



A Fun-Filled Bible Skills Curriculum for Grades 1–3 Sample Meeting

For More Information about Bible Skills, Drills, & Thrills
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Green Cycle

LifeWay | Kids

Contents

Page numbers refer to the Guide and not this sample.

Administration	7	Meeting 8	100
Elements description	8	Books of Major Prophets	
Schedules	10	Psalm 118:24	
Resources list	11	Meeting 9	109
Song tracks, computer games	12	Books of Major Prophets	
CD ROM list	13	Isaiah 40:8	
Pack List	14	The Greatness of God: Isaiah 40	
Leaders Needed	16	Meeting 10	118
Retreat plans	18	Books of Minor Prophets	
Promotion ideas	18	Isaiah 40:8	
Clip art	20	Meeting 11	127
Methods and Learning Approaches	21	Books of Minor Prophets	
The First Graders	22	Nahum 1:7	
Skill Check List	23	The Temptation of Jesus:	
Levels of Bible Skills	25	Matthew 4:1-11	
Enrollment Form	27	Meeting 12	136
Music	28	Review	
Introductory Meeting	37	Balloon Celebration	
Meeting 2	46	Meeting 13	145
Books of Law		Books of Gospels	
Genesis 1:1		Genesis 1:1, Exodus 20:12, Psalm	
Meeting 3	55	118:24, Isaiah 40:8, Nahum 1:7	
Books of Law		The Sermon on the Mount: Matthew 5–7	
Exodus 20:12		Meeting 14	154
The Ten Commandments:		Books of the Gospels, Book of History	
Exodus 20:3-17		Review Genesis 1:1, Exodus 20:12,	
Meeting 4	64	Psalm 118:24, Isaiah 40:8, Nahum 1:7	
Books of History		Review Key Passages	
Psalm 118:24		Meeting 15	163
A Psalm of Praise: Psalm 100		Genesis 1:1, Exodus 20:12, Psalm 118:24,	
Meeting 5	73	Isaiah 40:8, Nahum 1:7	
Books of History		Review Key Passages	
Psalm 118:24		Meeting 16	172
Meeting 6	82	Paul's Letters	
Books of Poetry		John 3:16	
Psalm 118:24		Jesus and Nicodemus: John 3:16	
Meeting 7	91		
Books of Poetry			
Psalm 118:24			

- Meeting 17 **181**
 Paul's Letters
 John 3:16
 The First Lord's Supper: Luke 11:15-20
- Meeting 18 **190**
 Paul's Letters
 John 3:16
 The Parable of the Sower: Mark 4:1-20
- Meeting 19 **199**
 Books of Paul's Letters
 Colossians 3:23
- Meeting 20 **208**
 Colossians 3:23
- Meeting 21 **217**
 Colossians 3:23
 The Faith Chapter: Hebrews 11
- Meeting 22 **226**
 Books of General Letters
 Colossians 3:23
- Meeting 23 **235**
 Book of Prophecy
 Colossians 3:23
- Meeting 24 **244**
 Review
 Western Celebration
- Meeting 25 **253**
 Books of the Old Testament
 Books of the New Testament
 2 Timothy 3:16
- Meeting 26 **262**
 Books of the Bible
 2 Timothy 3:16
- Meeting 27 **271**
 2 Timothy 3:16
 The Crucifixion: John 19
- Meeting 28 **280**
 Genesis 1:1
 Books of the Bible
- Meeting 29 **289**
 John 3:16
 Plan of Salvation References: Psalm
 139:13-16, Romans 5:8,
 John 3:16, John 14:6
- Meeting 30 **298**
 Books of the Bible
 John 3:16
 Plan of Salvation References:
 Romans 3:23, Romans 10:9-10,
 2 Corinthians 5:17
- Meeting 31 **307**
 Books of the Bible
 2 Timothy 3:16.
- Meeting 32 **316**
 Books of the Bible by division
 Exodus 20:12.
- Meeting 33 **325**
 Books of the Bible by division.
 Psalm 118:24.
- Meeting 34 **334**
 Nahum 1:7
 Books of the Bible by division
- Meeting 35 **343**
 Nahum 1:7
 Books of the Bible
- Meeting 36 **352**
 Review
 Awards Celebration

Administration

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 life.

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 1–3 grade Green Cycle meetings lay the foundation for the 4–6 grade 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 1–3 and 4–6 grade meetings are similar but do address different levels of biblical learning.

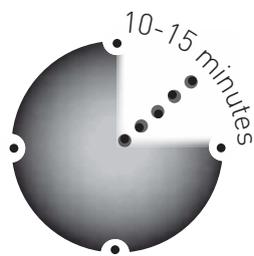
At the end of three cycles children in grades 1–3 will have had the opportunity to learn and apply 24 verses and 30 Key Passages. Children in grades 4–6 will have the opportunity to learn 25 verses and 10 Key Passages in each cycle. After participating for three years, older children will have had the opportunity to learn and apply 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 4–6 grade children 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 for Children’s Bible Drill 2009, and the Blue Cycle will help prepare for Children’s Bible Drill 2010.

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)

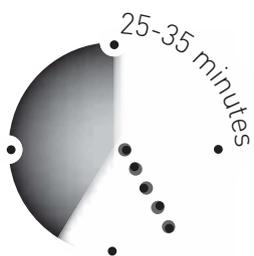


Each meeting begins with Bible Skill Centers for skill review and development. Children may choose from a minimum of three activities to begin working on the meeting's skill focus or reviewing skills already learned. A child may choose to participate in one activity and then move to another until it 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. The Skill Check List can be found on page 23 of the Guide's administration pages or may be printed from the CD (CD2 Item A). Print out one for each child and keep them in a folder or binder. 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. A Parent Sign-Up Sheet can be found on CD 2 Item B. You can find CD2 with its leader helps and CD1, a music and games CD, 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 done independently by children. Other activities are designed for a leader or parent to give guidance.

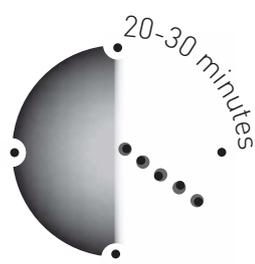
The music and games CD1 provides six of the Bible verses set to music and four computer games. The games can be played individually or some can be played by pairs.



Group Skills (25-35 minutes)

A gathering game will begin the Group Skills time. This game will focus the 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, locating Key Passages, Bible people and 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.



Skill Options (20-30 minutes)

This hands-on application time will offer children choices. Plans provide four options for 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 does the child have a choice, but so do you. Keep in mind that if an option activity does not meet your need for a meeting, 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 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 first through third graders includes focused Bible skill development games and activities. Children will gain additional experience through handling the Bible in a no-pressure environment. Keep in mind the needs of first graders. You may need an additional leader to help them.

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.

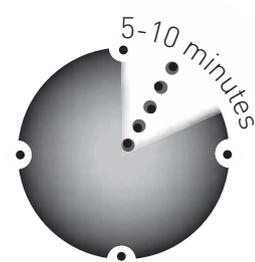
Crafts

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 is found at the end of each Group Skills section.

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

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

How does a meeting flow?

When a child enters the room, he begins by choosing a Skill Centers activity. He may move to as many skill centers as he chooses until time for Group Skills to begin.

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 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, 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 each meeting. If you only offer one each meeting, change the option provided at least every two weeks. This is recommended so that a child has a variety of choices that allow him to choose to learn in the way he 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 well will help you make choices about which options to offer. Offer options your children will most likely enjoy and learn from. If you can only choose two options for each meeting, change the options offered each month. For example, if you offer Recreation and Bible Skills one week, offer Service and Crafts the next month. 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 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 1–3 graders 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.

What resources do I need?

One leader guide and leader pack per group.

One activity book for each child.

One CD ROM music and game 5-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 1–3 Green Cycle Item #001245106

Bible Skills, Drills, & Thrills Leader Pack Grades 1–3 Green Cycle Item #001244798

Bible Skills, Drills, & Thrills Activity Book Grades 1–3 Green Cycle Item #001244793

Bible Skills, Drills, & Thrills CD-ROM Grades 1–3 Green Cycle (Pkg 5) Item #001244800

Bible Skills, Drills, & Thrills Grade 1–3 Leader 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. Also including a music and games CD-ROM 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.

Bible Skills, Drills, & Thrills Grade 1–3 Leader Pack Green Cycle—visuals and games for use during the meetings.

Bible Skills, Drills, & Thrills Grade 1–3 Activity Book 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 meeting time.

Bible Skills, Drills, & Thrills Grade 1–3 CD-ROM, Green Cycle—A music and games CD 5-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.

Other Helpful Resources

Giant Game Floor Mat Item #001114562

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

Children’s Bible Drill Bibles—Hardback Bibles designed for use in Children’s Bible Drill.

Holman Christian Standard Bible Item #001296623

King James Version Item #001010771

Music and Games CD-ROM (CD1)

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

Bible Verse Song Tracks

	HCSB®	KJV	NIV	INSTRUMENTAL ONLY
Genesis 1:1	1	7	13	19
Psalms 118:24	2	8	14	20
Isaiah 40:8	3	9	15	21
John 3:16	4	10	16	22
Colossians 3:23	5	11	17	23
2 Timothy 3:16	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

Games can be played individually or in pairs. Encourage the 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.

Books of the Bible Game

Level 1—Book appears, children tell whether Old or New Testament.

Level 2—Book appears, children determine division.

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

Bible Verse Puzzle

Children click on translation. Then they drag puzzle pieces to complete verses.

Meaning Match

Children match verse references with meanings.

Key Passage Hunt

Level 1—Key Passage Titles given. Children click on one and then click on matching reference.

Level 2—Children click on title. Then say reference. Click on answer key to check their answer.

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 out and laminate them or cover them with clear adhesive plastic to use when you teach this cycle again. 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:

CD2 Item A—Skill Check List	All meetings
CD2 Item B—Parent Sign-Up Sheet	Meeting 1
CD2 Item C—Parent Letter	Before Introductory Meeting
CD2 Item D—Stationery	Before Introductory Meeting
CD2 Item E—Newsletter Article	Before Introductory Meeting
CD2 Item F—Logos	Throughout cycle
CD2 Item G—Enrollment Form	Before Introductory Meeting
CD2 Item 1—Books of the Bible	All meetings
CD2 Item 2—Creation Scripture Signs	Meeting 2
CD2 Item 3—Bible Balloon Pop	Meeting 2
CD2 Item 4—The Ten Commandments	Meeting 3
CD2 Item 5—Books of History Puzzles	Meeting 4
CD2 Item 6—Bible Book Rhythm Name Tags	Meeting 4
CD2 Item 7—Before and After Game	Meeting 5
CD2 Item 8—Timothy Fact Toss Game	Meeting 5
CD2 Item 9—Bible Story Name Cards	Meeting 5
CD2 Item 10—Books of Poetry Tag	Meeting 6
CD2 Item 11—Isaac Information Cards	Meeting 7
CD2 Item 12—Isaac Chose Peace Drama	Meeting 7
CD2 Item 13—Bible Book Frogs	Meeting 7
CD2 Item 14—Rock and Roll Game Cube Cards	Meeting 7
CD2 Item 15—Backseat Bible Cards	Meeting 7
CD2 Item 16—Gift Tags	Meeting 7
CD2 Item 17—Bible Verse Balloon Strips	Meeting 10
CD2 item 18—Temptation References	Meeting 11
CD2 Item 19—Meeting 12 Invitations	Meeting 11
CD2 Item 20—Major and Minor Prophets Pronunciations	Meeting 13
CD2 Item 21—Jesus Taught on the Mountain	Meeting 13
CD2 Item 22—Key Passages	Meetings 14, 15, 16, 17, 21, 27
CD2 Item 23—Shoe Print Memory Verses	Meeting 14
CD2 Item 24—Prayer Rock Note	Meeting 15
CD2 Item 25—ABC Matching Cards	Meeting 16

CD2 Item 26—Around and Around We Go Game Instructions	Meeting 17
CD2 Item 27—Hand Pattern	Meeting 19
CD2 Item 28—World Hunger Calendar	Meeting 19
CD2 Item 29—Location Flash Cards	Meeting 20
CD2 Item 30—Spill-a-Book Letters	Meeting 21
CD2 Item 31—Facts about General Letters	Meeting 21
CD2 Item 32—Heroes of Faith Flash Cards	Meeting 21
CD2 Item 33—Showdown at the SDT Corral!	Meeting 23
CD2 Item 34—Stars on the Prairie Card	Meeting 24
CD2 Item 35—Right Proud Remembering Cards	Meeting 24
CD2 Item 36—Spread the Word	Meeting 26
CD2 Item 37—Great Lights Patterns	Meeting 28
CD2 Item 38—Blank Grid	Meetings 29, 30, 31, 32
CD2 Item 39—In a Row	Meetings 29, 31
CD2 Item 40—Take Two	Meeting 30
CD2 item 41—God’s Plan of Salvation References	Meeting 30
CD2 Item 42—Definition Box Toss	Meeting 30
CD2 Item 43—New Testament Corners	Meetings 30, 32
CD2 Item 44—Calendar Grid	Meeting 31
CD2 Item 45—Chapter and Verse Bookmarks	Meeting 34
CD2 Item 46—Queen Esther References	Meeting 34
CD2 Item 47—Queen Esther Review Questions	Meeting 34
CD2 Item 48—Wacky Web	Meeting 34
CD2 Item 49—Star Pattern	Meeting 34
CD2 Item 50—A Fishy Game	Meeting 35
CD2 Item 51—Omega Games Invitations	Meeting 35
CD2 Item 52—Tissue Paper Fish	Meeting 35
CD2 Item 53—Certificate of Participation	Meeting 36

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.

Pack Item 1a—Publicity Poster	Use to advertise meetings
Pack Item 1b—Publicity Poster	Use to advertise parent’s meetings
Pack Item 2—Creation Concentration Cards	Meetings 1, 2, 12
Pack Item 3—Books of the Bible Poster	Throughout cycle
Pack Item 4—Teaching Picture: Creation	Meeting 2
Pack Item 5—The Ten Commandments Poster	Meeting 3
Pack Item 6—The Ten Commandments Tickets	Meeting 3
Pack Item 7—Around and Around We Go! Gameboard	Meetings 3, 17, 28, 31
Pack Item 8—Make a Splash Gameboard	Throughout cycle
Pack Item 9—Make a Splash Cards	Meeting 5
Pack Item 10—Game Cube	Meetings 7, 19, 28
Pack Item 11—Toss-N-Tell Game	Throughout cycle
Pack Item 12—Learning About the Bible Cube	Throughout cycle

Pack Item 13—Do You Know? Cards	Meetings 10, 12
Pack Item 14—Memory Verse Stones	Meeting 10
Pack Item 15—Teaching Picture: David and Goliath	Meetings 10, 33
Pack Item 16—Meeting Questions	Meetings 8, 9, 10, 11, 13, 14,
Pack Item 17—Bible Division Cards	Throughout cycle
Pack Item 18—Teaching Picture: Jesus Taught on a Mountain	Meetings 13, 15, 24
Pack Item 19—Teaching Picture: Jesus and Nicodemus	Meetings 16, 24, 30
Pack Item 20—Door Knocker Pattern	Meeting 16
Pack Item 21—Teaching Picture: The Parable of the Sower	Meetings 18, 24
Pack Item 22—Bible Book Riddles Cards	Meeting 18
Pack Item 23—Definition Flash Cards	Meetings 19, 20
Pack Item 24—Teaching Picture: Paul's Preaching	Meetings 20, 24
Pack Item 25—General Letters Riddles Cards	Meeting 21
Pack Item 26—Key Passage Keys	Meeting 21
Pack Item 27—Teaching Picture: Daniel	Meetings 23, 24, 25
Pack Item 28—Crazy Coach Ride Cards	Meeting 24
Pack Item 29—Grub Cards	Meeting 24
Pack Item 30—Spotlight This Pictures	Meeting 30
Pack Item 31—How the Bible Came to Be Poster	Meeting 31
Pack Item 32—Bible Division Action Cards	Meeting 32
Pack Item 33—Teaching Picture: Ruth Provides for Naomi	Meeting 32
Pack Item 34—David's Life Pictures	Meeting 33
Pack Item 35—Something's Fishy Game Cards	Meetings 35, 36

What is OK to copy?

Each group may copy Bible Skill Center and Skills Option pages from the leader guide as needed for Skill Center or Skill Option leaders and items on CD2. Music 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. Since the children concentrate on learning well eight verses, you might consider giving points for the first time they say the verse from memory and fewer points for subsequent times they say it. For example, they might earn 100 points for the first time they say a verse, but 50 points for subsequent times they say it. Coming back to say verses helps children put the verses into their long-term memories.

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. Those translations may be the Holman Christian Standard Bible® (HCSB), the King James Version (KJV), or the 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. You will wish to use one of these translations. (See sbc.net for state convention websites.)

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 Item B.

The Group Skills 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 Options 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 leaders might be the same for the 36 meetings, might rotate months, or serve one week each month, 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. If you have been using Bible Buddies, you may choose to continue using that name for your Bible skills group. A few other ideas are: TBYTE—The Bible You Take Everywhere, Bible Skills & Drills, The WORD Company, Bible Club, or another group name.

T-Shirts Add to the Fun

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



Skill Centers



Grades 1-3
Meeting 3

Bible Passage:

Exodus 20:3-17

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

Grades 1–2: God wants me to obey, respect, and honor Him.

Grade 3: God deserves respect, obedience, and honor.

Meeting Goals:

Locate and say Exodus 20:12.

Locate and say the books of Law.

Know and locate The Ten Commandments: Exodus 20:3-17.

Skill Check

Books of Law Relay

Say, “Read the names of the first five books of the Old Testament from the ‘Books of the Bible Poster’ and find them in your Bibles.” Then play a relay game. Ask the children to line up behind the line. Place the paper plates in a pile on the floor. Say: “The first person in line is the runner and will read the book on the paper plate. Other team members will find the book and put their index fingers somewhere on one page in that book. The runner will then place a feather on the plate. He will try to take the plate to the table without letting the feather fall off. If he succeeds, he will stack the plate on the table and the next person in line will be the new runner. If the feather falls off, the runner must return and allow the next child in line to take a turn. The challenge is to stack all of the plates without losing the feather.”

Memory Verse Beach Ball

Ask the kids to find and read Exodus 20:12 in their Bibles. Say the reference before and after the verse is read. Ask the kids to form a circle. Tell them to toss the beach ball around the circle. Explain that as each child catches the ball, she will say the next phrase of the verse. Play the game several times, then ask the children to say the verse without reading the beach ball.

Bible Book Rockets

Say, “The first five books of the Bible are called the books of Law. Open your Bibles to the first five books and state the books’ names.” Tell them to form two lines (side by side) and face one another. Ask them to toss a ball of yarn back and forth so that each child is holding a piece of the yarn. The child holding the end of the yarn will “launch” the first Bible book rocket. Ask him to launch the rocket by feeding the yarn through the tube, saying the name of that Bible book, and sending it to the next child. As each child receives the tube, he should say the Bible book name on the tube. Instruct the last child in line to take the tube off. Continue with the second tube. When finished, repeat the opposite way. Finally send all the rockets at once.

Teaching Tip: Provide extra Bibles each meeting during the cycle.

Books of Law Relay

- Continue to display the “Books of the Bible Poster” (Pack Item 3).
- Provide a feather and tape.
- Obtain five paper plates and write a book of Law on each plate.
- Set a small table or chair on one side of the room. Place the feather and paper plates in a pile behind a tape line at the opposite end of the room.

Memory Verse Beach Ball

- Write the memory verse on a beach ball. Use a different phrase for each section of a ball. Number each section in order.

Bible Book Rockets

- Provide a ball of yarn or plastic string.
- Write *Genesis*, *Exodus*, *Leviticus*, *Numbers*, and *Deuteronomy* each on a separate paper towel tube.

Group Skills



Play a Gathering Game

- Set chairs in a circle.

Teaching Tip: If you have a small number of children, assign two or three books at a time rather than all five books.

Sing

- Provide a CD player and CD1. Cue CD1 to “The Books of the Old Testament” (Track 25).

Practice Bible Skills

- Provide poster tack, “The Ten Commandments Poster” (Pack Item 5), and activity page 9 for each child.
- Make a sign: *The Ten Commandments: Exodus 20:3-17* and post it.

Play a Gathering Game

Invite the children to sit in a circle. There should be one less chair than children. Go around the circle and assign each child a name of one of the books of Law. (*Genesis, Exodus, Leviticus, Numbers, or Deuteronomy*) Choose a volunteer to stand in the middle. Say: “The person in the middle will be Moses. Moses will call out one of the names of the books of Law. When he does, each person with that Bible book name will get up from her chair and find another empty chair. Moses will also try to find a chair. The person left standing will be the next Moses. If Moses calls out ‘All the books of the Law,’ everyone must get up and move to a new seat.” Demonstrate how to play the game. Allow the children to play the game for several minutes.

Sing

Ask the children to be seated. Direct the boys and girls to listen as you play “The Books of the Old Testament.” Invite kids to sing along if they know the words.

If any children are not familiar with the song or do not know how to pronounce the names of the Bible books, allow them to listen as you sing.

Practice Bible Skills

Invite a child to attach “The Ten Commandments Poster” to the focal wall. Ask the children to read the poster aloud along with you.

Ask, “In what book do you find the Ten Commandments?” (*Exodus*) Guide the children to turn to Exodus in their Bibles. Say: “Exodus 20:3-17 is one of the Key Passages you will learn. Key Passages are sections of the Bible that you need to know. During Bible Skills, Drills, & Thrills you will learn 10 Key Passages and practice finding them.”

Lead children to repeat the Key Passage two times. Then remove the sign and lead them to say it two more times. Finally, help them find Exodus 20:3-17 in their Bibles.

Give the boys and girls the activity pages. Say, “The Book of Exodus tells about the Israelites’ leaving Egypt and the life of Moses, a great leader of God’s people.” Guide the children to briefly mention events about Moses on the timeline.

Tell the Bible Story

Give the envelopes with the Commandments to volunteers. Say: “As I tell the Bible story, I will call each of you to open your envelope. Wait until I call your number, then open your envelope and read it or hand it to me to read.”

Comment: “For many years, the Israelites had lived as slaves in Egypt. They prayed to God for help. God had compassion on His people. He led them out of slavery into freedom. God knew that the Israelites would need rules to help them live happy lives, so God provided the Ten Commandments.”

Open your Bible to Exodus 20:1 and begin to tell the Bible story. Read the words in bold while the children read the Commandments.

God Gave the Ten Commandments

The first Commandment tells you that nothing should be more important to you than God.

Ask the child with the number 1 on her envelope to open her envelope and read the Commandment on the paper inside. Repeat with each Commandment.

1. Do not have any other gods besides God.

The second Commandment tells you that you should not worship or bow down to anything other than God.

2. Do not make an idol. Do not worship or bow down to anything other than Me.

The third Commandment tells you to treat God’s name with respect.

3. Do not misuse the name of the Lord your God.

The fourth Commandment tells you to set aside a day each week for worshipping God and resting from work.

4. Remember the Sabbath day.

The fifth Commandment tells you to respect your parents.

5. Honor your father and your mother.

The sixth Commandment tells you not to kill and to respect life.

6. Do not murder.

The seventh Commandment tells you to keep your marriage promises.

7. Do not commit adultery.

The eighth Commandment tells you not to take something that belongs to someone else.

8. Do not steal.

The ninth Commandment tells you to always tell the truth.

9. Do not lie.

The tenth Commandment tells you not to be jealous of what others have so that you are not happy that you don’t have it, too.

10. Do not covet.

based on Exodus 20:3-17

Tell the Bible Story

- Print “The Ten Commandments” (CD2 Item 4).
- Place the Commandments in the appropriate envelopes numbered 1 through 10.

Teaching Tip: You can include younger children in this activity by helping them read their Commandments or telling them what the Commandment says in advance.

Apply the Bible Story

- Provide activity page 10 and a pencil for each child

Apply the Bible Story

Give each child an activity page and call attention to “The Ten Commandments” on the back. Say: “I’m going to read some stories about children. Each of these stories is about a child who needs help in making a decision. As I read the story, I want you to search your activity page to find a Commandment that would help each child make the right decision.”

Read the following situations. After you read each one, discuss which Commandment would help the kids make the right choices.

Story 1: Joanna is taking a math test. She doesn’t know the answer to a question. Suddenly, Joanna realizes she can see the answers on Mel’s math test. Joanna knows Mel makes straight As in math and she wants to cheat off his paper. What should she do? (*Do not lie. Do not take anything that belongs to someone else.*)

Story 2: Anne does not like to clean house. Anne’s mother has been working many hours, and she needs help on Saturday morning. Anne wants to watch cartoons. What should she do? (*Respect your parents.*)

Story 3: Wanda’s friend Venda has invited her to church, but the people in Venda’s church do not worship God or Jesus. In fact, Venda’s family believes the story of Jesus is just a myth. Wanda likes Venda and doesn’t want to hurt her feelings. She doesn’t know if it will hurt to go to Venda’s church just one time. (*Worship only God.*)

Story 4: While Travis is at the mall, he sees Matthew buying a video game that Travis has been wanting for a long time, but he doesn’t have any money. Travis feels sad and wants to ignore Matthew when he walks out of the store. (*Do not want anything that belongs to someone else.*)

Compliment the children on their correct answers. Say: “God gave you the Ten Commandments to help you do what is right. Because you love God, you should obey His commands.”

Ask the boys and girls to look at their activity pages. Say: “There is a box by the side of each Commandment. As I read each Commandment, I want you to check the box by that command if you will obey it. Some Commandments may not apply to you right now, such as the command to keep your marriage promises. But even though you are not married now, you can tell God that you are willing to obey Him if you ever do marry.”

Read the list of commandments on the activity page. Allow the children time to check each Commandment they are willing to obey.

Learn the Memory Verse

Say, “The memory verse for today is one of the Ten Commandments.” Ask the children to open their Bibles to Exodus 20:12. Invite them to say the memory verse with you four different times: with their eyes open, with their

eyes shut, standing up, and sitting down. Pray: “Thank You, God, for our parents. Help us obey You by giving them honor and respect.”

Choose Skill Options

Help the children know a little about each activity in the Skill Options. Lead them to make choices and move to the activities.



Family Bible Skills to Go

As parents enter the room, ask the children to repeat today’s memory verse in Exodus 20:12.

Say: “Today, the children learned about the Ten Commandments and how important it is to honor and respect their parents. They also learned that the first five books of the Bible are called the books of Law. They played a game that helped them learn the names of these books.”

Invite the parents to take part in the game or watch from the side of the room. Create a large circle of chairs. (There should be one less chair than the number of people playing the game.) Invite parents to take a seat near their children. Assign each person a name of a book of Law. (*Genesis, Exodus, Leviticus, Numbers, or Deuteronomy*) Choose a parent or other volunteer to be Moses.

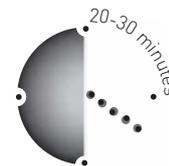
Say: “The person in the middle of the circle is Moses. Moses will call out one of the names of the books of Law. Everyone with that name must exchange seats. Moses will also try to find a seat. The person left standing without a chair will be the next Moses.” Remind the children that Moses can also say, “All the books of the Law.” In that case, everyone should exchange seats.

Play the game three or four times. Then, ask family groups to gather. Instruct the children to show their parent’s the list of Ten Commandments on their activity pages.

Say: “When families love God, they want to obey His commands. Today, the children have learned about the Ten Commandments and how important it is to obey them.” Encourage parents to take home the activity pages to discuss ways they will commit to obey God’s commands.

Pray and thank God for His commands. Ask Him to help families obey Him each day.

Bible Skills



Around and Around the Ten Commandments

- Provide a bag, “The Ten Commandments Tickets” (Pack Item 6) and “Around and Around We Go! Gameboard” (Pack Item 7). Place the tickets inside the bag and label it *Tickets*.
- Post the Key Passage sign from Group Skills.

Answers:

1. Worship only God. There is to be nothing more important to you than God.
2. Do not make or use any object to worship that takes the place of God. Serve only God.
3. Treat God’s name with respect.
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.

Around and Around the Ten Commandments

Ask, “Where can you find the Ten Commandments in the Bible?” (*Exodus 20:3-17*) Direct the children to open their Bibles to Exodus 20:3-17. Show the sign from Group Skills. Remind the children that this is a Key Passage that they need to remember and be able to find in their Bibles. Take down the sign. Ask a volunteer to read Exodus 20:1. Ask, “Who spoke the words of the Ten Commandments?” (*God*)

Show boys and girls the ticket bag. Say: “You are going to play a game to help you remember the meanings of the Ten Commandments. You will take turns drawing a ticket out of the ticket bag. Then you will read the ticket. If the ticket has the first Commandment written on it, you will place it on the first cart of the ferris wheel. If that ticket does not have the first Commandment, you will place it facedown on the table. Then you will continue to draw and read the Ten Commandment tickets until you get the correct one.”

Begin to play the game by instructing a child to draw a ticket out of the bag. Allow an older child to read the ticket aloud. If necessary, offer to help younger children read tickets.

If the Commandment on the ticket is the first Commandment, place it on the first cart on the ferris wheel. If the ticket does not contain the first Commandment, place it face down on the table. Let the children take turns pulling a ticket from the bag until the first Commandment is on the gameboard.

Put all the tickets back into the ticket bag. Begin to draw tickets out of the bag as you look for the second Commandment. Continue playing until all the Commandments have been placed on the ferris wheel.

After all the Commandments are placed on the ferris wheel, ask children to say them in the correct order.

Take the tickets off the ferris wheel and hold them in your hand. Ask the children to review the game by naming all the Commandment. As the children state a Commandment, return that ticket to the ferris wheel. (They do not have to name the Commandments in order.) If the kids are unable to remember all the Commandment, direct them to open their Bibles to Exodus 20 to find the ones they missed.

At the end of the game say, “Find the Ten Commandments in your Bibles.” Wait until everyone has located Exodus 20:3-17. Compliment them on knowing where to find the Ten Commandments. Ask a child to read Exodus 20:12. Lead them to say the verse together.

Recreation

Memory Verse Pass

Instruct the boys and girls to locate Exodus 20:12 in their Bibles. Ask them to say the verse with you. Discuss what the verse means and ways children can honor their parents. Remind the children that Exodus 20:12 is part of the Ten Commandments that God revealed to His people through Moses.

Review the Ten Commandments:

1. Do not have any other gods besides God.
2. Do not make an idol.
3. Do not misuse the name of the Lord your God.
4. Remember the Sabbath day and keep it holy.
5. Honor your father and your mother.
6. Do not murder.
7. Do not commit adultery.
8. Do not steal.
9. Do not lie.
10. Do not covet.

Give each child an Exodus 20:12 card. If you do not have the same number of children as cards, adjust the game. Tape two cards together to create one long phrase for fewer children. If you have more children than cards, allow two children to share the same card as they walk around the room.

Ask the boys and girls to stand in the order of the memory verse. Instruct them to read their parts of the verse. Say the verse together after each child has read her part.

Say: “When I begin to play the music, I want you to carry your card around the room. When I stop playing the music, I want you to switch cards with a friend and quickly line up in the correct order of Exodus 20:12.”

Begin to play the music. After 10-15 seconds, turn off the music. Guide children to switch cards and line up in the correct order. Lead each child to say his part of the verse. Continue playing the game until time is up.

Memory Verse Pass

- Provide a CD player and CD1.
- Cue CD1 to the instrumental music of “The Books of the Old Testament” and “The Books of the New Testament” (Tracks 27 and 28) or provide other instrumental music children may enjoy.
- Divide the words of Exodus 20:12 into sections and write those sections on index cards. You will need to divide the verse into the same number of sections as the number of children you anticipate will play the game.

Crafts

Ten Commandments Posters

- Provide activity page 10, a poster board for each child, and art supplies (markers, paint pens, glitter glue, colored pencils, puff paint).
- Display “The Ten Commandments Poster” (Pack Item 5) on a focal wall.

Ten Commandments Posters

Direct the boys and girls to open their Bibles to Exodus. Ask, “In which testament of the Bible can you find the Book of Exodus?” (*Old Testament*) Say, “You learned today that Exodus is one of the books of the Law.” Ask, “Can you list the five books of Law in order?” (*Genesis, Exodus, Leviticus, Numbers, Deuteronomy*) Ask the boys and girls to turn to Exodus 20:3-17 in their Bibles. Ask: “Who was the leader of the Israelites when God gave them the Ten Commandments?” (*Moses*) “What things can you tell me about Moses’ life?” (*Moses was born a slave in Egypt, his mother hid him in a basket in the Nile River, God spoke to Moses from the burning bush, Moses led the Israelites across the Red Sea*)

Give each child an activity page. Direct him to look at “The Ten Commandments.” Ask a volunteer to say each Commandment. Say: “God gave the Ten Commandments for your good. When you obey His commands, you know God will take care of you and help you be more like Him. You need to learn God’s commands so you can please Him and obey Him in all things.”

Show the boys and girls the art supplies. Say, “Today each of you can make a Ten Commandments poster to help you remember to obey God’s commands.”

Direct the kids’ attention to “The Ten Commandments Poster” on the focal wall. Tell the children that they can use the Commandments on their activity pages or on the poster on the focal wall as a guideline for their posters. Guide younger children to choose two or three Commandments while older children may want to write all of the Commandments on their posters.

Give each child a sheet of poster board. Remind the boys and girls to be careful and not mark on tables or other furniture. Move around the room and compliment the kids on their posters as they are decorating them. Make sure children understand the meanings of the Commandments.

When the posters are finished, ask each child to hold up his poster and say where he would like to hang it at home. Encourage the boys and girls to use their posters as reminders to obey God in all things.

Service



Sock Puppet Dusters

Ask the girls and boys to take out their Bibles and turn to Exodus 20:12. Invite the children to say the verse aloud with you. Say, “To honor your parents means to show respect to them.”

Ask the boys and girls to think silently about the following questions as you read them. Pause for a moment after reading each question, allowing the children to think of the answer.

- Who works to pay for your home, toys, and clothing?
- Who cooks your meals?
- Who drives you to church?
- Who buys your school supplies?
- Who cleans your house?
- Who does the grocery shopping for your family?
- Who takes you to the doctor when you are sick?

Ask, “Who would be the answer for most of the questions I just asked?” (*their parents*) Say, “Although your parents may not do everything I just mentioned, there are many ways they show their love for you.” Ask each child to tell one thing a parent (or guardian) has done for him this week or one thing he loves about his parents.

State: “God commands you to honor and respect your parents. If you want to obey God, you must treat your parents with respect.” Ask boys and girls to state ways they will honor their parents this week.

Say: “One way to show your parents respect is to help them take care of your homes. Today, you can make sock dusters to help your parents keep your homes clean.” Lead the children through the following steps as they create sock puppet dusters.

1. Cut pieces of yarn for hair. Place the yarn in a paper plate.
2. Put the sock on your hand.
3. Draw two dots where the eyes will be then draw a nose and a mouth.
4. Apply glue to the head of your sock duster for the hair.
5. Roll the sock’s head onto the yarn on the paper plate.
6. Carefully take off the sock and lay it flat.
7. Glue on wiggly eyes and set the sock duster aside to dry.

Ask each child to think of rooms she will dust with her duster. Challenge the boys and girls to honor their parents this week by helping them in many ways.

Sock Puppet Dusters

- Provide two large wiggly eyes for each puppet, permanent markers, fabric glue, yarn, paper plates, and scissors.

Teaching Tip: If you have a child who does not live with her parents, encourage her to express appreciation to a grandparent or other guardian who has a parental role in her life.



Meeting 3

A Timeline of Moses' Life



Moses is born.



God speaks to Moses from the burning bush.



Plagues come in Egypt



Passover begins.



Israelites leave Egypt.



Israelites cross the Red Sea.



God sends manna and quail for His people to eat.



God gives The Ten Commandments.



Moses dies.

The Ten Commandments

1. Worship only God.
There is to be nothing more important to you than God.
2. Do not make or use any object to worship that takes the place of God.
Serve only God.
3. Treat God's name with respect.
4. Set aside a day each week for worshiping God and resting from work.

Read the commandments that God gave to His people. Sign on the line below if you want to obey God's commandments.

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.

Exodus 20:1-17