some of the leadership roles. They would experience the program and materials from a different perspective and still be able to share the experience with their families.

Setting Up the Safari Crews

The program calls for the children to be divided into 3 Safari Crews with not more than 10 children of various ages in each group. If you have a small attendance then you would use only 1 or 2 of the Safari groups.

The easiest way to divide the children is to set the JOB CARDS for each Safari Crew out at the sign-in area and allow the children to choose which group and what responsibility they would like to do for that week. Remember that if you have a small attendance only put out the cards for one or two of the Safari Groups. *(Job Cards are the classroom responsibilities that are available for the child to choose from each week. There are 10 responsibilities for each Safari Crew. They are listed below.)*

Another way to divide them is to wait to see who is present each Sunday and divide them up into groups of 10 and then ask them to choose their JOB CARD. It does not matter if there are even numbers in each group and the children can be of various ages.

The makeup of each group will change each week because of the nature of Sunday attendance. Assigning the Safari Crews each Sunday morning allows for this and accommodates visiting children or those who do not attend regularly.

Combined Age Crews:

Why combined-age crews?

- Encourages teamwork rather than competition.
- Reduces discipline problems.
- Encourages relationship building.
- Are easier to work with.
- Is inclusive to all children in our smaller ministries where multi-age classrooms are common.

Safari Crew Box

Each Safari Crew will need a supply box that is placed in the sign-in area. The box contains the props needed by some of the JOB CARD responsibilities, the Job Cards themselves and other set up supplies. This is just an easy way to keep the Safari Crews organized and easily set up.

For each Safari Crew:

- A sign that identifies which Safari Crew it is. *(Included on CD.)*
- The JOB CARDS for each Safari Crew. *(Included on CD - need to be printed on business card stock and either laminated or put into name tag holders so the children can wear them.)*
- Props for some of the JOB CARDS:
 - ✿ Small stuffed animal (Lion, Elephant, Giraffe) for the “Encourager.”
 - ✿ A “Magic Wand” for the “Star Person.”
 - ✿ A special hat for the “Trek Leader.”
 - ✿ A tote bag for the “Gear Gatherer.”
 - ✿ A small flashlight for the “Light Bearer.”

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JOB CARDS - Crew Member Responsibilities

Each crew member will have a specific role each day. The roles are listed on the JOB CARDS and the roles will rotate each Sunday, so each child has an opportunity to experience each one. The children can choose the role they want that day when they arrive.

Since each Crew is made up of 10 children, there are 10 responsibilities in each group. If you do not have enough children to fill all the roles then choose which roles you feel are most important and put those out first.

Crew Member Roles

Safari Guide

An older child who is responsible for making sure the explorers get from location to another. Also makes sure the children choose their JOB CARD as they get into their groups.

Reader

Someone who is willing to read & lead affirmations and instructions.

Trek Leader

Someone who is willing to be at the head of the line as the explorers move from station to station.

Gear Gatherer

Someone who is willing to help with passing out supplies and materials to the explorers.

Encourage

This person encourages everyone to participate. They will also help to include new friends in the group and offers words of encouragement and joy.

Star Person

Someone who is willing to lead the group in a prayer or a energy shifting activity if one is needed.

Grub Assistant

Someone to help with the food supplies.

Art Assistant

Someone to make sure everyone has the art supplies they need.

Light Bearer

Carries a small flashlight to help light the way.

Supply Captain

Assists the Gear Gatherer in collecting the supplies at the end of the day.

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Teacher Roles/Responsibilities

This curriculum allows for different teacher responsibilities than a traditional classroom set up. Instead of leading their class through all aspects of the lesson this program invites the teachers to also choose a particular area of responsibility that they would remain in for the day and lead each group of children through just that particular experience. This opportunity encourages the teachers, who may not be comfortable with teaching all aspects of the lesson, to explore new ideas.

The teachers could decide ahead of time which role they would like for the four weeks or they could do as the children are doing and choose their role as they arrive that day.

Place the Teacher JOB CARDS (Included on the CD. Print as you did for the children's cards) near the sign-in area so they may also choose the area in which they want to serve. Teachers can have more than one role if necessary.

The choices are:

Expedition Leader

Leads the opening adventures that set the tone for the lesson of the day. This includes a bonding activity, Daily Inspiration reading, Love Offering and Prayer Stick Activity.

Story Time Trek Leader

Shares the story and leads the questioning and discussion.

Celebration Circle Leader

After the lesson is complete all groups come back together for a closing experience of prayer and sharing.

3 Rotation Leaders

The children move into the 3 Rotation experiences after the storytelling is complete.

Art Expressions Leader

Leads the art and crafts activities

Wildlife Adventures Leader

Leads the games.

Jungle Grub Chef

Helps the children prepare their snack.

Space Requirements

If you do not have enough space to locate each of the rotation stations in different rooms then the space you have can be divided to allow for the different stations. This is necessary because the 3 rotation stations will be occurring at the same time if you are using more than one Safari Crew.

- If you are tight on table space, some children enjoy the floor & lapboards for completing worksheets.
- If you have space outdoors, tables & chairs under a picnic canopy can be an inviting spot.
- Really tight on space -- do you have a narthex or vestibule that can accommodate a story-time activity?
- Space can be used efficiently if using the rotation model concept. Determine which activities can be held in which areas. Small children need a secure safe area with appropriately sized furniture. Create a schedule which allows the children to move from one activity to another. As one group moves out of an activity, a new group moves in -- thus maximizing space use.
- Snack time is one activity that benefits from being moved outside as it takes on a picnic atmosphere the children enjoy. (Just watch out for bees)

Use this space to draw a layout of your classroom areas.

Sample Only

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Sample Time Schedule

The format of the day is as follows: This is one possibility. You may need to adjust it to your particular program.

10:45 to 11:00 – Children arrive and sign-in.

11:00 to 11:15 – Children are all together in the Opening Adventure

11:15 to 11:25 – Children are all together for the Story, questioning and discussion.

11:25 to 11:55 – Children are divided into Safari Crews and move through the 3 Rotations.

11:55 to Noon – All Safari Crews come back together for the Celebration Circle.

Sample Rotation Schedule

TIME	Lion Safari Crew	Elephant Safari Crew	Giraffe Safari Crew
11:00 to 11:15	Beginning Expedition	Beginning Expedition	Beginning Expedition
11:15 to 11:25	Story Time Trek	Story Time Trek	Story Time Trek
11:25 to 11:35	Art Expressions	Wildlife Adventures	Jungle Grub
11:35 to 11:45	Jungle Grub	Art Expressions	Wildlife Adventures
11:45 to 11:55	Wildlife Adventures	Jungle Grub	Art Expressions
11:55 to Noon	Celebration Circle	Celebration Circle	Celebration Circle

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